

Baten Kaitos FAQ/Walkthrough Final

by Gbness

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"There is no pain, you are receding..."

BATEN KAITOS: ETERNAL WINGS AND THE LOST OCEAN
An FAQ/Walkthrough
For the Nintendo GameCube
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"A distant ship's smoke on the horizon." - Pink Floyd

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 ~~~ ~~~ ~~~ 1. Introduction ~~~ ~~~ ~~~  
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So that's something that you might be asking. Just why is Richard Beast writing for yet another RPG? Well, Baten Kaitos is an RPG I started playing in late December, actually after Christmas when I got it. Playing it through, I loved it to death, so naturally I'll have to write a guide for a game I like this much which at the same time is at the top of the FAQ Requests list. So, anyway,

on to the guide itself. I couldn't find any way to split the sections of this guide up so that they look nice, so there are lots of walkthrough sections. Let's hope this bothers no one.

Anyway, typically I'd ramble on and on in my introduction, but I choose not to this time around. Just... enjoy the guide, and put up with my weird sense of humor, since I'm sure it'll shine throughout this guide several times, and that might be a good thing. Or a bad thing. You make your decision. Alright, I'm out of this.

- Richard "Gbness" Beast

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~-- ~-- ~-- 2. Legal Disclaimer ~-- ~-- ~--  
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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

Oh, and also, rules for contacting me. Those are important, ya? First of all, feel free to check out the stuff I've written on GameFAQs. Those include a guide for Mega Man 5, a few other Mega Man games, and tons of random PSX games. Honor to the PSX, yanno? Hopefully, that'll be added with awesome Legend of Zelda: Majora's Mask and Tales of Symphonia guides. As you might be able to guess, I'm a large RPG fan and writer.

Alright, enough shameless advertisement about me. You can e-mail me if there is a question you wish to ask that hasn't been answered in the guide, but I REALLY don't want to bother answering questions that have already been done, answered, and done again in the guide, if it isn't too much trouble. Feel free to tell me if there's something I've forgotten, however.

My e-mail address is richard\_power1000 [at] yahoo [dot] com. Except, replace the [at] and spaces with a "@" symbol and the [dot] and spaces with a period; I have to write like that so I don't get a dozen spam bots e-mailing me and getting me viruses. Just be polite in the e-mail, don't talk like "omg wtf rich ur gides r t3h su><0rz & how du i beat sabre dragon", and don't ask something that's already been answered in the guide, and I'll respond.

And don't bother sending things like:

"You friggin' idiot. Your guides suck, you suck, and everything about you sucks. DIE DIE DIE!"

"BURN IN THE FLAMES OF HELL, YOU STUPID RETARD!!!"



the upper-right number automatically, but use the C-Stick to select the single number that you want, on any corner of the card.

Alright, that's enough you need to know about combat. While, in Baten Kaitos, you're not given an exact number of EXP needed to level up, once you gain certain amounts of EXP, you can find a blue flower in a town (which acts as a save point and a portal to a church; red flowers are only save points) to take you to a church, where you can level up and increase your class. Leveling up will increase things such as HP, attacking power, defense, and such. Classing up, on the other hand, is entirely different.

To class yourself up, you need a certain Magnus. For each class level and each character, you've got a different Magnus, a list of those of which can be found a little bit below in the guide, but classing yourself up will increase the number of cards you can use in your deck, the number of cards you can choose from (three to four in the first draw), and the number of cards you can use in a combo. However, there's a catch. The higher your class, the less time you can use for your first card. It decreases from infinite to FIVE SECONDS, so make sure you know what you're doing.

With that, that's just about all you need to know about the bones and meat of Baten Kaitos, except one more thing in the battle system. Kalas (or Xelha, for about 10% of the game) have a Guardian Spirit helping them. With this spirit, they can do special attacks called Sacred Spring, Hellfire, Shining Seraph, Demons of Darkness, Distorting Wind, or Lingering Time, each corresponding to a certain element. These will replace a RANDOM card at the end of a combo, and are insanely powerful, but they can replace a card you don't want to be replaced with, or be of the wrong element. But once again, they're random occurrences.

This can be overall annoying, or it can be a godsend, it all depends on your battle situation. But they're the strongest attacks you'll ever have, so might as well use them to your fullest. Anyway, that's probably enough that you need to know about the basics of Baten Kaitos. If there's something else that I need to touch on, just e-mail me at richard\_power1000@yahoo.com.

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~-- ~-- ~-- 4. Characters ~-- ~-- ~--  
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You always want to read about the characters at the beginning of an RPG guide; don't try to deny it!

--- KALAS ---

Kalas is a youth, seeking revenge for his murdered brother and grandfather, out to kill the two murderers of Giacomo and Ayme, as well as to a lesser extent, a man named Folon. In battle, Kalas falls short of Xelha and Gibari at the start, but grows to become the most powerful character of all, even if he isn't in your party for about 5-10% of the game, sadly. He's got some of the best finishers in the game, so in the time that you can use him, I'd always put him in my battle party, even if his lines are incredibly cheesy.

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Class-Up Items:  
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Wild Strawberry: This item, used to raise Kalas's class level to 2, can be found right after the battle with Lord of the Spring. In fact, you get it from Lord of the Spring itself. It's a conspiracy.

Mana Stone: Kalas's class 3 item, you can find this right in the beginning of a certain Lesser Celestial River in which you'll visit with Xelha and Gibari, in the beginning of Diadem. Really.

Coral Plant: Dropped after the fight with Lord of the Winds at the end of the wonderful land of clouds, Diadem, this is Kalas's class 4 item, which you can get surprisingly early.

Ancient Branch: Not exactly a very fancy name for something, but you'll get this a LONG way behind the other class 5 items. It's dropped by Gnosis, in the Outer Dimension right before Mira, in Disc 1. That's right, Disc 1.

Azure Sand: Alright, the timespan between collecting the Ancient Branch and the 'Sand is almost... a year. Really. You'll get this right before the cabin in the Celestial Alps where you fight the trio. Semi late Disc 1 to late Disc 2, eh?

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Finishers:  
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Blue Storm: This is a powerful wind-based attack which will do tons of damage at first, but I downright took it out of my deck later in the game. It's only a 45 damage attack, but you'll first find it after defeating the Sabre Dragon in the Moonguile Forest. You'll find it in about a dozen different places later in the game, however.

Shadow Wings: A darkness based attack, in which I actually kept in my deck until the very end of the game. This multi-hit attack can first be found in Rodolfo's mansion of Sadal Suud; the only problem is that it's not very effective against Giacomo, who is strong against darkness. Just be sure not to miss it, because if you do you can't get it until MUCH later.

Energy Wave: This attack looks like and is of the same element as Blue Storm, except it's much stronger. You'll first find it in the fight with the Iron Beetle, so you can't miss it, unlike Shadow Wings. While you can find more much later in the game, this is a finisher that'll likely stay in your deck during the entire game.

Flash Explosion: By far the strongest finisher yet, use this fire based attack and you'll probably end up with a bleeding enemy very quickly, even if Kalas seems to have more water based cards than fire, unfortunately. Anyway, you'll find this in Opu, right after you give Mayfee the Komo Mai cookies. Just enter the house again, that's important.

Water Blade: Now this level 5 finisher, you'll get before all but one, that is Gibari's Whirlwind Hit. It's right inside the main path to the boss in Nekton, Shrine of Spirits, making it incredibly difficult to miss. While it is a very powerful finisher, I don't find myself using it as much as others, although in the first boss fight of Disc 2, it's extremely useful. Trust me.

Dream Blade: Very similar name to the previous one, and it's one that you'll get quite a bit earlier than all the others, except Xelha's Whispering Wind. But anyway, for reasons I will not spoil here, you will be unable to use this for a very long time, but otherwise, it's an extremely powerful and cool looking chronos based finisher for Kalas, which you'll use a lot, much later.

Fangs of Light: I have never been this disappointed with a finisher; the, errr, dark side used Fangs of Darkness, which did this much damage, AND drained HP. Fangs of Light does no such thing, so screw that. All the same, there are far more bosses weak against light than darkness, so the damage it does will even

itself out, I suppose.

Chaotic Illusion: This extremely cool looking and entirely powerful attack, in which you will love upon first sight of it, can be found after defeated the trio of Giacomo, Ayme, and Folon, in the cabin of the Celestial Alps. In fact, you'll automatically get it. While it is chronos based, in which Kalas can tend to disagree with sometimes, this is an extremely good finisher. And it looks cool.

Lord of the Wind: Well, that's Kalas's level 9 finisher you're reading about here, but I guess the developers decided to punish him for a little something somewhere in this game that he does by making you get his last finisher later than some others. But either way, this is a damn awesome attack, usually doing about 1500 damage with some card combos. Use it against Che, trust me.

--- XELHA ---

Xelha is a girl who seemingly used to work for the Empire, but she has quite a few secrets involving her past. She's one of the two most important characters in the game, the third probably being Lyude, but anyway, you'll play as her for about 5-10% of the game, instead of Kalas. She's completely different from Kalas in that she's a mage instead of a physical powerhouse. She's got a variety of spells available for use, as well as tons of great light-based finishers.

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Class-Up Items:  
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Shrike Statue: Wow, what an incredibly difficult class-up item to find, I'm extremely surprised. You have to go through the two treasure chests in the room where she has kidnapped in Rodolfo's mansion. How insanely hard.

Heron Statue: A few people are going to miss this one, however. After beating the Thunderfish in the Lesser Celestial River, you have to find its head twice and let it drift forward, then head west from the entrance. Class 3 Xelha!

Falcon Statue: Heh, it seems Xelha has an obsession with statues. Anyway, this one can be collected right outside the room in the Ancient Library of Magic where you fight Folon. Impossible to miss.

Rarebird Statue: This one is somewhat similar to the last one, in that you'll actually get it after defeating Folon, along with Giacomo and Ayme, in the Goldoba. Kinda similar, in a way...

Linnet Statue: Inside Xelha's very own side quest, the Illusory Fortress of the Book, in very late Disc 2. Just find it in the second floor of the fortress; if you miss it, something's very wrong with you.

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Finishers:  
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Dance of Light: This light-based finisher is of equal power to Kalas's Blue Storm, but slightly better in that she has it the very beginning boss fight as opposed to after it. ;) Like Blue Storm, you'll outgrow it like you did certain toys when you were a little kid, but it has several uses at the beginning, or at least until you get Soul Flash.

Sparkle of Life: A finisher that looks and is very much like Dance of Light in that it's a light-based finisher, but quite a bit stronger than Dance of Light, I'm afraid I have to say. You can get this after the fight with Giacomo, which

is a pity when you consider that Giacomo is weak against light. Not quite as strong as Soul Flash.

Soul Flash: This is the strongest and last light-based finisher that Xelha will get for a while; the next one is the very final. But oh well, this is a very powerful finisher, and extremely effective against the multitude of enemies in the game who are weak against darkness. You'll pick this up after the fight against the first Iron Beetle.

Dancing Flames: You'll get this at a semi-weak time, after a boss that is quite weak against fire, the Tree Guardian of the Che End Magnus in Anuenue. All the same, it is a pretty good variation from the light-based finishers, and another good point to it is that you'll get two of them a little later (in Wazn), as two strong finishers are better than one.

Dark Embrace: Awww, you get this right after beating a boss with a weakness to darkness, that boss being Sikri (who, of course, sucks). You wouldn't think that you'd get a darkness based finisher for awhile, but this one is a pretty good one, although you won't get many good opportunities to use it, quite sadly. Oh well, there's always Sibling God He.

Whispering Wind: In a... certain boss fight against an extremely powerful foe with a huge weakness to wind, this obvious wind based finisher will be a simple godsend. But anyway, you'll pick this finisher up on the western cells of the Imperial Fortress, the FIRST time you go there, don't worry. You can't leave if you don't get this.

Bells of Fate: You'll pick this one up quite a while after Whispering Wind, but it in itself can be found inside the Labyrinth of Duhr. Take some water from the knocked down jugs, and carry it around the maze until you find a monster with boils on its body. Just throw the water on it, and it gives you this. How nice. Only problem is while this finisher is awesome, you won't use it much.

Seal of Water: I went through an entire file and never used this finisher, I have no idea why. There is always Sibling God Ar in the path, though... but so few bosses late in the game have water weaknesses, that you don't get much chance. Anyway, you'll find this finisher after concluding Xelha's side quest in the Illusory Fortress, just defeat Kulcabaran.

Wheel of Light: This is the single greatest finisher in the entire game; it even ranks higher than Kalas's Lord of the Wind, since there's one moderately easy boss weak against wind, and one medium difficulty and one extremely hard boss weak against light after these two. But anyway, you'll get this one after you beat Sibling God He.

--- GIBARI ---

Gibari is a fisherman from the town of Nashira, although he used to be a leader of knights in King Ladekahn's castle of Elnath. He can be a little angry when it comes to speaking with Kalas, although he's all warm with Xelha and everyone else. In battle, he's definitely one of my least favorite fighters, but he's still a decent characters. Most of his finishers and weapons are water and wind based, so know when the right times to use him are.

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Class-Up Items:  
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Shark Tooth: Now this is one you can't miss at all. After defeating the rather annoying Iron Beetle in the Path of Clouds, it'll drop this item, which seems to



suit Gibari fairly well. Eh, it's his class 3 item!

Scarlet Shell: I think a few people might miss this one, but just fiddle around in the Ancient Library of Magic, the Philosophy Section to be precise, and you will find this.

Catfish Whiskers: You'll find this one just a little bit before fighting the almighty Geldoblame, in the Lava Caves. It's right after you freeze the lava river, so another one that's hard to miss.

Buoy of Light: A bit obsessed with water items, they're getting, eh? Anyway, this one can be found in the Greater Celestial River, around the cliff at the beginning. Another one impossible to miss.

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Finishers:  
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Dragon Uppercut: You'll have this initially. While this isn't an altogether powerful finisher, it's water based and does as much damage as Blue Storm, Sorcerer's Chakram, Dance of Light, etc.

Crystal Shot: You'll have this initially. A stronger attack than his Dragon Uppercut, and a water-based one that seems to do more damage than your average finisher.

Explosive Paddle: Do not make the same mistake I did and think that this is a regular, useless weapon instead of a finisher, because you can't complete Gibari without this finisher, even if it is fire based. But anyways, you'll find this finisher right around the end of the tiny Anuenue Port; just remember to climb down the tree at the end that the place is hosted on.

Smash Tackle: I'm sure a few will miss this chronos based finisher, which is a true pity, since it's one of Gibari's best, despite swaying from most of his wind based weapons, in terms of elements... anyway, you'll get this in Holoholo Jungle, along with five other treasure chests. Head upper-right near the exit, and you'll get this on the way.

Whirlwind Hit: Why the hell was this a darkness based finisher? Seriously, it really should have been a wind based finisher, both based in name and appearance taking out the darkness from the paddle, when this is used... but anyway, in the Mystical Gardens of Detourne, take the central of the three staircases in the middle, and find this finisher there.

Spiraling Gale: Alright, now this is a wind based finisher. We had to expect it eventually, being that half of Gibari's paddles are based on wind. But anyway, you'll appropriately get this finisher after defeating Naiad, who will give you Gibari, who uses this finisher. Anyway, this is an awesome finisher to use while fighting a certain boss in the Imperial Fortress later, trust me.

Pendulum Blast: This is a rip-off. Let me repeat that for you, nice and clear, that this one is a rip-off. It is light based, and light is always a good element, but why bring shame to that by making you get 40 Constellation Magnus for it? I don't expect everyone to be following behind those too much, but eh, it's a great finisher and there's always this guide to help you.

Nemesis Fall: I suppose they had to make up for things by giving Gibari two darkness based finishers, but anyway, just like any other character, you'll get Nemesis Fall by completing the side quest. So that means fighting Brolokis. The biggest problem is that while fighting Sibling God He, Xelha and Lyude will take

place over Gibari. But either way, this is still not a bad finisher.

Ultimate Geysler: Awesome name for an awesome final finisher from Gibari; my only fault is that I preferred to fight Sibling God Le after Sibling God Ar, so poor Gibari never gets a good opportunity to show off his new finishers. ;\_; Ah well, anyway, this is an incredibly powerful finisher which you'll get after defeating Sibling God Le, so make good use of it.

-- LYUDE --

Lyude is an (ex) ambassador of the Empire, although he's not exactly too bright or highly regarded in their books. Eventually, Lyude will join your group, and is in my opinion one of the best characters in the game. At first, his gun-like trumpets aren't that powerful, but they become some of the most powerful weapons at the end of the game. Another note is that Lyude has four dark-based finishers and five light-based finishers. Heh.

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Class-Up Items:  
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Heartlight Candle: You'll collect this one after defeating Folon in the Ancient Library of Magic in Anuenue. That makes three class up items that we get in the awful dungeon that is.

Platter of Parting: A lot of people will miss this one, so PAY ATTENTION. You'll find this one inside the Labyrinth of Duhr. Do NOT leave the labyrinth before you've found this. That's an order.

Jasper Gem: This is just inside the Phantom Goldoba, another one that if you miss, you're blind or something. It's in the upper-right room of the main hall in the phantom ship.

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Finishers:  
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Overture: You'll have this initially. This is a very weak light based finisher, which usually seems like the weakest finisher in the entire game, although it's the same power as Dragon Uppercut, Burning Arrow, Blue Storm, etc.

Concerto: You'll have this initially. While still not an extremely powerful move on Lyude's part, it's a bit stronger than Overture, and does more damage than most other finishers seem to.

Sforzando: This is an extremely useful finisher in which you'll probably fall for in the first few seconds of using it. While it is found in the Ancient Library of Magic in Anuenue, which is a place full of darkness based enemies, get out of there and into Holoholo Jungle, and you'll be using it whenever possible, since it hits several times and even looks cool.

Diminuendo: Alright, now this is the most missed finisher in the entire game, probably putting Kalas's level 9 finisher, Lord of the Wind, aside. Anyways, you'll get this one on the eighth wave of enemies in the Outer Dimension, when you're chasing Mizuti's ship down. If you don't get it at the end, definitely reset, as Lyude is empty without this one.

Intermezzo: Now this one, it's just a royal pain in the ass to get, putting out the fact it's pretty lame looking, but EXTREMELY effective against a boss fight right before Duhr, and after a battle with a certain general... you'll know when

you get there. Anyway, a cutscene will go past in Lyude's house in Alfard, so you have to return there when your party is missing, a bit later.

Crescendo: One wonders why Monolith Soft and tri-Crescendo, and especially the latter, decided to name one of their finishers this, but anyways, this is by far one of Lyude's best finishers, being darkness based. You'll find this after you defeat Galatea in Alfard, which means you'll have a new finisher for Lyude when you get him back. Joys.

Rhapsody: This one is inside the Zosma Tower, on the fourth floor. Just make a little bit of progress, getting one block in the upper hole, and one in either the left or right hole, and then a step will be formed near the Pul-Mok on the left of the room. Just fight the Pul-Mok and collect Rhapsody there. You don't wanna miss this.

Presto: A darkness based finisher, eh? Sadly, except in the fight with Sibling God He, you won't get many uses for this, but it shouldn't be mistaken from what it is: a very powerful finisher. Anyway, you'll obviously get it in Lyude's side quest, in the Phantom Goldoba. Just after beating the "filthy excuse for a worm" known as Rampulus.

Finale: Two final light based finishers and no final darkness based finishers, eh? Oh well, light is better than darkness anyway. This move is extremely useful in the fights with Malpercio, as well as on most of the enemies in Cor Hydrae; it's such a pity you can't get it before most of the bosses before the castle, but oh well.

--- SAVYNA ---

Savyna is a dark, powerful, mysterious, yet incredibly cold but badass mercenary that seems to be upset with her past, but she otherwise keeps her feelings to herself. As Lyude controlled light and darkness, Savyna controls fire and ice. She was born, taught to kill, and while she seems cold and cruel, she does have a heart and a feeling of pity and sorrow for the innocent. She's a good, yet incredibly quick fighter. Get past that, and she's an awesome character.

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Class-Up Items:  
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Wild Cherry Bud: In the first screen of the Celestial Tree, climb up the left section of the tree, until you reach a dead end with the Wild Cherry Bud right there. Yay.

Purple Rose: I don't believe a single class up item is missed as much as this one, so... it's found in the Garden of Death, right before the house that held the Sword of the Heavens. In fact, it's behind the house, so search carefully.

Dragon Plum Bud: Whose idea was it to make Savyna's class up items based off of plants? Anyway, after the scene at the beginning of Savyna's side quest, in the main hut, collect it at the upper-right. Hard to miss.

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Finishers:  
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Burning Arrow: You'll have this initially. This is a goddamn badass move based on Savyna's part, and she'll use it against Folon when he's about to finish you in the Ancient Library of Magic. Nice looking fire based attack.

Erupting Flail: You'll have this initially. While not quite as cool or as good looking as Burning Arrow is, this is another pretty powerful fire based attack, which works well against Tree Guardian.

Splash Spear: What a pity, Savyna's best finisher at the time being is what the first boss you fight with her in the battle with is strong against water. Oh, and I forgot, you'll have this initially. ;)

Freezing Axe: The fourth finisher is the first one you actually have to collect, eh? That's good. But anyway, you'll collect this finisher with Xelha's Dancing Flames, right after beating the Tree Guardian in Anuenue's Celestial Tree. It's a very powerful finisher in the first disc, and even during the first half of the second.

Vanish Grenade: Seriously, this should have been a darkness or light based finisher, since those are what "vanishing" is all about. Although there is the grenade, making it light... errr, sorry. You'll get this one at the very end of Disc 1, after defeating Phantasm. It's quite a powerful fire based finisher, though the animation isn't too impressive.

Hurricane Blade: This doesn't sound like a water based finisher, does it? Nope, to me it sounds like a wind based, and I think that Namco should have named this one "Tsunami Blade" or something, but eh, enough of my ranting. You'll be using this one a bit for a certain few tough bosses not too long after getting it, after the second guardian boss, Thalassa.

Inferno Cannon: I think this finisher has been missed more than any other in the whole game. It's in Algorab Village, although the first time you go there, you cannot get it because of the large crowd. Wait until after you defeat Malpercio for the first time, then return and grab it. Anyway, it's a very useful skill, one in which you can certainly put to use against Sibling God Bo.

Hellblood's Hammer: Like any other level 8 finisher, you'll get this after Savyna's side quest, Nihal Desert, and after defeating Sowzana. This is power like you've never seen Savyna use it before, my only fault is that you get it after beating a highly defensive boss with a weakness to water. Oh well, there's always Sibling God Ar.

Deadly Heat Scythe: This cool looking, extremely powerful, and overall amazing finisher can be found in Cor Hydrae, after defeating Sibling God Ar, giving you a good opportunity to fight Sibling God Bo with this. Anyway, there's little that can be said about this killer. It does lots of damage, just make sure you make the most of it with Sibling God Bo.

--- MIZUTI ---

Mizuti gets my vote as strangest RPG character ever, next to Quina Quen from Final Fantasy IX. Well, at least, (the Great) Mizuti will appear strange at first, but all shall be explained to those who wait. Mizuti is just like Xelha, in terms of fighting. And yes, this is a female we're talking about here. ;) Mizuti uses magic, just like Xelha, but the difference is that she has some completely different finisher. It comes down to whom you like more in the end.

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Class-Up Items:  
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Pinecone: After defeating Phantasm in the Labyrinth of Mirrors at Mira, at the end of Disc 1, you'll get this. But then again, this is the first boss fight you have Mizuti for, so that's to be expected.

Shepherd's Purse: In the Ice Cliffs of Gomeisa in Wazn, after you break the really big, blue seal by touching the four portals, you'll find this in a treasure chest.

Tradescantia Petals: So, what are Mizuti's class up items based off of? Dunno, but you'll find this right after completing the first puzzle in the revisit to Zosma Tower. Just climb up the northern steps.

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Finishers:

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Sorcerer's Chakram: You'll have this initially. Not a really cool looking move on Mizuti's part, especially compared to the next two finishers, but hey, this is non elemental, even if it should have been chronos or wind based.

Sorcerer's Breath: You'll have this initially. Another non-elemental attack, although I think it would have done better as a fire based one. But anyways, it's better than Sorcerer's Chakram in terms of power.

Sorcerer's Seal: You'll have this initially. By far the best looking, and the strongest of Mizuti's first three non elemental finishers. I felt this should have been light based, but either way, it's not bad overall.

Heaven's Pillar: I see, so Mizuti will be somewhat chronos based, I see. ;) Oh well, that's nothing but good. You'll get this in the ever confusing Labyrinth of Mirrors. I'm sure a few people will miss this, but just make sure you don't leave the labyrinth without this, because it's a really cool looking finisher, not to mention a nice change from the non-elementals.

Shadow Gate: Perhaps my favorite finisher of Mizuti's, despite being darkness based and Mizuti throwing a very strange voice into it. But anyway, you'll get this one after beating Geldoblame in Alford's Lava Caves. It's a strong finisher in which you'll use quite a bit through the game, especially on the few darkness based enemies.

Mega Flood: Here's another one of my favorite finishers by our young magic user Mizuti. I suppose you know the drill with the level 6 finishers by now; this one is just like any other in that you'll get it before getting the character back, and this one after beating Despina, so there you go. Lots of enemies have water weaknesses, so when not using Gibari, use this.

Prominence: Alright, now here's the mark where Mizuti gets a little overlooked. This is an awesome finisher, but you probably won't end up using it much; I don't know why. Oh well, there are plenty of enemies weak against fire after Agyo and Ungyo (who, coincidentally, drop this finisher) and Sibling God Bo is always there.

Alias Fall: Now this is a weird looking finisher is there ever was one. Mizuti is practically dropping a giant clone of his/her/itself on top of an enemy with this one. You'll get this level 8 finisher the way you get Kalas's to Savyna's level 8 finishers, by completing Mizuti's side quest, which means beating Wizard Shadow. Sibling God Che hates this one, so put it to use.

Planet Soul: Wow, a level 9 chronos based finisher; now that's something hard to imagine, isn't it? Regardless of what it is, this is a mind-blowingly awesome finisher, in which you get after beating Sibling God Che. I personally fought Sibling God Le after Che, so since Sibling God Le has such a weakness to time, you'll get a good opportunity for this one.

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~~~ ~~~ ~~~ 5. Walkthrough (Sadat Suud) ~~~ ~~~ ~~~  
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Prepare yourself to start Baten Kaitos, one of the best GameCube RPGs at the time to writing this FAQ. None can surpass Tales of Symphonia in my eyes, but I still recommend you play this game.

~- 5a. Cebalrai ~~~~~

- + Enemies: N/A
- + Items: Shish Kebab (Medium), Fire Burst, Dark Flare

You'll see some rather... unusual scenes before we begin the actual game. To start off with, the main character, Kalas, is surrounded by a puff of white wings, and then you, a Guardian Spirit, decide to help him. It's a dark cave, Kalas is a rather... unintelligent and arrogant individual (the way I see him) and it seems that the Guardian Spirit likes him. Anyway, you get to name your own self whatever you wish. Well, of course. Name him Neo, Trinity, Morpheus, Ringo, or hell, what your name is.

So after that, you'll see some scenes of Kalas with his brother Fee and his grandfather Georg. Seems they're dead now, however. Anyway, he'll eventually wake up in a small room at a farming village called Cebalrai. After that, a doctor named Larikush will enter and tell him what happened; he was in the Moonguile Forest, an area where monsters are getting particularly dangerous. After a normal, everyday chit-chat, Kalas will get up and equip a winglet in which Georg made for him.

Anyway, you're on your own now. Which means I won't help you! Kidding. Leave this room, and then text will appear to indicate you're in Cebalrai, the Farming Hamlet. Well, we know that, besides the fact we're in a farming prince who tends to fret and delay important things. Errr, let's put the Shakespeare play aside. Head past the birds and to the left, where you'll find a man who will tell you about blue flowers, and entering the church to level yourself up and such. Well, that's a bit easy to figure out.

There's a small reason to save, but no reason to enter the church yet, because you need 80 EXP or so to do that. Head to the left, where you'll find the true thing that saved you: Meemai the greythorne. Awww, he's a cute little guy, but one that likes to hang around you and heal you should you get attacked... in a cutscene. Oh well, he's cool anyways. After the small scene, head to the very northernmost house, where you'll meet the village mayor. After he gives Kalas a thorough scolding, check the bookshelf for a Fire Burst Magnus. Eh.

Now, one more thing before we leave Cebalrai. Talk to the woman at the bottom left side of the area, and then she'll say that she was to go to some ruin in Moonguile Forest, as two armed men (Gram and Leon) escort her out. Huh. The boy near Meemai (Cedr) will talk in that high little voice of his, and then you're free to leave the village and chase after the girl who was originally standing there. You can enter the Magnus shop at the bottom-left, but a tiny little problem is that Kalas is practically bankrupt.

Oh well. Enter the house near the Magnus shop and talk to the guy there for a Shish Kebab (Medium) Magnus, and then look through his dresser at the bottom right for a Dark Flare Magnus. Sweet, although Kalas can't use that. Anyway, supposing that you've gotten all this and are ready to go to the forest, just leave the village the same way the girl did, to find yourself on the world map of Sadat Suud. We can go east to the Nunki Valley, or west to the Moonguile

Forest. I opt for the latter.

~- 5b. Moonguile Forest ~~~~~

- + Enemies: Shawra, Unuk, Sabre Dragon (Boss), Lord of the Spring (Boss)
- + Items: Voice, Bamboo Shoot, Leather Hat, Fire Burst, Flame Sword

Ah, just gotta love your first dungeon in an RPG, right? Whatever. There are two large bat-type enemies called Shawras around the beginning, but they do, like, 0 damage a hit. And that's nothing to worry about in my book. Continue along the path fighting them, although one Shawra gives 2 EXP to Kalas apiece. After you beat the both of them up, head a bit west to find a Voice Magnus. It isn't TERRIBLY bad, but we have better stuff right now. Head northeast to the next screen.

There's a guy sitting right down there near a log, but he's not injured or anything. Talk to him to learn some stuff about the battle system, if you're stumped on something, but that's not altogether necessary. Head north to find an Unuk enemy in the path; these are a little stronger than Shawras, but they still aren't any problem. After you get past it, don't bother with the log on the upper-right, since you don't have any fire for the time being. Instead, wade through the water on the left.

Once on the other side, fight off the two Shawras here, and then head south to find a Bamboo Shoot Magnus, which is used to recover 45 HP. Useful now, but soon it'll become a complete joke. Continue north, where you'll hear a dragon roar. Big, tough Kalas to the rescue! You'll see the girl from Cebalrai, up against the two men, who get killed simultaneously in one blow. Blargh, that sucks. As this Sabre Dragon is about to scratch Xelha, Kalas lands from the sky (HOW?) and wounds it. Boss fight. Oh, and Xelha is the girl. I forgot.

```
++-----++-----++
||      Boss: Sabre Dragon      ||      Party: Kalas, Xelha      ||
||      HP: 230                  ||      Levels: 1                ||
||      Weakness: Water          ||      Strength: Fire           ||
++-----++-----++
|| If you lose this battle... well, let me just say that unless you heal ||
|| this (rather ugly) creature, something's a bit wrong with your fighting ||
|| style. :) He can do a normal attack, and breath fire, but otherwise he's ||
|| got very little that he can do to hold a fight. Xelha's cards are miles ||
|| and away better than Kalas's, and this dragon is weak against water, to ||
|| boot. So, try not to use too many Fire Bursts and instead use any Aqua ||
|| Bursts you have while Kalas normally attacks, and you'll win this fight ||
|| without even trying. Oh, and Xelha's Dance of Light is equally sweet. ||
++-----++-----++
```

And after that fight, without even looking at Xelha, Kalas goes over to the dead Sabre Dragon and decides to sell its fang, although you don't get it in your important Magnus, blargh. And then after Xelha looks at her two friends who got killed in that incident, Gram and Leon, Kalas walks over to them and steals their Magnus. I don't believe it. Stealing valuables from two dead guys whom you didn't know but were the friends of someone you just met and is even standing right there at the same time? Unbe-freaking-lievable.

Anyway, after Kalas displays forward that his real name is Holden Caufield, Xelha tells you that she needs to go further into the forest for some reason, to the ruins. And that also happens to be where Kalas is headed, so you get to go with her. If I were Xelha, I'd smack Kalas over the head, but you can't do that, boo. After you regain control, head into the gleaming passage ahead of you, fighting off the Shawras along the way if necessary. After that, go into

the passage through the trees at the bottomleft side of the area.

Head through until you find a Flame Sword for Kalas. Equip this card quickly, as it'll be very useful in the upcoming fight. After that, head north, around the bushes, and then northeast, where you'll find a Fire Burst Magnus. Equip this on Xelha, and if you have enough Fire Bursts, take out all of her Aqua Bursts and replace them with Fire Bursts. Trust me, you need as many as you can get. Afterwards, head up the slope just southwest of that, and continue past the trees.

Can get a bit hard to see here, but overall not too bad. Fight off the Shawras along the way for some EXP, and then take the path to the southeast along the way down, where you'll find a red save flower. Saving isn't 100% necessary, since you can continue if you lose the already easy fight, but still, wouldn't want to risk it in a thunder storm or the second blackout of 2003. Do what you wish, then go to the next screen, where a large creature will rise from the water and attack. You know this is an evil thing. And also ugly.

```

++-----++-----++
||      Boss: Lord of the Spring      ||      Party: Kalas, Xelha      ||
||      HP: 300                       ||      Levels: 2                ||
||      Weakness: Fire                 ||      Strength: Water          ||
++-----++-----++
|| Like I've stated before, fire is highly recommended. If Kalas happens to ||
|| have any Ice Daggers, you'll get no less than 80% of the damage chipped ||
|| off, and Aqua Bursts will also do a fifth of the normal power, which is ||
|| why Flame Swords and Fire Bursts are the way to go. Use every single    ||
|| attack you have that's related to fire, while making sure you hit R if  ||
|| LotS lands too much damage on you, and you should have no problem. Just ||
|| try and watch out for the Thundering Falls attack, as that'll shave off  ||
|| some 50 HP or so, and I don't need to tell you that that no good!      ||
++-----++-----++

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Lord of the Spring falls to the water and dies, wishing for Kalas and Xelha to behold the coming of Malpercio. And as Xelha tells you afterwards, that's a cursed evil god. So anyways, Lord of the Spring drops a large, shining Magnus which seems to be of quite some value. After Kalas holds it for a second, a large battleship appears in the sky, followed by six soldiers surrounding the party, and a man who seems to be in charge falling down after them. That is Giacomo, and if you have really good vision, you recognize him.

He was in the flaming house with Kalas, Fee, and Georg. That's right, he was the one who killed them. And he doesn't even have to fight with Kalas; his goons knock the both of them out. But it seems Xelha stole something from the Empire. Anyways, the shining Magnus disappears, and Kalas gets awakened by Meemai, similar to how he did in Cebalrai. Rather clumsy guy, eh. But anyway, the cute little greythorne seems to want to ride with Kalas. Xelha got captured though, and you leave without getting that purdy chest there. Damn.

~- 5c. Cebalrai ~~~~~

- + Enemies: N/A
- + Items: Ice Dagger x2, Puppis, Escape

Larikush, the guy whom Meemai brought Kalas to after the scenes in the very beginning, will meet you at the foot of the village, and will tell you to go to the mayor's house. No problemo. Head to the northernmost house again, then talk to him to hear him complain and moan about Kalas, calling him an ignorant fool. However, a somewhat smarter person will tell you that the battleship in which Giacomo came out of is currently at Sadal Suud's capital: Pherkad, which

is on the other side of Nunki Valley.

However, before you leave, Larikush wants you to go to his house. You remember where that is, right? Exit the mayor's house and head to the very eastern part of the town, and once inside, talk to him to hear that there's a landslide in Nunki Valley in which he wants you to clear using explosives. He won't tell you where he got such things, unfortunately; I guess that doesn't matter. To carry the explosives, you need to carry them in a Blank Magnus, four in which he will give you.

Tell him you want to hear how Blank Magna work, although there's very little chance you can't figure it out on your own in a few seconds. After a brief description, he tells you to get him a Mountain Apple in a Blank Magnus. That isn't a problem. Just exit his house, head a bit west to the barrel of apples, and trap the essence right there. That was easy. Now return to his house, and he'll reward you with an Ice Dagger and allow you to take the Explosives. But before we leave for Nunki Valley, there are some things we can do.

Enter the house right near the Magnus shop, and talk to the woman on the left to find she wants Pow Milk. This is one of the instances in which Namco likes to give some rather cooky names to things. Pows are cows, that's pretty easy. But anyway, pows can be found in the stable on the right side of this single screen. Just head in there, and go to the northeast to find Pow Milk in the barrel; now return to the woman and give it to her to get a Puppis Magnus. If you ask what that is, we'll find out in a second.

Go to the eastern screen of this place, and use the blue flower to go to the church, where you can talk to the priest and increase your class to 2, and hopefully, your level to 3. Because that's how I was when I went on, and being like me is a good thing. However, before you can leave the church, another priest will stop you and tell you he's looking for 50 Constellation Magnus; if you can find them, he'll reward you for each. That's all good; give him what you have, including Puppis, to get several Magnus. Yay.

A few more things to do before Nunki Valley, m'sorry! Head to the exit of the village and talk to the woman, Maynee, there, and she'll tell you that her husband Aljeemo is missing. What kind of name is Aljeemo? Oh well, looking for him isn't a problem. Second of all, go to the mayor's house, and to the fire there, trapping the Stoked Flame in a Blank Magnus. That's for collecting the remaining loot in Moonguile Forest, yo! Now return yet again to Moonguile Forest, but to the second screen.

Head northeast and burn down the log with the Stoked Flame, and you'll find an Ice Dagger on the other side. Well, better than nothing. Now go all the way to the screen where you fought Lord of the Spring, and collect an Escape Magnus, inside that chest in which we couldn't open because of the damn cutscenes. I will warn you here: equip the Escape Magnus or you may regret it later! With all of that crap done, return to the beginning of Moonguile Forest, exit, and head east to Nunki Valley.

~- 5d. Nunki Valley ~~~~~

- + Enemies: Shawra, Unuk, Doomer, Nunkirantula (Boss)
- + Items: Flame Shield, Frozen Shield, Secret Recipe 1

Rather depressing looking place, and even sad music. I dunno, maybe someone at Namco lost their girlfriend when designing this place. Anyway, once you start, head north to the waterfall, but you'll find that sometimes it is powerful and shoots out water really quick, sometimes it's just really light. When it's nice and light, that's when you jump; otherwise you'll be soaked in the water,

although that'll bother Kalas, not you. ;) Anyway, jump at the right time, and then hop the stones on the left.

Take the path forward, fight off the enemy along the way, and collect a Flame Shield there. Now go back to the main path, and go up the log shaped bridge on the left, climbing to the top of the canyon. Beat the Shawras here, then go to the southern part to find a Frozen Shield. Put this on Kalas, since it has more defensive power than the Flame Shield anyway. After that, head north to the next screen, and whaddaya know, a landslide! Blow it to smithereens with your explosives, and move on.

Head north, fighting the Unuks on the way, and at the end, ignoring the stones on the right. Continue to the next screen, where you'll find two bomb shaped creatures called Doomers, which give 7 EXP apiece and drop nice stuff. Fight them if you know what's good for you. Ignore the crazy guy in the waterfall, and enter the cave to find a Secret Recipe 1. Better than nothing, I suppose. That's all on this screen. Return to the previous ones, jump to the stones, and make your way up the slope.

Once on the next screen, head to the upper left and beat up the Doomers. I'd like to be level 4 before I fight the boss that we'll have to fight on our second visit here, and I did it with the current 281 EXP I had, so aim for about that much before you leave. The exit's just to the upper-left; when you get to it, head south to a grand looking city which just so happens to be the capitol of Sadal Suud, just like Washington D.C. is the capitol of the United States and my fingers are the capitol of my life.

~- 5e. Pherkad ~~~~~

- + Enemies: N/A
- + Items: Pyxis

Pherkad is the location of the Lord Rodolfo's mansion, but you can't exactly go in with the soldiers guarding it. But anyway, head a little bit forward and talk to the girls on the ground to get a Pyxis Constellation Magnus, that be a useful thing, that. Anyways, head north to the next screen, where you'll find a seagull flying around right above you. Man, I hate seagulls, but anyway... head to the upper-left passage with white light coming from it, and have a chat with the soldiers guarding the mansion.

Quite obviously, they won't let you in. Right after that, a woman comes along, trying to stop a small boy named Palolo III, the master of shadows, from causing mischief, and doing a rather poor job at that. The kid will disappear, and the woman will tell you that he even snuck into the Lord's Mansion (where Kalas can find Xelha and Giacomo), but there's one house to the right of the entrance, where Palolo has yet to sneak into. That will be the next place to go after.

Return to the entrance of Pherkad and enter the house around the entrance with the orange light coming from it, and then Palolo will make a deal with Kalas that if he can bring him a Rainbow Spider's Web from Nunki Valley, he'll show him how he snuck into the Lord's Mansion. Better than nothing, I suppose. But before you leave Pherkad, go to the main street and to the place with white light coming from it that's closest to the TV. Once here, you can go north to find a Magnus shop, and there's also a blue flower. Sweet.

Go to the church, and if you leveled up as much as I told you to, you will be at level 4 for the boss in Nunki Valley. Talk to the other priest and give him your new Constellation Magnus, and he'll give you a Light Flare Lv 2. When you get Xelha back, you'll thank me. After that, return to Pherkad and head north,

to the Magnus shop. Once there, buy any Wheat Crackers and Bananas you can, and sell any photos you have, particularly of Lord of the Spring. Do that, and we can look for this spider web!

~- 5f. Nunki Valley ~~~~~

- + Enemies: Shawra, Unuk, Doomer, Nunkirantula (Boss)
- + Items: Flame Shield, Frozen Shield, Secret Recipe 1

Well... the items are there supposing you didn't get them earlier. =P Enter, through the southern passage, that's important. Go up the log on the left, and then head up the western wall of the canyon, proceeding up to the next screen and past the Unuks and Shawras. You'll see a large spider made of crystal near you, so that's where we need to go. Continue up the path, then head to the right and when possible, southwest and down a ladder to the crystal spider. I think this could have been a normal fight, but it's a boss battle.

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++-----++-----++
||      Boss: Nunkirantula      ||      Party: Kalas      ||
||      HP: 350                 ||      Levels: 4         ||
||      Weakness: Fire, Wind    ||      Strength: Water, Chronos  ||
++-----++-----++

|| Some people seem to have trouble with this thing, I don't know why. Its ||
|| only moves are Hardening Wax to increase its defense, and an average ||
|| attack that is nothing but normal from its tentacles. Kalas on the other ||
|| hand, has Blue Storm, which will do lots of damage. If you've got any ||
|| fire based attacks at all, use them, since Nunkinrantula has quite the ||
|| weakness. Also, there are the Guardian Spirit attacks, including Shining ||
|| Seraph, Hellfire, Distorting Wind, and Demons of Darkness. If you happen ||
|| to randomly get any of these, especially the middle two, use 'em.      ||
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So after that (relatively easy) boss fight, you'll get the Rainbow Spider's Web for Palolo, yay! Now just return to Pherkad's first screen, and head to the northernmost part of the screen (far from the TV, very far) and talk with the girl guarding the hideout, and after a little insult to Kalas (gotta love those!), you'll get to talk with Palolo, and he'll tell you that you can get into Rodolfo's mansion using the nearby well. You can get into the mansion at any time you want by talking to Palolo, so stock up if needed and GO IN!

~- 5g. Lord's Mansion ~~~~~

- + Enemies: Imperial Soldier, Giacomo (Boss)
- + Items: Frozen Shield, Chain Mail, Wind Blow, Voice 2, Shadow Wings, Shrike Statue, Chronos Blow

Kalas will land at the very first room of the mansion, and will somehow see, in some way I can't even hope to understand, that the Goldoba is at the roof of the mansion, so you've gotta get up there. So you have a choice as a Guardian Spirit, to suggest going for Giacomo or Xelha. If you choose Xelha, Kalas will just say she has to way. Kalas is such an idiot; it's time like these in which I wish I was Giacomo. So anyway... we've got a bit of work to do in here.

Enter the room at the north side, to find Imperial Soldiers walking around. They shouldn't be any problem if you're at the tip of your HP, but still be aware of them. First of all, examine the stained glass in front of you to get a Frozen Shield, then clear this room of any and all Imperial Soldiers. They don't come back if you leave the room, so we might as well do a bit of clean up. After they're gone, head to the far left, ignoring the four doors on the

northern wall. On this next screen, take out the Imperial soldiers.

So, anyways... once they're gone, head to the left to find a Chain Mail, it being a decent armor card to equip. Enter the room there, and head to the upper-right corner to find a Wind Blow Magnus, and check the table there to find a Guestroom Key, but then Rodolfo and his servant will start coming in. So once they do, Kalas hides behind a couch and listens to them as they talk about what Giacomo and the Goldoba are doing, as well as about where Xelha is and what she's done.

It is a talk too long for my taste, but once Rodolfo leaves, get out of this room and return to the main hall, and open the first door you see, talking to the man there to find out that it's actually Aljeemo. Yep, he got captured, but tell him about Maynee and say you remember, and he'll give you a Voice 2 Magnus. Better than nothing. Leave the room and take a right to the second room on the left, and go to the northwest corner to find the Shadow Wings Magnus, yet lo and behold, that's Kalas's second finisher!

After (immediately) equipping this, go to the next room on the right, where you'll find Xelha. Meemai will immediately get out of Kalas's cape to treat her, so after a little bit, she'll be fine and ready to join you in battle! Yay, I was beginning to miss her, since she IS still a little better than Kalas, we must understand. Also note that from here to the end of the game, Xelha will be in your party. That's great. Anyway, collect the two treasure chests here, which contain a Shrike Statue and a Chronos Blow.

The Shrike Statue is Xelha's class 2 level up item, so it's time to take some advantage of this. Ignore the fourth door and head upstairs to find a blue flower, this being one of the very few dungeons with a blue flower in it. At the priest, I was able to take Kalas up to level 5, and Xelha to level 6. In addition, class Xelha up, and then put the Chronos Blow and Wind Blow Magnus on her, along with the Light Flare Lv 2 and Aqua Burst Lv 2 Magnus. The one other space can be filled as you want it.

So after you do that, ignore the door behind you and the staircase on the left and go downstairs to the hall, entering that one rightmost door in which we have yet to enter as of now, and you'll find two Imperial soldiers. They are absolutely no problem, WHAT-SO-EVAR. Especially with Xelha's great water magic and such. After they're gone, go back to the hall and then upstairs, and head east of the blue flower. You'll have to go through a small scene as Kalas and Xelha trigger a lock, but no biggie.

Once you arrive on the roof, you'll see yet again, a scene with a Magnus in which you can't get, this time until far, far later into the game. Blargh. It seems that Kalas is a tad too late, as the Goldoba is slowly pulling away. But do remember, Kalas and Xelha have wings. So Rodolfo is just standing there like an idiot, and doesn't stop you as you land on the Goldoba and encounter Giacomo right there. As you might guess, Kalas is angry and pulls on his evil looking face, and get to kick some Imperial ass.

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++-----++-----++
||           Boss: Giacomo           ||           Party: Kalas, Xelha           ||
||           HP: 750                  ||           Levels: 5-6                ||
||           Weakness: Light, Water    ||           Strength: Dark, Fire       ||
++-----++-----++
```

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|| This is by far the toughest boss fight yet, even if it still isn't very ||
|| difficult at the same time. Giacomo's attacks are fire based, and in a ||
|| few occasions, he'll attack both Kalas AND Xelha. Cheater. When he does ||
|| this, he'll attack the second character with an End Slasher, that being ||
|| one of his finishers, doing about 80-90 damage to you. His other, the ||
```

|| much cooler Imperial Force, doesn't show its face in this fight, sadly. ||
|| But anyway, make sure that you keep Bananas ready to heal yourself, and ||
|| do so if you crawl below 50-60 HP. Otherwise, use every single Light and ||
|| Water attack you can, try for some combos, and after a bit, you'll win. ||
|| I'll also note: this music is FREAKING AWESOME. I love every bit of it. ||
++-----++-----++-----++-----++-----++-----++-----++-----++

Ah, but you didn't think Giacomo would die an honorable death in battle, right there and now at Kalas's mercy, did you? Of course not. Without showing any sign of weakness, he'll say that he has business to take care of with the Emperor, and will use an End Slasher to knock you off the Goldoba. Quite a coward, I say, but Giacomo isn't the ONLY one behind the death of Georg and Fee. Oh well, you'll still get the Sparkle of Life and Chronos Blow Magnus afterwards, which are both hella nice, especially the former.

Kalas and Xelha will land at the top of the mansion, and the Goldoba and Giacomo will leave on you. Awww, now we're really lonely. But that's not the thing to worry about now; the thing is, Imperial soldiers are on us. So Kalas and Xelha run away from the soldiers, and as they're about to catch them, Kalas will tip over a large cart of oranges, making the Imperial soldiers stumble and fall like a bunch of tap dancers on a wet floor! Ah, a classic moment, that.

~- 5h. Pherkad ~~~~~

+ Enemies: N/A
+ Items: N/A

Kalas and Xelha will then hide in Palolo's place, and talk about what they're going to do to stop the Emperor's plan. Naturally, Kalas has to turn Xelha off by saying that he wants to have no part in dying a heroic death by her side, that Diadem and Anuenue aren't going to listen to "the words of a little girl" and then he walks off and says that they might meet again someday. Times like these which make me wonder whether Kalas ever hit puberty. Xelha, being the very nice person she is, lets him stay with her to go to Nashira at least.

So anyway, Nashira in Diadem is our next destination; we're not going to be back in Sadal Suud until quite a bit into Disc 2. So finish anything that you need to now, and then go to the screen in Pherkad with the Magnus shop, and level yourself up to 6-7 or so. Now head to the right and talk to the guy in front of the "liner" there, and then you can drift off in the sky to Diadem, the land of clouds. The best part is that several Imperial soldiers are right there cursing about how you just left. Idiots.

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~ ~ ~ 6. Walkthrough (Diadem) ~ ~ ~
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So Kalas and Xelha continue on a romantic journey across the universe... or not. But the quest continues in Diadem, where we meet some new faces, good and bad, and more stuff happens...

~- 6a. Nashira ~~~~~

+ Enemies: N/A
+ Items: Fire Yell, Fire Burst Lv 2, Feathered Hat

The liner stops at a dock in Nashira, Diadem. This is a peaceful, seaside fishing village, even if a few certain bigmouthed people exist here. Anyway, start by heading west into the warehouse there, and examine the water around

the bottom to find a Fire Yell Magnus. Wow, that's not your everyday place for it. So anyway, once you reach the village itself, Kalas will see a man with red hair, dressed in an Imperial uniform, with a large boat. Hah, that looks good and bad in several different ways.

A kid will then tell you that the man there is an ambassador of the Empire, Lyude. And of course, a nice joke saying that Xelha looks like a nice person but Kalas is questionable. Haha. So anyway, go over to Lyude and talk with him to find he's quite a bit of nicer guy than, say, Giacomo. Then again, he does not know either Kalas or Xelha, so that may be affecting things. Anyway, head southeast to find a large lantern with a Fire Burst Lv 2 Magnus inside. Put that on Xelha; you need all the fire Magnus you can get.

Having done that, go into the building to the north side with orange light coming from it. That's the Magnus shop, and me recommends you buy some Honey, replacing any and all Bamboo Shoots that you still have. Sell a photo of Giacomo if it's fully developed, as it will go for 5,000 G or so. Two other purchases worth noticing are Fire Burst Lv 2 and Aqua Burst Lv 2. So anyway, buy those and head out, entering the building to the direct left of this one. You'll see a table with an old woman and two kids, as well as a bunk bed.

Climb the ladder to the bunk bed and collect a Feathered Hat at the top; but just remember never to inspect female's beds in this way. ;) Now talk to the old lady at the northern side of the table, and she'll tell you the story of how once an Ocean was between Sadal Suud, Diadem, Anuenue, Mira, and Alfard, which were all connected to the ground. Yet one day, an evil deity named Malpercio appeared and swallowed the entire Ocean, with a whale inside it. So the continents began to drift in the sky, but Malpercio drowned.

That's right, he drowned in the very Ocean that he swallowed. Now that is just silly, but it happened all right. The old fortune teller doesn't tell you a thing further, however. But anyway, that's all in there. Leave this house and go to the eastern side of the village, with the orange light coming from it. Ho, that's the bar where they drink and forget about their lives, or such. Go to the counter and speak with the bartender, and she'll tell you that Diadem's main passage is flooded.

Nashira goes under the rule that you can't ferry strangers in a boat, but you can ask a man named Gibari to take you across the ocean. So anyway, after the chat, a guy called Rebllys will enter and tell you these rules, while at the same time mocking and taunting Kalas. But anyway, Gibari himself enters the bar and tells Rebllys off, so he just up and leaves. After Gibari explains the situation, you've got a party of three! Gibari is much like Wakka from FFX in that he looks like Wakka and has lots to do with water, just so you know.

But anyway, leave the bar and head south to the boat there, where a cutscene will ensue. Rebllys will appear again and state that Gibari only cares for himself, to which Gibari just plain ignores. What you have to do before using the Path of Clouds is go to the Lesser Celestial River to see exactly why it is flooded, since the water in the Path of Clouds goes to the Lesser Celestial River, which gets water from a Greater Celestial River that we'll go to much later in the game.

~- 6b. Lesser Celestial River ~~~~~

- + Enemies: Cancerite, Pul-Puk, Striper, Thunderfish (Boss)
- + Items: Chaos Edge, Mana Stone, Stream Blade, Camera, Fire Burst Lv 2, Century Veil, Heron Statue, Hemp Creel, Stream Blade, Cloak of Dark Night

After Gibari finishes a bit of talking, you can start exploring the area. The

enemies here aren't really that tough, except the Stripers in which you can't even find until like, the end. Gibari's a great new character, even if almost all of his cards are wind and water based, neither of which are very good for river hiking. Kalas is still good, though. Anyways... collect the Chaos Edge Magnus right in front of you, and immediately replace that for one of Kalas's crappy Leather Jackets or something. Trust me.

Flame Swords and Flame Shields are also nice, but anyway, ignore the chest beyond the rock with the water around it to the left, since you can't get it. But take my word for it, there's an awesome item in it, but patience is quite the virtue. Anyway, head up, using the stones to cross the river. There will be Stripers attacking you, however, so you might as well beat them up. After you beat the Stripers and Pul-Puks on the other side, grab the extremely important Mana Stone, and a Stream Blade for Gibari.

The Mana Stone will allow you to increase Kalas's class to 3, while on the other hand, the Stream Blade won't be useful until Elnath Castle, so ignore that for now, and jump across the stones in the river, heading east to a new screen. Whoa, this place is like an ocean, not a river. Collect the Camera in the chest right ahead, and instead of taking the left fork here, jump the stone ahead of you, then head right across the cliff, beat off the Cancerite, and open the partially hidden chest to get a Fire Burst Lv 2. Sweet.

Hop across the stone again and head left, jumping across those rocks, to get ambushed by a Cancerite midway. Damn, I hate this. After beating it, and you will find a little bit of a puzzle. There is a path ahead of you, but water may start falling from above; the place switching from right, to middle, to left, to right again, etc. If a waterfall stops, IMMEDIATELY run to the right of it, before you get washed up and have to jump back, fighting a Cancerite along the way. Me no like that.

Supposing you get past the waterfalls (I'm optimistic and support that full way!), you'll find a save point and a chest containing Century Veil, a decent chronos-based defensive robe for Xelha. But of course, a boss fight is right ahead of the save point, so let me just recommend you prepare yourself by removing Xelha's water and light based Magnus, and replacing them with fire and darkness based. Prepare some Flame Swords, Duel Swords, and Chaos Edges, then head northeast to find a giant source of water with one... huge fish.

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||      Boss: Thunderfish      ||      Party: Kalas, Xelha, Gibari      ||
||      HP: 1000                ||      Levels: 6-7                    ||
||      Weakness: Fire, Darkness ||      Strength: Water, Light          ||
++-----++-----++
|| Don't worry, he may be big, but the part about him that's annoying is a ||
|| Venomous Droplets attack that will cause poison. I hate poison, but my ||
|| Gibari had two Mineral Waters on the first card draw, so that shouldn't ||
|| be a problem. It's recommended you defend against the majority of this ||
|| big fish's attacks, since it has a four-hit combo with a strong attack ||
|| called Thundercloud, which does about 120 damage if you don't guard it, ||
|| but Flame Shields and fire-based robes should prevent it from being too ||
|| nasty. Abuse every Fire Burst Lv 2 spell you have and try to make some ||
|| number combos, and this 1,000 HP will disappear in no time.           ||
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The water will die off after that, becoming normal! Gibari will note that the Thunderfish were supposed to die out a long time ago, but Xelha reasons that it came back here because they released the water seal in Sadal Suud. While the group will go to the previous screen for some reason, there's still a lot of stuff to get! Head back to where you fought the Thunderfish, noticing that

the only remains (a dead decapitated head, yuck) is drifting down the river. We'll deal with that in a few.

From the ledge where you are, head north and cross the half underwater bridge there, being ambushed midway by a Cancerite. Grrr. Once at the other side, go southwest and kill the Pul-Puk on the way, and open the treasure chest to get a Hemp Creel for Gibari. Equip that on him, along with Kalas's new level 3 finisher, Energy Wave. Trust me, it's worth it. After getting that, continue west to find yourself in a new area altogether. This is the Cloud Passage, or at least, a small hidden piece.

It's very short, though. You'll find a new enemy, a Striper, here, which is much more powerful than a Pul-Puk or Cancerite, and can poison you to boot, but it's weak against chronos and strong against wind. Use its weaknesses against it, and then head south a bit and take the southeastern of the two paths (the upper one leads back), and then head up the ledge to find an item called the Cloak of Dark Night. This is just a normal defensive item, even if it sounds greater than it is.

Return to the previous area on the clouds, and head south, jumping across the stones there and fighting the enemies when you get to the other side. Then go a bit west, and mash A under the clouds to find a Stream Blade for Gibari, somewhere under it. You can't see it, and the FIRST of these silly Stream Blades wasn't worth it, but an item is an item, I guess. Jump back and use the more northeastern of the two paths back, and then return to the screen before the fight with the Thunderfish.

Now go back to the beginning of this screen, noticing that those annoying waterfalls are gone and the Cancerites still ambush you. Geez, when we want the waterfalls, they're not there, and when we don't, they are. But when you do reach the other side, head north via the stone and examine the Thunderfish head, then let it drift further down the waterfall. This will come to good, let me tell ya. Go back to the very first screen of the area, watching that fish head float further.

Head over to the platforms and where the Thunderfish head stopped, and then push it further, down to where a geyser is on top of a rock, and then that water stops! Yay, now we can get a treasure! Head to the entrance, and then just turn west and jump to find a Heron Statue in the chest. That's Xelha's class 3 item, and I don't need to tell you that that freakin' rocks. All you have to do to proceed in the game is take the boat back to Nashira so we can go to the Cloud Passage.

~- 6c. Nashira ~~~~~

- + Enemies: N/A
- + Items: N/A

But it's not that easy, it seems. Imperial soldiers are all over the village, seemingly guarding every nook and cranny. And when Kalas, Xelha, and Gibari get out of the boat, a soldier orders them to immediately get into the town, without any explanations. Of course, when Gibari tells Kalas to enter the village, he does so with a rather... suspicious tone to his voice. ;) But anyway, Nashira has a blue flower, and that's enough for me. I was able to get the whole party up to level 9.

Anyways, for Nashira itself. If you took a picture of the Thunderfish in the Lesser Celestial River, enter the shop and trade it in for some loot when it is fully developed. Trust me, developed boss photos sell for some good bucks. Once you do that, enter the bar, which is the eastern building of the village

if you have a short-lived memory. Inside, go over to the counter. Anna isn't there, but Rebllys is standing there. Talk to him, and he'll tell you that the soldiers are after something in Elnath Castle.

So of course, you need to play the hero and protect Diadem from the Empire, but the problem is escaping from Nashira. Rebllys tells you that Anna knows a way out, but she's not here at the moment. So, that leaves you to find her! Quick and easy. Leave the bar, and head west to the warehouse, which is the building just to the right of the blue flower, with blue light coming from it. Walk up to the main warehouse, and you'll hear Anna and an Imperial soldier shouting at each other.

Yet inside... where the hell? I guess the Imperial soldier was above... or something. After a small talk with Anna, she'll say to meet her at the bar. Just go back to the bar, and you'll see a portion of the wood on the floor gone, yay. Just talk to Anna, and then you can go out through that passage, and you'll end up on the world map. Just note if you try to re-enter Nashira for the time being, you'll come in through the secret passage. But anyway, go east to enter the Cloud Passage west entrance.

-- 6d. Cloud Passage ~~~~~

+ Enemies: Stroper, Albireo, Iron Beetle (Boss)

+ Items: Cygnus, Aqua Burst Lv 2

In this place, we find two types of enemies which could have been a nuisance earlier (the Stroper and Albireo), but neither of which are much threat now because of the two or three levels you gained in the Lesser Celestial River, not to mention Kalas's and Xelha's classes up. But anyway, both Stropers and Albireos are weak against chronos, but weak against wind. Stick to Gibari's non-elemental and water based paddles and finishers, while making Xelha use as little wind as possible.

So anyway, follow the path at the beginning and kill the three Stropers on the screen, and then make your way over to the next screen. There are two paths here; just take the one on the right, then follow it, fighting off the few of the Stropers on the way. These guys are a nuisance. Once you get off of this screen, you'll reach yet another intersection; just follow the path on the right, and continue until you reach a machine with air coming out of it, which seems to be forming clouds.

Switch this baby on, and then trap the Magna Essence of the Cloud. Having done that, head to the previous screen and go over to the part of the right path that slightly sticks out, and drop the Cloud out there, to form a path from right to left. Yay, we always love shortcuts, don't we? But before we press too much more on, return to that cloud machine and take another Cloud from it. It's so you can save before a boss fight, get a constellation Magnus, and an Aqua Burst Lv 2. Yeah.

With the Cloud in a Blank Magnus, return to the previous screen and take that path you just made with the original Cloud, then go to the next screen using that path. And what do you know, yet ANOTHER intersection on that screen! No relative problem, though. Take the one on the right, and follow it until you reach a Cygnus Constellation Magnus, an Aqua Burst Lv 2, and a save point. We need it for the boss fight. So anyway, return to that fork and take the left path, and get to the wooden bridge to see a machine come after you. Haha.

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||      Boss: Iron Beetle      ||      Party: Kalas, Xelha, Gibari      ||
||      HP: 1500                ||      Levels: 9                ||
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|| Weakness: Water, Light || Strength: Fire, Darkness ||
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|| This is by far the biggest and toughest boss fight yet, but it can be ||
|| made much easier with the preparations I told you a second ago. Xelha ||
|| should have Aqua Burst Lv 2's, Light Flare, Dance/Sparkle of Light/Life ||
|| ready to kick supreme ass, Kalas should have every Ice Dagger available, ||
|| and Gibari ought to have some healing items since he has the most HP. ||
|| While the Iron Beetle is very slow, usually it will use a Nitro Boost at ||
|| the beginning, then unleash a five-hit combo with a Voldocannon that may ||
|| do up to 220+ damage. Guard ALL of these attacks if possible, and heal ||
|| yourself afterwards. While it's strong, it's very slow, so allow your ||
|| numbers and speed to teach it a lesson, but keep an eye on your HP. ||
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Well, that was a pain in the ass to fight, but I guess we should be glad that it's over. Also note that you'll get a Shark Tooth from that fight, which is Gibari's level 3 class up Magnus. That's always good, right? Oh, and is it just me or does the destroyed Iron Beetle look like Bowser? Alright, enough random talking; walk past it by taking the bridge on the upper-left, and go north to the castle town of Sheliak. While Elnath Castle doesn't need a world map to get accessed, I'll regard it and Sheliak as separate, though.

~- 6e. Sheliak ~~~~~

- + Enemies: N/A
- + Items: Voice 2, Fading Notebook, Red and Blue Pencil, Calm Helmet, Ray of Truth

When you arrive in Sheliak, just head a little bit to the east, past the tall building to the north, and then you'll hear an Imperial commander speaking with the ambassador we met in Nashira - Lyude. Basically, they have some plans and it seems Lyude is opposed to them, and that he got exiled from Alfard to Diadem. Other than that, they're trying to make King Ladekahn look like an evil person. But anyway, after that crap is over, Gibari will realize just what Emperor Geldoblame wants: the sealed power of Malpercio.

But anyways, a man will come out and ask Gibari to defend the king in Elnath Castle. That's no problem. Head east and up the stairs to the next screen, then enter the building with the orange light coming out of it, which just so happens to be the Magnus shop of Sheliak. They've got some good stuff around here, although they have some weapons called Shadow Cornets in which none of your party can use... yet. After you finish in there, head southeast to the save point, going to the church and taking Gibari up to class 3!

Level 10 or so wouldn't hurt at all, either; since in Elnath Castle there is an incredibly annoying boss. But anyway, there's some stuff to get first. Go through the second to most right house, and look through the vases there to collect a Voice 2 Magnus. Then look through the stuff on the bottom-left for what is really a pretty useless Magnus, a Fading Notebook. Anyway, now it's time to hit Elnath Castle. Return to the main area of Sheliak, and go into the second to westernmost house in this screen.

Enter and examine the desk to collect a Red and Blue Pencil. Eh. Then go to the bookcase and stand to the left of it to find you can push it; that might be good! Continue until you see a passage behind it, and then go through to find two chests containing a Calm Helmet (decent for Kalas) and a glorious Ray of Truth, which is a superb light-based sword for Kalas. So once you've got that, go back through that passage and return to the main area of this town, and go through the northeastern passage.

You'll find Elnath Castle on flames here. Ouch. It seems that no one is making a big fuss out of it, but to the point. You can't just charge into Elnath, since they have an Iron Beetle and two Imperial guards in front. Naturally, Kalas has to make careless comments that he's leaving and it's none of his business if Diadem is destroyed. Geez, Xelha summed it up well when she says that Kalas couldn't possibly live with himself. Gibari, who has more muscle than Xelha, strangles Kalas and makes him come. I love you, Gibari.

Gibari's plan for sneaking into Elnath Castle is using a boat to fly (WHAT?!) into Elnath Castle. Be a good Guardian Spirit by making the right decision of agreeing with Gibari, and then you'll return to the previous screen, to see a boat that can fly (I repeat the previous part in parantheses), but a guard is there. No problem. First stand near the monument of King Ladekahn, then when he faces south, charge in there and take it. That was easy. So despite this defying the rules of gravity, you'll land at the top of the castle.

-- 6f. Elnath Castle ~~~~~

- + Enemies: Imperial Elite, Imperial Blackhead, Iron Beetle V (Boss)
- + Items: Infinity Mask, Dark Sword, Butterfly, Light Flare Lv 2, Dark Flare Lv 2, Chronos Aura, Magical Anklet, Dark Yell, Fire Aura, Light Aura, Flash Armor, Shadow Suit, Dark Aura, Aqua Aura, Light Yell, Wind Aura, Wheat Crackers

Not your average place to start though, is it? So anyway, you will land at the top, which the game calls the beginning; we might as well follow behind it. Head left and talk to the Diadem Knights along the way, and then without going downstairs, hug the little part on the left to find an Infinity Mask in the treasure chest. Put it on whomever you want if you want it, then go down the stairs and into the room on the left, to find true disaster. Diadem Knights are battling with Imperial soldiers in here, and you have to help them.

It's not just fun fighting all the way, however. You'll have to help Diadem soldiers out while fighting, by sending out a few knights to help. If their combined strength overwhelms the Empire, then Diadem wins. If you don't send enough or strong enough units to defeat the Imperial soldiers, then the Empire will win, AND fight you. For granted, neither Imperial Elites nor Imperial Blackheads are that tough, but they're enough to be annoying, especially the elites.

But anyway, you're given a blank Magnus with the Diadem Royal Crest, as well as four units to dispatch: a Squire, an Apprentice Knight, a Knight, and a Senior Knight. Squires are the weakest, Senior Knights are the strongest, so dispatch wisely, since after they beat off the Imperial knights, they're not going to return. As well as that, there's an infirmary somewhere in the castle with wounded soldiers, but you can restore their motivation by showing them the Royal Crest.

So here we go! First examine the chest to the left to collect a Dark Sword, then head down the staircase and take a small left to find some knights, fighting some Imperial soldiers. Give them a little backup, and if they win, you'll get a Butterfly, which is a decent weapon for Gibari. If they lose... well, you have to fight them but can get some EXP. So anyway, either way, examine the statue behind them to collect a Light Flare Lv 2. Then head to the right, and examine the statue there.

Lo and behold, you just found a Dark Flare Lv 2. So anyway, go through the door on the left, and in this next room, just head down the hall and go through the door there. You'll find some more knights fighting in here; this might be a good opportunity to send out a Senior Knight. So anyway, if the

Diadem Knights win, you'll get a Chronos Aura. This is the only place I know of where you can one, so before you do get it. Now head to the left and open the chest to get a Magical Anklet for Xelha.

Definitely equip that; then go downstairs and examine the pictures on the right to find a Dark Yell among them. You may see some Diadem Knights on the right side, but don't help them just yet, you'll see why. Head through the room on the left, and make your way to the western side to find a bad need of help! Alright, deploy one last knight here and hopefully the Diadem side will win. But anyway, enter the room to the left of them after you get finished, and you'll find yourself inside an infirmary!

Yay for this. You don't have any knights left, so try to get two Senior Knight units, one Knight, and one Apprentice Knight or possibly a Knight. Ignore any and all Squires, period. Now return to the area I mentioned earlier, with the knights fighting on the right, and deploy a Knight or equally strong unit to help, and you'll get a Fire Aura. Yay. Now return to where the infirmary was, and use the stairs to the bottom right, and you'll arrive in the main hall of the castle, to see four knights finish off four soldiers. Yay!

Head just a little bit forward to see some knights and soldiers fighting in front of the throne room. Well, the door is locked, so you can't go through there, but deploy a knight or two to fight there, and you'll get a Light Aura Magnus. Whoop-de-do. Now go downstairs and look near them to collect a Shadow Suit and a Flash Armor, both being nice pieces of armor. Now head east, and you'll find a hellfire of soldier against knight going on; make sure you get a Senior Knight and possibly an Apprentice Knight in there to help.

If your good ol' knights win, you'll get a Dark Aura. Now return up the stairs and take a right to find another hellfire. Dispatch all the rest of what you have to get an Aqua Aura Magnus, and then examine the picture to the right of the staircase to get a Light Yell. Now go back to the infirmary, and get all the rest of the units there, preferably a Senior Knight or two; then return to that area you were just in, entering the door on the right to find the biggest hellfire yet. Unfair stuff, this.

This is the last battle here, so dispatch all your knights on this one; at the end seven or eight knights won against many dead Imperial soldiers. ;) They'll give you a Wind Aura, anyway. Talk to the knocked out soldier near the window, then you can climb up to the next floor, where we can get to a balcony and view the bad stuff that's going on; but once you reach that floor, examine the pots to find a Wheat Crackers Magnus. Be sure that Kalas and Gibari are ready before you go through the door on the left! Alright... go through when ready.

Your group will look through the balcony and see they're arrived right on time. The Imperial Commander is there in the front lines with a woman, and Lyude in the back. What? Lyude? They force King Ladekahn forward to speak with them, but when he comes over, the woman in the front shoots him! That's Ayme, the one who helped Giacomo kill Georg! Lyude will run up in front and yell at her, only to have the king shot again. Kalas and Gibari then jump down to help Lyude, who has turned traitor. As for Ayme... we have to fight her. Except...

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||      Boss: Iron Beetle V      ||      Party: Kalas, Gibari, Lyude      ||
||      HP: 1700                  ||      Levels: 10                      ||
||      Weakness: Water, Light    ||      Strength: Fire, Darkness        ||
++-----++-----++
|| That's right, we can't even get the honor of fighting Ayme; we have to ||
|| fight her inside an Iron Beetle. Not to mention Rumbling of the Earth, ||
|| what I can consider to be the worst boss music in the game, plays here ||
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|| instead of Chaotic Dance. Damn you, Namco. But anyways, this fight is a ||
|| very long and annoying one, mostly because halfway into the fight, it'll ||
|| use a move called Self-Repair that heals ALL of its HP. Screw that. Not ||
|| to mention that if I had a choice, I'd use Xelha over Gibari, since she ||
|| has more light and water based attacks, although Lyude's still good. ||
|| Anyways, Lyude is very good at dealing light and darkness based damage ||
|| off, making him an extremely useful character during this fight. ||
||
|| When a time to use Concerto comes up, use it, period. He also has many ||
|| awesome healing items to use. Not to say they're not needing it, because ||
|| this evil creature has several hit combos that end in Plasma Cannon or ||
|| Diving Drill, both of which are downright nasty. If you can't block the ||
|| attacks, especially Diving Drill, heal them immediately. After the thing ||
|| uses Self-Repair, you're safe to use all of the finishers you have in ||
|| your arsenal, particularly Crystal Shot and Concerto. An annoying fight, ||
|| but keep an eye on your HP and do number combos ending with finishers, ||
|| and you'll rack damage up very quickly. Also note if it uses Self-Repair ||
|| once, it probably won't use it again for quite a while. ||
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After you beat the Iron Beetle V and are SADLY not able to fight with Ayme, the Imperial Commander and rest of the forces run away. And Ayme is off at another location right now, so we can't fight her alone. Dammit. Gibari just lets the Empire go, and then they proceed to the throne room. While I don't know how you can survive being shot twice (maybe Ayme was just using a really weak gun), King Ladekahn is wounded by survived the attack. After Lyude and the king apologize to each other, he verifies what the Empire was after.

That's right, it's in the Shrine of the Winds, east of Elnath Castle. Lyude decides to come with you for this mission, so that's good. King Ladekahn tells you that there's a quick exit behind the pillar on the upper-right side, so just go over there to leave. While on the world map, Xelha will tell you that she made a fake pendant just in case something like the stuff in Rodolfo's mansion in Sadal Suud, so Giacomo took the fake. Score one for the good guys. Anyway, the Shrine of the Winds is just a little bit east.

~- 6g. Shrine of the Winds ~~~~~

- + Enemies: Lord of the Winds (Boss)
- + Items: N/A

There is no dungeon here, just a boss fight. Before we get started, my party would be Kalas, Xelha, and Lyude; Gibari won't be too useful here because a lot of his weapons are wind based. But anyway, an enemy quite similar to the Lord of the Spring from Moonguile Forest will appear; in fact, its name is Lord of the Winds. It talks and is similar to ol' LotS too; you'll have to defeat it in battle before it'll give you the shining Magnus that it seems to guard. Boss battle time.

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||      Boss: Lord of the Winds      ||      Party: Kalas, Xelha, Lyude  ||
||      HP: 1900                      ||      Levels: 12                  ||
||      Weakness: Chronos              ||      Strength: Wind              ||
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|| This fight will remind you of the one with Lord of the Spring, but any ||
|| way that you look at it, this fight is slightly annoying but otherwise, ||
|| very easy. I'd recommend Lyude instead of Gibari for this fight; Xelha ||
|| and even Kalas are must-takes. Put as many chronos based pieces of armor ||
|| and spells as possible into your deck, and LotW will go down fast and ||
|| with relative ease. He can poison you around the beginning of this fight ||

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|| but if that happens, it's really nothing to worry about. ||
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|| All that the Lord of the Winds can really do is around the end of the ||
|| fight, using a two hit combo with Slashing Winds at the end, then cheat ||
|| by using a five-hit combo on someone else ending in Miraculous Gale, ||
|| which will put the character to sleep. Ugh. Otherwise, he'll just use a ||
|| regular combo with Slashing Winds, which will do 100 damage at the very ||
|| most. Try not to use Kalas's finishers too much, other than Shadow Wings ||
|| since they're wind based. Anyway, he's not that tough, but when he hits ||
|| critical, try to finish him immediately before he gets too annoying. ||
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Lord of the Winds drops a shining Magnus as he dies off, and not to mention Kalas's class 4 item, Coral Plant. ;) But anyways, the shining Magnus falls into Lyude's hands, but then his eyes just flat out change color. After he just stands there doing nothing, the winds blow and carry it off to a person in the sky! Although it looks like Rebllys from Nashira, it's actually Ayme. After she steals it, she just flies off. Supposedly, that's exactly what the Empire came for, however. After that, Lyude passes out.

~- 6h. Elnath Castle ~~~~~

- + Enemies: N/A
- + Items: Tempest Shield, Hydra, Glass Earrings

You don't even need to walk back after that mess; you're taken right back inside an infirmary. Lyude is extremely depressed, but anyway, speak with him and King Ladekahn, and you'll learn that the shining Magnus go by the name of the End Magnus. Geldoblame now has two, and your group has to protect the other three in Anuenue, Mira, and Alford. King Ladekahn originally wants to travel to Anuenue, but because of his injuries and the people in Diadem, he has to stay in Diadem, but oh well.

Try to leave this room, and the knight will let you stay in the beds here for some quick, instant healing. After you get healed, head upstairs to the room where you were originally in, and talk with Lyude, who will then decide to join you. Kalas originally objects, but Gibari teaches him a lesson, grabbing him by the neck and strangling him. Yay for Gibari. Lyude is a great fighter, and I even used him with Kalas and Xelha in the final boss fights, and very rarely used Gibari.

Anyway, talk to King Ladekahn, and you'll get a letter for Queen Corellia of Anuenue, which is your destination. You can go around the castle and talk to the knights to push rubble out of the way to clear a path forward, and also clean up by trapping the Magna Essence of Pebbles and then clearing those, then going to the head knight at the upper floor to collect a Tempest Shield, a Hydra Constellation Magnus, and Glass Earrings, which aren't half bad, at all.

But once you're ready to go, head to the top floor where the head knight is, then head east to where you first entered the castle, using that boat and sneaking in, before leveling everyone up to 13 or so, and of course, Kalas's class to 4. Now you can use FIVE Magnus in a turn, and you've got SIX in your draws, even if you have a ten second initial time, which kind of sucks. But anyways, talk to the knight near King Ladekahn's very... vivid looking ship, and then you can embark for Anuenue!

This is probably the biggest, but also my least favorite of the five continents. Mira is the second biggest, and likely my favorite, but eh. As you go to this place, you'll drift over a dark, poisonous area called the Taintclouds, and finish a small cutscene, and you'll arrive in Anuenue Port.

~- 7a. Anuenue Port ~~~~~

- + Enemies: N/A
- + Items: Explosive Paddle, Bamboo Grass Creel, Snake Tuba

You can immediately get off at Anuenue Port, but while this is an extremely short place, I'll put it in its own separate section anyway. Okay... head to the right, and just a little bit before the exit on the right. From here, climb down the tree that this place is set on. This may be hard to see, and I know a few people who have missed this, but climb to the bottom and you'll find Gibari's level 3 finisher, Explosive Paddle! Yay, now climb back up to the main path.

Climb up the other ladder (the one going up) and enter the house to find a Bamboo Grass Creel inside, which is a normal piece of armor for Gibari. Now exit this house, and head through the bushes just on the left. This will be a bit hard to see, but you'll start heading up a long, thick path above! Now, just follow this path until you reach a jumping point, then hop over and get the very hard to see Snake Tuba there; now return to the main path and exit via the right - our destination Komo Mai is right nearby.

~- 7b. Komo Mai ~~~~~

- + Enemies: N/A
- + Items: Bananas, Black Scepter, Silkworm, Chronos Blow Lv 2, Sweetheart Picture, Deluxe Bananas, Strawberries, Hair Dryer, Mattress

Man, I hate this town, even if we visit it about a dozen times in this game, but anyway, a festival is ongoing. Ignore them, and head south to find a cart full of bananas; examine that to get a Bananas Magnus. Hey, better than nothing, I guess... head north and save at the blue flower, not to mention going to the church and leveling/classing up, or giving a constellation Magnus away. So anyway, head towards the center-right of Komo Mai, and look to your left to find a large spiraling staircase.

This may be a bit hard to see, but it's there all right. Prepare to climb up the stairs, and then a store owner will chase a woman out, thanking her for the stuff she brought him. It seems the woman is a hunter, but anyways, climb up these stairs until you reach a new screen, and head forward until you hit a small scene as some people are blocking the way into the castle, and Kalas wants to make his way through with force. Xelha won't let him do this, so you have to "browse around" until the festival is over.

Which adds to why I tend to hate the majority of festivals, but anyway, head to the right and enter the School of Magic there. I don't see why they had to throw the "Magic" part in there, but anyway, enter the first door you see, and then examine the cabinets to find a Black Scepter, which makes a great weapon for Gibari. Also, speak to the teacher to hear a big flashy lesson about history and all that. Me not interested... much. So anyway, leave this room and enter the next room on the right.

You'll see a large green beaker there; talk to the guy standing near it, and then choose to taste it, and then Kalas makes one hell of a reaction to it! Quite obviously, he didn't like it, but you'll get a Silkworm, which is an

awesome healing item. Equip it on Lyude or Xelha immediately; then leave the right wing of the school, heading back to where the festival is ongoing. We still can't get into the castle, but hey, we're halfway down that path! Now enter the left wing of the school, from outside.

Enter the room right in front of you, speak to the teacher for another major history lesson (truly), and go through the cabinet to collect a Chronos Blow Lv 2 inside; now exit and enter the room to the left, examining the pictures to find Sweetheart Picture Magnus, then talk to the teacher for yet another history lesson. By now, the people in front of the castle will be gone. Good, cutscenes abound in that place. Leave the school, and head to the front of the castle, and enter!

Once inside, head up the long staircase in front of you, and once inside, the cutscene begins. First of all, you'll have a normal discussion with Queen Corellia, warning her and giving her King Ladekahn's letter, but then none other than Emperor Geldoblame enters, with a man right next to him! Whoa, now this is something you didn't expect. Gibari immediately steps forward and begins to insult him, to which a guard has to shut him up. Geldoblame lies, saying that he's never heard of the End Magnus. Haha.

But anyway, Emperor Geldoblame will point out how Xelha is a thief and Lyude is a traitor, but will then leave, saying he was merely on vacation, relaxing in Anuenue. As he leaves, he orders the guy with him to do something about Kalas, whom he cannot believe is alive. But anyway, a little more chat with Queen Corellia, and she'll say that Anuenue does not wish to go to war with the Empire. So... that ends that. Might as well leave this room and go to the main castle, after that.

Head to the room on the left, going past the guard and entering the room you see there, and then look through the plant there to find Deluxe Bananas, and then leave the room and go down the hall to the right. There are two rooms there, one to the right and one a bit above this part; go to the one on the right, and examine the fruit on the table there to collect Strawberries, which also make a sweet healing item. Now leave this room, head up, and enter the room there. Ho ho ho, this is the queen's room.

Check the upper-left side of the room to find a Hair Dryer Magnus (a fire based attacking weapon), then look through the queen's bed to find a Mattress Magnus there. Wow, that's just wonderful. Also, look at the shelf on the right of her bed, and you can trap the Magna Essence of a Celestial Flower Seed. Do this; we need a Celestial Flower Seed later anyway. Having done that, return to the main room of the castle, and exit to the south, and your party will walk out and have a chat.

No one knows what to do now, when a woman nearby recommends that they go to the Ancient Library of Magic, because supposedly a witch has returned to it. Everyone finds something a tad fishy about this, but they decide it's really the only lead that they have, so that's your next destination. Meanwhile, the female hunter we saw a little earlier walks past and watches the party. You'll see IN TIME whether that's a foe or a friend. In the time between that, leave Komo Mai and head a bit northeast.

~- 7c. Ancient Library of Magic ~~~~~

- + Enemies: Skeleton Warrior, Cursed Spell Book, Cursed Grimoire, Folon (Boss)
- + Items: Zeit Robe, Sforzando, Wave Blade, Kite Shield, Falcon Statue, Scarlet Shell, Deluxe Cookies, Magnum Cornet, Silver Sword, Ruby Earrings, Water Mirror Anklet

This is by far the toughest area so far; make sure you're prepared before you set foot in here. Some enemies in here are weak against light, some are weak against darkness, so the preferable party would definitely be Kalas, Xelha, and Lyude. Kalas has Shadow Wings, Xelha has three light based finishers, and Lyude is the best in that he has two light based finishers and one of the very first things to do is to collect a darkness based finisher for him. Gibari has one darkness based weapon and that's it. So go with Kalas, Xelha, and Lyude.

Head northwest, beating the skeletons on the way if you want. The EXP isn't half bad, so I'd recommend it. Open the treasure chest to find a Zeit Robe inside, and then head to the right, just a little in front of the counter there, and examine the wall to find a Geography Section Key, whoop de do. You may see that there are two barriers on the left. These are what this game happens to call "doors", so open those and jump right in. Or, not. It can be a little hard to see in here, because of the camera's fix on you.

But anyway, you need to search through the bookshelves to find certain books written by the Head Librarian, as well as Lyude's third finisher. No problem there; walk up to the red bookcase and push it to the left, until you cannot push it any further. That won't be reset if you leave, fortunately. Now head to the left to find another bookshelf, but this one you need to pay a little more attention to. What you need to do is push it down so that you can creep to the left of it, but not too far, since Kalas can't pull it out.

I could make a joke about Kalas, but I choose not to. Anyway, hug the left a bit and push it very slightly, then go around it and enter the little corner behind the bookcase to collect Sforzando, Lyude's finisher! This is the exact kind of attack I love; put it on him immediately. After doing that, just push the bookshelf in all the way, and head to the left of it and a bit down to find a Philosophy Section Key. Yay. After that, head past that red bookshelf, to the right, and examine the bookcase to find a Geography Book.

One room with one book down, four more with three more books to go. I already detest this place. After that's done, exit this room through the left, going back into the first room of the library. Since we have this key, we might as well put it to use, although it's not the upper-left where we use it. =D So anyways, head to the right and fight the Skeleton Warriors if you want, but return around to where you entered, and take a right up the stairs, to another floor we didn't notice earlier.

So anyway, fight off the Skeleton Warriors and go to the far eastern part of the room to get a Wave Blade there, which makes a decent weapon for Gibari. Lots of respect for Gibari in Anuenue, eh? Well, maybe except for Lyude, but anyways, return to the entrance of this hall, and take the first door there, examining the bookshelf. Kalas plays a pretty nice trick here in that he gets out of the way as he brings the whole freakin' bookcase down. Badass. Plain badass, I say. My respect for Kalas is back.

Too bad that to get the key, you need to re-enter the room from the other way in. Bah. But anyway, open the nearby chest to get a Kite Shield, which is a very good defensive Magnus for Kalas. And most importantly, head to the far northern side of the room to find a treasure chest containing Xelha's class 4 requirement item, a Falcon Statue. Yay; look at the door there, then Lyude will read off of it that the Head Librarian likes to collect books, and that is the goal to opening the door. Thank you, captain obvious.

But anyway, open the upper-left door with the Philosophy Section Key, then, well... enter. Yeah. Inside, head a bit down and climb up the ladder there, and once on top, jump over to the nearby chest to get a Scarlet Shell inside. That's Gibari class 4 Magnus, so I think I'll kiss the air. Whatever. Hop to

the left bookshelf, then climb down and get the Literature Section Key, along with Deluxe Cookies. Yipee, I'm going to skip and smack my fingers. Whatever. Head over to the nearby red bookshelf and start pushing it down. Go, go, go.

After doing so, climb up to a bookshelf, jump over to the red bookcase as a foothold, and then climb down the ladder to find a Magnum Cornet weapon for Lyude, and ultimately, a Philosophy Book. We're getting closer and closer to finishing this awful place, mark my words. Anyway, return to the entrance of the room, and head southwest to the other door, right near the area where Kalas pulled that bookshelf down, heh. The Literature Section is just on the left, so enter, and head left for a Silver Sword.

Replace this nifty weapon for Kalas with a random, old piece of crap, and go to the southwestern side of the room, finding the bookshelf and pushing it so you can get to the little part behind it, similar to the way you got Lyude's Sforzando. Once you can get to the little part there, climb up the ladder and jump south, climbing down when you get the opportunity. Now go to that shelf we were just at, pushing it up so you can get to the opened book at the left part of the shelves. Heh, heh, heh...

Jump over to that area and examine the book there, and you'll find it's by none other than the Head Librarian! Told you. Get the Ruby Earrings nearby, then leave this room, going back to the room where Kalas brought that bookshelf down. Remember the fact that we STILL haven't gotten that key, gone to the History Section, or unlocked the door at the upper-left side of the very first room? We're about to do that. ;) Head east from that bookshelf that's still on the floor, entering the door at the end of the path.

Once you return to the main hall, head west, to the room we entered when we first brought the bookcase down, and just examine the bookshelf to find the History Section Key. Yayz0rz; go back to the first room and head northwest, unlock that room, and hop right in. It turns out that this is by far the easiest room, however. Just head to the farthest lower left part of the room, and examine the bookshelf there to find the History Book. Good. We have all four books, time to get cracking.

Return to the room with the save point, to find that the door there will not open. Turns out, you have to put the books back to the original places! The correct places are all in this room, though, that's your relief. ;) Put one book to the right of that door, one right below that, one at the upper left side, and one to the right of the Literature Section. Yay! We can FINALLY get into that room that was locked earlier, not to mention that this library is, at last, over.

Might wanna save before going in, since getting a power outage while fighting a boss fight after a long dungeon is just plain evil. There's also a chest at the upper-left in which you can't get while the scene is going on, so screw Namco for that. Anyway, it turns out that the guy who was with Geldoblame in Komo Mai, Folon, set you up for a house of plain lies. There never was a witch, and you got fooled. It just so happens that Folon is a pal of Kalas's two best friends, Giacomo and Ayme. You know what that means!

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++-----++-----++
||      Boss: Folon           ||      Party: Kalas, Xelha, Lyude      ||
||      HP: 2300              ||      Levels: 13                ||
||      Weakness: Wind, Light, Water ||      Strength: Chronos, Dark, Fire ||
++-----++-----++
|| If you thought Giacomo was tough, then get a load of this guy. I'm not ||
|| saying he's better looking than Giacomo or anything, because neither of ||
|| 'em look like more than clowns, but Folon is one of the harder bosses in ||
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|| this part of the game, even if you overwhelm him. Folon tends to use a ||
|| move called Energy Injection on himself, thus building his power, not to ||
|| mention allowing him to us a five-hit combo with a powerful finisher at ||
|| the end, overall doing tons of damage. I especially hate Chaotic Flames, ||
|| which can and almost certainly will set you on fire. Bah. ||
|| ||
|| Fortunately though, Folon has a major weakness to light. Kalas's Energy ||
|| Wave, as usually, will rack up hundreds of damage. Xelha's got Light ||
|| Flare Lv 2 and Soul Flash, both of which are extremely powerful, and ||
|| while Lyude's best finisher, Sforzando won't be too effective because of ||
|| Folon's resistance to darkness, Overture and Concerto are still sweet. ||
|| You'd better be prepared to block him when he attacks, since he does it ||
|| really fast. Lyude can be replaced with Gibari, if you feel like using ||
|| him for his new stuff, but I still recommend Lyude. If Kalas has Rays of ||
|| Truth ready to use and healing items ready, you'll win with no problem. ||
++-----++-----++-----++-----++-----++-----++-----++-----++

That did hurt Folon a little bit, but he's prepared to use Warg Laser to get you off guard. So while the party is just about to give up to Folon's might, and he makes a bunch of cheesy jokes, suddenly several arrows shoot up in the air and hit him, while they're on fire! Now who did that? It's that hunter, from Komo Mai. Because of his injuries, Folon is then forced to retreat. You will be returned to the entrance, without being able to get that shiny chest there, something I always hate.

But anyway, back at the entrance of this goddamn library, you'll meet up with the hunter. You still don't get her name yet, but you know she's of the cold type. She's even colder than Kalas, in that when Xelha thanks her, she just walks off. Looks like she went through a rough past. Anyways, if you want the chest there, it shouldn't be too tough making your way back. The chest, in question, contains a piece of equipment for Xelha. Having done that, let's finally get out of this awful library.

~- 7d. Komo Mai ~~~~~

- + Enemies: N/A
- + Items: Landmark Stone

First of all, enter the Holoholo Jungle to the east; we need to get past it to find out this hunter's name. Talk to the guy you see, and he'll tell you it's impossible to find your way through without a Landmark Stone. That's not a problem at all. Enter Komo Mai, and head up the central stairs, then head to the right, to enter one of the wings of the school. Enter the first room you find, and speak to the little girl at the right. You guessed it: the principal of this school is not an old man, it's a little girl.

But anyway, the principal will give you the Landmark Stone for free; she is a bit of a strange one, any way you look at her. But anyway, now that we've got the stone, we can proceed to the Holoholo Jungle! Of course, don't leave until you go to the blue flower and class Xelha, Gibari, AND Lyude up. Now not even Kalas can use more than they can, what with 40 cards available to use. Also, I'd recommend level 15 or so, because the Holoholo Jungle has some tough and annoying enemies.

~- 7e. Holoholo Jungle ~~~~~

- + Enemies: Undead Swordsman, Spell Shellfish, Acheron, Mairabilis
- + Items: Ice Crystal Buckle, Silver Earrings, Fire Burst Lv 3, Wind Yell, Heat Paddle, Smash Tackle, Brave Knight Helm, Equuleus

Like I mentioned earlier, the Holoholo Jungle has got some annoying enemies, most of which won't go down for a while, so Xelha is recommended with as many fire Magnus as possible. Light will also work for the Undead Swordsmen around here, so Kalas should be ready with some Rays of Truth, Xelha with the Magnus mentioned previously, and Lyude with as many light-based horns as possible. Can you do that? Good. Now, once you arrive at this place, follow the only path there is, but head southeast to find an Ice Crystal Buckle, first.

After you've done that, head northwest to the next screen, and climb down the ladder near you, then follow the path to find Silver Earrings there. Yay, we always need a few extra items, no? Climb back up that ladder, and continue on the main path, northeast to a new screen. Now head to the right, where you'll find not one, not two, not three, not four, not five, but SIX chests gathered above you, but oh, how to get those? Why, no problem at all! Just head around it, and then once to its right, head left.

Then there you are! You can get a Fire Burst Lv 3 (which is very valuable), a Wind Yell, a Heat Paddle for Gibari, a Brave Knight Helm, the Constellation Magnus Equuleus, and believe it or not, Gibari's level 4 finisher, Smash Tackle! It's chronos based, which is a huge bonus, but why all the love for Gibari? Anyways, head back to the entrance of the area, and then head to the southeast, where you can just follow a simple path forward down, and then you will be out of the Holoholo Jungle. And that's good. Opu's right downhill.

-- 7f. Opu ~~~~~

+ Enemies: N/A

+ Items: Lupus, Uncooked Rice, Curry, Perseus, Ice Knuckles, Flash Explosion

Very small and quiet village, eh... just around the left, you'll find a small girl named Mayfee, who asks if you came here to meet a strong and brave lady. Well, haha, maybe not in THAT way, but yes, we came here to meet the hunter. Mayfee will tell you that the hunter is gone at the present moment, but we can enter her house at the very least. However, first enter the house right after the bridge, and examine the vases (with flowers in them) and the bathtub to find a Constellation Magnus Lupus and Uncooked Rice respectively.

Now enter the house to the left of the one you were just in, and examine the pots on the left side of the room to get a Curry, and then speak to the old woman on the bed, and as a good Guardian Spirit and friendly guy as Kalas (ha) choose to listen to her story. Basically, the flowers of the Celestial Tree are beginning to bloom, but she's not so well and can't get up even to see them, although this is a rare celebration. That's not a very good thing to hear, but anyway, Mayfee will leave the house.

Follow her out of here and into the house on the right, and she'll pray that the water wheel will start turning again, and that her grandmother will get better. After that, your group decides to get her some Komo Mai cookies, from Komo Mai. Man, we have to go to that cheesy place again? I'm not going to bother making a separate section for Komo Mai; just return there and to the area right before the castle, and talk to the guy on the right, to find he's out of cookies and needs a Celestial Flower Seed to make new ones.

Well, who has a Celestial Flower Seed, but us, remembering that I told you on our first trip to get one from Queen Corellia's bedroom? ;) Haha, just use C or talk to him to give it to him, and then he'll give you the cookies. Yay, I like getting cookies. Now return to Opu, being pleased you don't have to wade through Holoholo Jungle again. Give the cookies to Mayfee, back in the house where she was playing, and then suddenly the water wheel will begin to turn!

That's one of two important things done, even if you see exactly why it was done a second later, heh. =) You'll immediately get put out of the house after a cutscene that shows you a treasure chest, that being something I hate, so re-enter the house and open the chest to find Kalas's level 4 finisher, Flash Explosion, fire based. Extremely convenient, since the guardian of the End Magnus in Anuenue, Che, is a tree, and you know what trees are weak against, obviously.

But anyway, it turns out that the hunter whom you were supposed to wait for, is finally here in Opu again. So leave the house, head down, and right to see a small house there. Talk to the girl near the house, and she'll give you a Perseus Constellation Magnus. These are always good, yanno. Now enter the house, to see the woman there. Just speak with her, and she'll decide to help you out if you're going to collect the End Magnus, even if she thinks you have a death wish trying to face Emperor Geldoblame.

She just leaves the house without even telling you her name, though; I swear she's as cold as Antarctica, or Kalas, or whatever. When Xelha asks, she says her name is Savyna. Well, that's not a really ordinary name, but one that we can live with. And she's your new party member, anyway. It'll take you awhile to get used to her fighting style, since she's very quick to rip enemies to pieces, and you need to choose her cards very fast, keeping up with her pace. She fights with gloves, and uses fire/ice based finishers.

You could say she's kind of like Lyude, both in fighting style and, ummm... something I won't say here yet. But anyway, it's time to head out for that Celestial Tree and get the End Magnus. First of all, though, check around Savyna's house to find Ice Knuckles for her. I'd put her in the group along with Lyude, but that's just me. First time in a long time that we haven't had Xelha in the party. So just leave Opu through the eastern path, and head even further south to the Celestial Tree.

~- 7g. Celestial Tree ~~~~~

- + Enemies: Devil Claw, Blood Leaf, Tentacle (Boss), Tree Guardian (Boss), Savyna (Boss)
- + Items: Crater, Wild Cherry Bud

There are keepers guarding this tree and preventing people from climbing it, something quite natural. However, Savyna will just step forward, not caring one bit about what the keepers say. You go Savyna. So your party can follow Savyna, but something else you'll learn is that Mayfee climbed up the tree to get something, and hasn't come back since. Okay, that's a little something we need to remedy. But first of all, start at the ground and enter the house to the right, and look around to find a Crater Constellation Magnus.

So here we go, climbing a gigantic tree! Usually it's a gigantic mountain; looks like an exception is made here. Start by climbing the left section of the tree, and then it'll lead you to a Wild Cherry Bud, which just so happens to be Savyna's class 4 item. Hooray, I'll put stars in my eyes. However, it's a dead end, but that WAS worth it, you have to admit. Go back down, and take the right section of the tree, and then climb to the next screen, where you will look above and see Mayfee trapped! Action needs to be taken.

That's no problem, though. Just climb up either section of the tree, fighting off the enemies if you wish. Once on the next screen, you'll see a save point which must mean you're near the boss fight! RPG logic rules supreme here. But anyway, take a right and head down the ladder there, then jump right into the enemy trapping Mayfee. Savyna is a great fighter, especially if you went back

to class her up, which is really your choice. Either way, the enemy will very quickly succumb to your combined might.

After it's finished, Mayfee will have to go with you, but she wants to be like Savyna. Of course, Savyna doesn't want Mayfee to be that way; she should just be herself. Anyways, Mayfee obviously won't join your party, but she'll open a seal for you at the top of the tree. Just climb back up the ladder, and then go up the left section, fighting the enemy on the way. I swear, I hate when enemies just decide to jump at you like that, but make your way up to the top of the tree anyway.

You'll find branches, figs, and stuff blocking the way into the heart of the tree, where Che and the guardian are! Just a note: you want lots of fire in the room ahead of you, so I'd replace Lyude with Xelha. Savyna is a must, simply because she has all the fire based weapons she does, as well as two fire based finishers. Anyway, examine the stuff blocking the way, and then Mayfee will remove it, allowing you to enter the heart of the tree! Once you enter, a guardian will appear, shooting a beam through Mayfee. Down with it.

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++-----++
||      Boss: Tree Guardian      ||      HP: 2700      ||
||      Weakness: Fire, Darkness  ||      Strength: Water, Light  ||
++-----++
||      Boss: Tentacle x2        ||      HP: 500      ||
||      Weakness: Fire, Darkness  ||      Strength: Water, Light  ||
++-----++
||      Party: Kalas, Xelha, Savyna ||      Levels: 16-17      ||
++-----++
|| What?! What happened to the "Lord of" stuff? I mean, that's much cooler ||
|| than "Guardian"; this boss should have been called "Lord of the Tree" or ||
|| "Lord of the Wood" or whatnot, but enough of my ranting. This thing has ||
|| three parts, a core of a tree, and two tentacles. They can link several ||
|| attacks up, making them a threat. The Guardian itself... is really not a ||
|| thing to worry about. He can also link attacks up with a laser of his, ||
|| but other than that, all he's got is an attack called Banishing Water, ||
|| which isn't that strong even if it might paralyze you. ||
|| ||
|| Handle the Tentacles first, since the damage they do can add up with the ||
|| Guardian's in little time at all. While the Guardian can bring these ||
|| tentacles back to life, that'll take up a turn of the Guardian's, and it ||
|| doesn't exactly take long to take down 500 HP, especially when it has an ||
|| 80% weakness to fire. Use fire and darkness to take both the tentacles ||
|| down quickly, and then the Tree Guardian should be a snap. Kalas and ||
|| Savyna, both who have fire-based finishers, should try and end a combo ||
|| with their finishers, and deal out about 400 damage, which rocks. Not a ||
|| really hard fight, just remember to get rid of the tentacles quickly. ||
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The Tree Guardian will die off like Lord of the Spring and Lord of the Winds did, with the usual line like, "Behold the oath of Malpercio" and stuff. So... once that's over, the flowers all over the place will start to bloom, and all fall from the sky, giving the top of the Celestial Tree a beautiful look. And what's more, Mayfee seems to be okay. Everyone in Komo Mai looks up at the sky as this stuff happens. And what's more, from where the Tree Guardian was, the Che End Magnus begins to fall!

Savyna is the one who gets it; by now you'd think she'd be just like Lyude, then go nuts and drop it, then Folon would show up and take it. It's different this time around; this time she DOES drop it, but Kalas picks it up, and Folon is nowhere in sight. That's rather strange, but just then, Lyude says that in

your group is an Imperial soldier, as he takes up a gun and points it at you! So, Lyude's a traitor? Actually, no. He points the gun at Savyna, claiming that her tactics and appearance make her seem just like an Imperial soldier.

Well, I really did think that Lyude was a traitor for a second, but you'd expect that Savyna would resist and claim innocence, but she just stands in place and admits to being a soldier for the Empire. After Kalas yells at her, Savyna steps back and draws her fists, asking if you want a fight. As a Guardian Spirit, you can decide whether or not to fight Savyna. You'll get a really cool response if you say no: "Oh yeah? And have her waltz over the End Magnus? Over my dead body", but either way, you have to fight. Really.

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++-----++
||          Boss: Savyna          ||          Party: Kalas, Xelha, Gibari  ||
||          HP: 3300              ||          Levels: 16-17              ||
||          Weakness: N/A         ||          Strength: N/A              ||
++-----++
|| Wow. Never thought you'd end up facing someone who was just a moment ago ||
|| on your side, huh? Problem is, you can't choose your party here, but it  ||
|| really doesn't matter; I got Gibari for this fight, but being Savyna has  ||
|| no elemental weaknesses or strengths, he's just as good as Lyude anyway. ||
|| So anyway, Savyna does have a six-hit combo in which she likes to end in ||
|| Burning Arrow, but that's the only finisher she'll use in the whole damn ||
|| fight. C'mon, Erupting Flail is much cooler, and stronger. Although she  ||
|| can put you under Flames with Burning Arrow, it's still very weak.      ||
||                                                                           ||
|| Savyna really fits under the "many weak hits" type of battle strategy,  ||
|| because she's very quick, but even if she does use Burning Arrow, if you ||
|| use a SINGLE defensive Magnus when she attacks, it'll do about a hundred ||
|| damage at most. She only tends to attack once or twice anyway, taking a  ||
|| few dozen hit points off your count. And her deck also includes a single ||
|| healing item called Emergency Capsule, but it only heals 330 HP. So in   ||
|| any case, Savyna's high HP will make the fight last long, but unless you ||
|| are intentionally trying to lose, you'll have no problem whatsoever with ||
|| the fight. Just note that you should DEFINITELY take a pic of her here.  ||
|| It's one time only, and will fetch an awesome price. That says it all.  ||
++-----++
```

Savyna draws back, saying that there's no point in continuing the fight, since you don't need injuries. It turns out, she just fought you because Kalas just jumped to conclusions, and she returned the favor. Wow, now that's badass. Either way, she's on your side, even if she is a tad on the quiet side. And as for the whole Imperial soldier thing... she left the Empire. Wow, that fight with her really was pointless. But anyway, you'll be returned to the foot of the tree; you now need to go back to Queen Corellia from Komo Mai.

~- 7h. Komo Mai ~~~~~

+ Enemies: N/A
+ Items: N/A

Oh, great. The fourth friggin' time in Anuenue in which we have to go to Komo Mai. Fortunately, this isn't a very long trip. Just go back to Komo Mai, then head to the castle and speak with Corellia in the throne room. Once you hand over the End Magnus, she starts seeing some really fiery illusions and such, and then she passes out right in this room! Whoa. But anyway, you'll be taken to one of the guest rooms to talk while Corellia is recovering. Everyone, even Xelha, knows that Corellia will be fine.

Anyway, Gibari will get all curious onto Savyna's life, so she'll tell you

that she used to be a mercenary, when she met an old witch who told her that something was about to happen in Anuenue, and then here we have it. Nothing really mattered in her life, except her fighting skills, so... hmmm. After Savyna's story, a guard will come in and tell you that Queen Corellia has recovered, and wants to meet with you. She isn't the throne room for some reason, though; she's still in her bedroom.

Remember where we got the Celestial Flower Seed? That place. Enter in there, and Corellia will begin to believe you, and will join up with Diadem to try and face the Empire. The remaining two End Magnus, from Mira and Alfard, are our next two destinations, but Savyna decides that it'd be better to go for Mira first then the Empire. And also, she decides to join you, even if Kalas makes a sarcastic comment about how "another joins the motley crew". Kudos to Gibari for telling him to shut up.

So that makes five party members; our sixth will have to wait until nearly the end of Disc 1, sadly. But anyways, it's time to embark for Mira! Before we leave, however, you ought to go to a blue flower, level your group up to Level 18 or 19, and raise Savyna's class to level 4. Not only that, but equip her Freezing Axe finisher, as well as Xelha's Dancing Flames. When you're ready to leave Anuenue, go to the Anuenue port and examine the Mindeer, and we'll be on our way through the Trail of Souls to Mira!

~ ~ ~ ~ ~ 8. Walkthrough (Mira) ~ ~ ~ ~ ~

So the Mindeer is set for Kalas's homeland, in which he left a while after his brother Fee and grandfather Georg were killed at the hands of Giacomo and Ayme. However, getting to Mira isn't always a pushover since you have to go through a rather difficult dimensional trail, the Trail of Souls.

~ 8a. Outer Dimension ~ ~ ~ ~ ~

- + Enemies: Ghost Claws, Zelmer, Gnosis (Boss)
- + Items: Half Plate, Aqua Burst Lv 3, Crystal Edge, Shish Kebab (Large), Green Oak, Kite Shield, Devil Eupho, Diminuendo, Wheat Crackers, Camera Lv 2, Secret Recipe 4

Please don't bother to why I call this place the "Outer Dimension", thank ye very much. You'll find out in a bit. Anyway, Kalas is getting a little bit stuffed up inside the Mindeer, so he decides to go outside or wander about a little. To pass a bit of time, talk to everyone. Xelha doesn't have too much more than the usual to say; Lyude is depressed, and doesn't think that you trust him. As a Guardian Spirit, say that you trust Lyude, since if I were in Kalas's shoes, I'd trust him.

Head down, past Lyude, and speak to Savyna on the deck. She'll give Kalas a few words of warning; now talk to Gibari at the wheel, who will give Kalas a bit of advice, hoping for him to trust Lyude and Savyna. Immediately after that, the Mindeer starts shaking! From inside the Trail of Souls emerges the Battleship Goldoba; remember this, from where we fought Giacomo all the way back in Sadal Suud? It begins to shoot down the Mindeer, putting itself into absolutely no hope.

The Mindeer tries to escape, but the Goldoba shoots it down, out of the Trail of Souls. Ouch. Inside, you will see none other than Ayme and Folon using the gun mechanisms! Giacomo then steps up and tells them to stop, as supposedly the Divine Child is on the ship, even if Folon believes it to have died, two years ago. Giacomo can't let Kalas die yet; we'll learn more about this a

little later. But anyways, back to the Mindeer. Everyone has been knocked out in this business, and Savyna is in here, also passed out.

Speak to everyone in the room; talking to Meemai gets you the usual response you'd get when someone was knocked out, in this case, Xelha. Speak to Gibari last, and then the group decides to get up and wait for something to happen, since they're no longer in the Trail of Souls, but rather, in one of the dimensional rifts surrounding Mira. So anyways, just leave this room and go out to the deck where you found Savyna earlier, and then Kalas will pray the same way Xelha did when Gram and Leon died.

And speaking of Xelha, she enters and speaks a bit with Kalas. It turns out, Kalas can't remember exactly where in Mira he was born, and the first thing he can remember is living with Georg and Fee. So anyways, as they stand there talking in a way that may begin a romance later, Meemai notices something in the distant darkness. Now you see something weird, if there ever was one. A little creature with a mask is singing on its ship while driving, moving it forward to the Mindeer.

The stranger's ship then stops, then when it gets near the Mindeer, she/he/it introduces she/he/itself as the Great Mizuti. And as you WILL learn a little further into the game, this is a female creature, so I'll refer to the Great Mizuti as a "her" from now on. ;) Anyway, you'll learn that Mizuti took a wrong turn on her way to Mira, so when Xelha asks to be taken to Mira, the Great Mizuti agrees, and lets you prepare. And as you talk, Kalas tries to stop her, being horrified that Xelha trusts Mizuti. Geez, Kalas.

But anyway, after Mizuti's response simply OWNS Kalas (...), you can save, and that is something I HIGHLY recommend. After you've saved, return to the cabin of the Mindeer and speak with Xelha, then you'll find yourself on the Outer Dimension, behind Mizuti. She'll tell you that you need to catch up with her while at the same time, shooting off the enemies here. So anyway, she will then embark! This is a very fun mini-game, a shooter esque, in which you need to show down waves of enemies for Magnus, while staying close to Mizuti.

It isn't necessary to get right behind Mizuti, but try not to lose her. And another note is that when you see a target, IMMEDIATELY put off a bullet. A single bullet will take 'em, but just note that you can get some really good Magnus if you take down these waves, including an Aqua Burst Lv 3 for Xelha, and Lyude's level 4 finisher, Diminuendo. Especially watch the eighth wave, because that's the one that will drop the Diminuendo. Once you reach the end, Mizuti will find the hole to Mira blocked by... a boss monster. Yes, yes...

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++-----++-----++
||           Boss: Gnosis           ||           Party: Kalas, Gibari, Savyna   ||
||           HP: 3600                ||           Levels: 17-19           ||
||           Weakness: N/A           ||           Strength: All           ||
++-----++-----++
|| Man, this is an annoying creature we have ahead of us, even if it isn't ||
|| really a tough boss. The damage of Fire, Ice, Chronos, Wind, and Light ||
|| are halved, and Darkness does NO damage. So basically, Xelha is terrible ||
|| for this fight, Kalas is awesome, Savyna is a must have, and either ||
|| Gibari or Lyude are great for this fight, but I picked Gibari because he ||
|| doesn't have as many darkness based attacks. Also, a note on this boss's ||
|| name is that I believe Namco really wanted to bring rebirth to Xenosaga. ||
|| I have to say Xenosaga wasn't exactly a brilliant game, though. ||
|| ||
|| Anyway, most of Gnosis's attacks are darkness based, including one that ||
|| reminds me of Giacomo's Imperial Force in which we'll meet later, by the ||
|| name of Dark Force. This attack will create paralysis, something that in ||
```

|| which I hate. But anyway, try and use as few elemental attacks for this ||
|| fight as possible, sticking with Kalas's stuff such as Sabers, and such. ||
|| You really can't give much of a strategy for this, except it's strongly ||
|| recommended to do number combos of Magnus; that way you can take off ||
|| nearly 500 damage if they aren't darkness based or something. ||
++-----++-----++-----++-----++-----++-----++-----++-----++

That wasn't really too hard of a fight, although it wouldn't have hurt if we could have played as Mizuti for that. And by the way, if you didn't get Diminuendo, just reset the game, as it's a finisher for Lyude in which you simply do not want to miss. Anyway, Mizuti will beckon the group inside the hole Gnosis created, to which they do. So after that, they're back on the good ol' Trail of Souls. However, Mizuti cannot join you for she supposedly has an important mission in Mira. So... she bids you goodbye.

'Twill not be the last time we see the Great Mizuti, I can promise you that much. Oh, and pay no attention to Kalas calling the Great Mizuti a "guy"; he doesn't have a clue what he's talking about. After these scenes, the ship will land on a port in Mira, even if isn't its own separate area like it was in Anuenue. So there's no use dithering around in the Mindeer, we might as well just explore Mira. Right now, there's only one place we can go, and that is Parnasse, the Confectionary Village.

~- 8b. Parnasse ~~~~~

- + Enemies: N/A
- + Items: Frozen Tangerine

OH MY GOOD LORD ALMIGHTY! I want to eat this village, that I do! Everything: the ground, the houses, the stairs, the EVERYTHING, in this village, is made out of candy! My, how I'd want to live in a place like this. Naturally, you'll enter to hear two pastry makers by the names of Tisocco and Donella arguing about who's cakes are better. After that, a young woman named Melodia will enter and tell them to stop fighting, as they both make good pastries. Hmmm... her voice sounds like that of the woman who speaks when you unseal End Magnus.

But anyway, as she walks over, she stumbles and falls! Kalas runs over and helps Melodia to her feet, as she thanks him and moves forward. Well, I'm not one to give these things away, but there's something extremely suspicious about Kalas being a nice gentleman like that, and all. Supposedly, Melodia is the granddaughter to Duke Calbren of Mira, therefore the heiress. When you're done talking with Melodia and licking your TV, enter the house just to the right of the entrance.

You'll meet up with one of Kalas's female friends, Trill, being that Kalas is obviously QUITE the ladies man. She's become a pastry maker, even if not an extremely good one. She wants Kalas to get her some Mira Chocolate from Donella's nearby bakery, so being the good buddy that Kalas is, you can't exactly refuse. Before you leave, though, raid Trill's fridge to find a Frozen Tangerine inside. This is a great healing item, so put it on Kalas or Xelha, or someone else you frequently use.

However, before we get the Mira Chocolate, we need to trade it in for Mira Cream, with someone else. Check the jars in Trill's house to trap the essence of the cream, and then enter the house right above Trill's, and talk to the baker at the upper-right. If you give him the cream, he'll let you take some chocolate, but you have to take it when Donella at the bottom-right is not looking. Secretly creeping away from someone's sight is fun, ay. Anyway, when she's not looking, just take it. Not hard.

Once you have the chocolate, return to Trill's house and give it to her, since she needs it for her pastries. Man, this whole village is making me drool at the mouth. Anyway, Trill will tell you that she was at the Mystical Gardens of Detourne not too long ago, and she saw a gigantic Magnus there, and supposedly there's something hidden there. Since the party doesn't have any other cues, checking out Detourne should be worthwhile. Just leave for the world map, and you'll find the garden just northwest.

-- 8c. Mystical Garden ~~~~~

+ Enemies: Slime, Gormer, Devilish Hands, Magic Shellfish, Magnus Giganticus (Boss)

+ Items: Silver Barrette, Whirlwind Hit

This place, I hate. Errr, I love. I hate it, I love it, I just can't tell what the hell I feel about this place! So, I'll just say that it can be a really confusing place if you don't play a lot of 2D games. The gardens of Detourne have the Tower of DRUAGA, intentionally capitalized for some strange reason. But anyway, the tower has several different entrances and exits, which means you need to discover everything... with a little help from me, that is. First of all, jump to the right.

You can pick Mirage Weed here; we'll need this a little bit later, so you may as well get it now. Once you have it, speak to the gardener there, and she'll tell you anything you need to know about the Detourne gardens. Particularly, ask about the Golden Hero. After you hear the story, enter the room to the east and you'll find yourself in... whoo, 2D! However, let's not jump right in yet. Go back to the gardener, and you'll see a man in green just below her. I know, he's hard to see because he blends in with the background.

Anyway, talk to him, and he'll decide to help you out a bit if you decide to break the seal here. Keep talking to him over and over, and he'll give you a Red Necklace, Jet Boots, and a White Sword. The first one will allow you to walk through the burning flames of the Tower of DRUAGA, the Jet Boots will let you run at twice the normal speed, inside the tower. The White Sword does... absolutely nothing. Yeah. Meh, it's an item, so you might as well add it to the stuff you've got.

Once you've got this very useful stuff, enter the tower itself, and it'll be just the way you expected it. A 2D maze with lots of confusing passageways. Still, fires burn everywhere to block your speed off, so with the Red Necklace and Jet Boots, this place won't be too bad. Only problem is, if you want to get an important item, YOU HAVE TO DEFEAT THE SLIME ENEMIES. Repeat, you need to defeat ANY AND ALL SLIMES IN THE TOWER OF DRUAGA! To prevent confusion in the future, eliminate the Slimes right now. All three of them.

When they're gone, just make sure by heading to the southwest side of the 2D maze, but not exactly going through any staircases or anything. If you beat all the Slimes, you'll see in a small section in which you can't get to now, some shining tool. If it's there, good, even if we can't get it now. Go back to the middle of the maze, to where you find three white/black stairways. Take the one in the middle, and you'll end up in something that's actually what you might call a garden.

Run around this place and collect the Silver Barrette, and none other than further suck up for Gibari, his level 5 finisher Whirlwind Hit. Whoa, Namco must really love the big guy. Now, take out the enemies here, even if it isn't entirely necessary, and take two bottles of Pristine Water from the pool surrounding the small island with the red and blue scales. When you've got the water, go over to the scales, and weigh down the blue one. But with what, you

might ask? The water. That's ridiculous, but Namco allows it.

Once that's weighed down, jump back to the main area, and return to the 2D maze. Take the northern staircase now, out of the central, northern, and the southern. You will then arrive upside down on the ceiling of the first room, believe it or not. But hey, that's why we weighed down those pans, because they correspond with the blocks here. But first of all, head forward and examine the long chain, and choose to break it. Breaking stuff is very fun. After that, jump to the left.

Save here, and speak with the Golden Hero if you wish, even if you've got everything he has to offer. After you've done this, return to the maze, and go through the southernmost of those three staircases, and from there, jump across the blue block in the water, and enter the door on the left. Guess just what this tool we saw earlier was? We have it right here, and it is none other than the almighty Golden Pick Axe! If you noticed yellow walls in the maze, you may know we can cut them down with the Golden Pick Axe.

However, there's one thing we need to get before we can get out of here. Head back to the scale room (the room in the middle of those three central cases), and gather two more bottles of Pristine Water, this time weighing the red one down. That's right. Once the red blocks in the maze are weighed down, there's something ELSE we can get. Now return to the very first room of this maze, through the very southeast staircase, and jump to the left to examine the broken chain on top of the central red block. Guess what's on top?

If you guessed a Key, you're right! Now we can finally see what this giant Magnus is all about! Return to the maze, and head to the right of the three central staircases, and using the Golden Pick Axe, chop down the walls in front of the door. And at the end, use the key to unlock it, and then we're inside a shrine, or something. Xelha tries to call out the guardian like she did in Sadal Suud, Diadem, and Anuenue, but it doesn't work. Then all of a sudden, Magnus come flying out to form one giant Magnus! Which isn't friendly.

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++-----++-----++
||      Boss: Magnus Giganticus      ||      Party: Kalas, Lyude, Savyna      ||
||      HP: 4000                      ||      Levels: 18-20                    ||
||      Weakness: N/A                 ||      Strength: All                    ||
++-----++-----++
|| Well, I'll be damned. Here is a boss that is even more annoying than || | |
|| Gnosis was, both in that it's much tougher and it's even resistant to ||
|| every single element, just like Gnosis! Because it doesn't have the ||
|| strength against darkness that Gnosis had, Lyude has a tad bit more use ||
|| here than he did against Gnosis. Like before, Xelha is a no-no. But ||
|| anyway, the Magnus Giganticus is mainly a chronos-based and dark-based ||
|| foe, and relies on Dark Surge and Chronos Cage to confuse you and even ||
|| paralyze you. How extremely annoying. ||
|| || ||
|| I'd recommend one character, preferably Savyna or Lyude, to have a huge ||
|| ton of healing items, since Magnus Giganticus can be really demanding of ||
|| HP. Kalas, or whomever has the most HP at the moment, should be equipped ||
|| with a Japanese Rice Wine, the only item at this point that can cure ||
|| Death. But anyways, try and defend with light and wind based armor; that ||
|| will decrease the damage of the finishers. Beat on it with anything you ||
|| have that isn't elemental, and corners of the Magnus will come off. This ||
|| happens every 800 damage, so you'll know what progress you've made. ||
++-----++-----++
```

Once that fight is over, you'll realize that Mira's End Magnus was unsealed from here a long time ago, and all you'll get is the shadow of the Magnus,

which gets dubbed the incredibly lame title of "Shadow Magnus". Incredibly original, Namco. But anyway, as the rest of your group leaves, Xelha points out that Sadal Suud's was water, Diadem's was wind, Anuenue's was wood, and Mira's is stone. Well, it's either time or light, Xelha. But anyway, the only other place to go is Parnasse.

~- 8d. Parnasse ~~~~~

- + Enemies: N/A
- + Items: N/A

Hmmm. It's a tad bit more "serious" in Parnasse this time around; before you would only see as a child's dream come true. :) But anyway, two guards at the beginning will state that Lady Melodia has been kidnapped by a group of strangers, and they thus blame the heroes for it. Uh huh. They don't believe that the Empire did it, because Geldoblame and Melodia are friends, despite one being about 30 years old than the other. Very spiffy information. Thus, you end up on house arrest.

And guess what? This entire place is made of cake and candy too. Talk with everyone, and then speak with Gibari at last, who has the idea to eating the wall to make a hole out, then crawling their way out to Parnasse, and then to look for Melodia. But it turns out, Kalas and Xelha can't do it, and Lyude and Savyna don't want to. So that leaves poor Gibari to do it. So anyway, as soon as he makes a hole, you see Trill through it. Hah, she kinds of owns Gibari here, but she says that Melodia might be in Reverence. Off we go.

~- 8e. Reverence ~~~~~

- + Enemies: N/A
- + Items: Monolith Pen, tri-Crescendo Pen

Man, this might just be the most... childish and absurd village in the entire game. And you thought Parnasse was weird. Anyway, this place is based off a storybook, and half of it is part of some cartoon, randomly thrown into the background. And it's full of strange creatures who go around and speak random nonsense, especially the gatekeeper, Clairvoyant. After he talks some crap about Malpercio, head past him and enter the village. Let's hope that you've got Mirage Weed from Detourne, since, well, you need it here.

Take the pathway down to the blue flower, and level yourself up. Detourne had some great experience and a boss to top it all off, so level 20 would be nice. After doing that, head to the top upper side of the village and enter the building there, and once inside, examine the dressers to find a Monolith Pen and a tri-Crescendo Pen. Wow, now if I was in a sarcastic mood, I'd say that those were hard to guess. After leaving this place, you may want to return to the blue flower and enter the building near it, which is the shop.

You can pick up the awesome Pegasus Cloak, some Shish Kebabs, a Brilliant Horn for Lyude, and a Light Flare Lv 3, all of which are great purchases, even if you might not have that much money. Anyway, head to the far left side of the village, and talk to the guy in teal/sky blue clothing, who looks a lot like Clairvoyant. Give him the Mirage Weed, and then the large cartoon dragon will breathe fire on the large clock, dropping a handle on an animated face, which will shoot a rocket out to move a wall with a large question mark.

Now that was a rather amusing, albeit completely unusual scene. Anyway, head to the northwest and enter the building there, where you'll find the third of the three fortune tellers. She'll take a look at Kalas, and reveal that he has no Magnus. Lyude says that every living thing has a Magnus, but the fortune

teller says that Kalas has none. Very weird. Kalas doesn't believe her at all, though. Anyway, leave the building and you'll hear two guards talking about how some people were spotted at Nekton, Shrine of Spirits. Next destination!

~- 8f. Shrine of Spirits ~~~~~

- + Enemies: Gray Cancerite, Filler, Ray-moo
- + Items: Wind God Blade, Corona Borealis, Water Blade

Recognize this place? If you don't, Kalas will tell you that it was where he and the Guardian Spirit first met. Actually, this was, remember that female speaking at the beginning who sounds both like the evil woman who talks when you unseal an End Magnus, and Melodia? ;) Heh, we'll get all the answers in some point in the nearby future. First of all, move west to find yourself at an intersection, and then take the upper-left one. Follow this path, and you will find a Wind God Blade at the end.

This is an absolutely awesome sword for Kalas, and even more so because the following boss is weak against wind and darkness. Which reminds me, Xelha and Lyude are very nice for this, as is Gibari. After you're done with the small bit of collecting, return to the previous screen, and take the bottom left of the two paths. Once you arrive at this next screen, head down and collect the Constellation Magnus Corona Borealis, and then head north and forward, and you'll get Kalas's level 5 finisher, Water Blade! Yip-yip-yay.

Follow the rest of this path, and you'll reach a red flower. Hmmm, I wonder what THAT is supposed to indicate? ;) Just save, and then enter the next room to find Giacomo with Ayme and Folon. They question Melodia about her knowledge of the End Magnus, but she supposedly knows nothing. Giacomo then decides to speak with Duke Calbren in person, trading knowledge for Melodia's safety, except Ayme points out that the problem is that Melodia can't be hurt since she's a "personal friend" of Emperor Geldoblame. Dot, dot, dot.

After Giacomo gets finished with the idea, Kalas dashes in all angry. Giacomo doesn't exactly want to kill him for some reason, but he's going to wound him instead. After they get finished insulting each other, Folon refers to Lyude as "backstabber extraordinaire", and Ayme attacks Melodia. But because of the hatred going about, a monster is being beckoned forth from another dimension! It looks exactly like Gnosis from the Outer Dimension, and is similar... but anyways, Giacomo and crew escape, as your group is forced to fight. Geez.

```
++-----++-----++
||      Boss: Sikri      ||      Party: Kalas, Xelha, Lyude      ||
||      HP: 3000         ||      Levels: 20-21         ||
||      Weakness: Darkness, Wind      ||      Strength: Light, Chronos      ||
++-----++-----++
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|| Savyna was right about this fight not being a pushover... if by that she || | |
|| means a pushover! Honestly, this is the easiest boss fight we have been ||
|| encountered with in quite a while, defeating even Savyna for it. But ||
|| anyway, the hardest part is choosing your party. Sikri is weak against ||
|| darkness and wind, making everyone except Savyna really good here. But ||
|| since the darkness weakness is greater, and Lyude has Diminuendo and ||
|| Sforzando, I choose him over Gibari, even if the latter already has his ||
|| level 5 finisher, Whirlwind Hit, but no other wind based finishers. ||
|| || ||
|| So anyway, have Lyude abuse any and all darkness based weapons that he ||
|| has, such as Shadow Cornets, and trying to end a number-based combo with ||
|| Diminuendo or at least Sforzando. That'll do over 500 damage to Sikri. ||
|| In addition to that, Xelha should be fully loaded with Wind Blows and ||
|| Dark Flares, while Kalas should have at least one Blue Storm, and an ||
```

|| Energy Wave. Just do this while blocking Sikri's attacks, especially the ||
|| one that deals paralysis. His attacks are very weak against your 900 or ||
|| so HP anyway, even if he can drain HP. Continue using his weaknesses ||
|| against him, and you'll effortlessly emerge victorious. ||

++-----++-----++-----++-----++-----++-----++-----++-----++

The fight ends as Sikri is in a mad rage, but Melodia stands in front of him and tells him to calm down, telling him "just to wait a little longer". So Sikri just departs without dying or anything. But just... how did Melodia do something like that? Some guards leave with Melodia, and then Kalas makes a comment on the End Magnus, only to check his inventory to reveal something... the Che End Magnus is gone! Alright, now that's a shock... just what the hell happened to it?

Everyone first reckons that they dropped it, so they retrace their steps to Reverence, then to Detourne, then to Parnasse, then to the Mindeer, finding nothing. Eventually, Gibari is surprised that Kalas could drop something like that, but Savyna realizes that someone must have stolen it, to which Lyude adds that the ensuing fuss is someone had found it would have reached them by then, so it was likely taken by the Empire. Savyna then makes the decision that someone in their group has taken Che.

Alright, now there's something really, really fishy about all of this. Who in the group could have taken it? Lyude first accuses Mizuti of doing it, but Gibari says that Mizuti would have had no opportunities. So then, Lyude thinks that everyone will blame him, but no one does, this time around. Kalas doesn't think that anyone can be trusted, but Xelha believes that the Empire pulled the steal off somehow so the group would turn against each other. Gibari then decides to ignore it, and move on to Duke Calbren's manor. To Balancoire.

~- 8g. Balancoire ~~~~~

- + Enemies: N/A
- + Items: Suger Cane, Millinery, Cedar Tree, Pisces Australis, Jill's Jewelry Box, Tearless Mermaid, Sleet Shawl, Robe of Firelight

I believe this to be the capital of Mira, and it sure makes a good one, since Parnasse isn't made of concrete like a normal village, and Reverence is just disgusting. But anyway, some dude will talk to you at the entrance, hoping that he, Trill, and Kalas can get back together. Anyway, enter the house to the north from the entrance. That actually used to be Kalas and Fee's house, but now it's a shop. ;) It's got good weapons for Gibari and Savyna, as well as Dark Flare Lv 3 and Chronos Blow Lv 3, and great healing items.

After checking that out, enter the house next to Kalas and Trill's friend, looking around and taking a Suger Cane as you enter. Now go to the back side of the house and collect the Millinery, then go up the stairs and examine the bush to the right to find a Cedar Tree. Alright, now head to the house on the left side of Balancoire, and speak with the guy behind the counter, who is actually Trill's father. After a little chit-chat there, leave the place and you'll see some guards entering with Melodia!

So, that's quite the cue. As they proceed, head northwest to Duke Calbren's manor, but Kalas will stop as he hears some people talking about how people with one wing, such as him, are curses, and how Georg never should have adopted him. Xelha seems to pity him, but Kalas is used to it. Head northwest this time, and enter the manor; the guards there won't stop you. So anyways, inside the manor... you'll find the Duke and Melodia on the staircase above you, stating that your other friend is here. Hmmm? Who might that be?

Okay, I'm beginning to talk like him/her. ;) Just head up the stairs and into Calbren's throne room, and whom else do we meet there other than the Great Mizuti? ;) Yep, it's Mizuti again! Her mission was to come here and protect Bo, the End Magnus of Mira. She says something about how she knew that they were coming because Xelha has the Earth Sphere... or something among those lines. You won't understand it, that's for sure, but Duke Calbren will explain that Bo is buried underneath the manor.

But as soon as these words leave the duke's mouth, Giacomo enters the room, saying he's going to get it! Geez, time to chase the bastard down. Head down the stairs, and take a right to the room there. You might notice that almost everyone here is unconscious. So anyway, in this room, you'll find Mizuti, again. You decide to chase Giacomo down underneath the manor, but Kalas makes the decision to be extremely rude and ask Mizuti "just what she is". Man, now that just burns. But anyway... Mizuti joins your party! Yay!

That makes six party members, but anyway, Mizuti is just like Xelha. I would use her for the maze beneath the manor, otherwise known as Coccolith, the Labyrinth of Mirrors, but like I said, she's made just like Xelha, to use magic. Thing is, she has entirely different finishers. At the present moment, she's got three non-elemental finishers. But hey, that's going to grow very quickly, especially underneath the manor. Anyway, as for the stuff we need to get.

In this room, don't immediately go down the ladder, but examine the drums to find a Constellation Magnus Pisces Australis. After that, head to the clock to the upper-left side of the room to get Jill's Jewelry Box. Now head up those stairs in the main room, and at the top, enter the room on the left. Hey, we are trespassing on a lady's room, Melodia's to be precise! Examine her bed to get a Tearless Mermaid, then examine the stuff on the right to get a Sleet Shawl, which is an awesome water-based piece of armor for Xelha or Mizuti.

Now, we're ready to go to Coccolith, Labyrinth of Mirrors, to chase Giacomo down for Bo. Head back to the bottom of the manor and take a right to the room leading down, and examine the ladder. You'll then be inside a sewer... or something like that. Head to the right and open the chest there to find a Robe of Firelight, which isn't quite as good as the Sleet Shawls, but it's a great piece of armor for the mages, nonetheless. Anyway, I'd recommend Kalas, Lyude, and Mizuti. Step to the left, inside the maze...

-- 8h. Labyrinth of Mirrors ~~~~~

- + Enemies: Sbarb, Wookoob Kakish, Crystal Spider, Phantasm (Boss)
- + Items: Heaven's Pillar, Corona Australis

My... freaking... god. How am I supposed to give directions for a place like this... ugh. Just ugh. You can't see where you're going, all you can see is several shattered mirrors, reflecting the maze at many different angles. So... you can't really see where you're going, and I can't tell you, but I can give you some descriptions. First of all, go around and eliminate all the enemies. You may notice that the Crystal Spiders are just rehashed Nunkirantulas, but True Mirror isn't as good as Growing Clouds!

Ahem. This place itself has a circular shape, a path cutting across it, a treasure chest that actually contains Mizuti's level 4 finisher, Heaven's Pillar, and you start from a statue of the star. To get forward in the place, you need to find a statue of the moon. Alright, simple enough. Two very good mirrors to check here would be the third one to the left, and one in the very center. It's hard to describe which one this is, but if you run into a statue of the moon, DO NOT LEAVE THE MAZE UNLESS YOU HAVE HEAVEN'S PILLAR.

Eventually, you'll walk around and find Heaven's Pillar. Good. Now run around, checking those two mirrors to see if there are any statues in sight. Then look to the left, where a mirror showing the moon statue can be seen. If it shows Kalas, mash A until you leave to a new area. If it doesn't... well, continue looking, but don't take the star pole, it just leads back and will bring the annoying enemies back. So anyways, if the enemies are gone and you didn't have any problems getting Heaven's Pillar, you should do it.

Once you take the moon pole, you'll arrive in a completely different area, but this one isn't half as confusing as the last one. You may confuse Kalas with his reflection below, but just remember that the one below will usually be the reflection, and the one that seems to move in the direction you're moving him is the real Kalas. Head to the upper-right section of the room and mash A to find an invisible chest containing a Constellation Magnus Corona Australis. Now that I love. Now head to the left side of the room.

Here, you'll likely really mistake Kalas for his shadow, but just remember that here, the image of Kalas BELOW is the real Kalas, so you have to go to the very bottom of the room and examine the moon pole, instead of its mere reflection above, which looks like the real thing. ;) After that... you end up in an even more confusing maze, with mirrors everywhere! This one is based off of two large circles... I think. I'm not sure. There's a moon pole where you exit, a star pole where you enter, and a save point. No treasure chests.

In some ways, that's a good thing. Try and head southeast, beating the enemy on the way if necessary, and seeing if you can't reach that red flower. When you find it, just head northwest, then if you see yourself on a different circle with enough effort, head northeast to get to the moon pole. Whoo... I'm sure glad that crap is over. But Giacomo is here, and he'll break all the mirrors and thus, the seal. Then Kalas and Mizuti try to bring Bo forward, but Giacomo will seem to summon your usual guardian, like the lords and guardian.

```
++-----++-----++
||      Boss: Phantasm           ||      Party: Kalas, Mizuti, Lyude   ||
||      HP: 3000                 ||      Levels: 21-22                ||
||      Weakness: Darkness, Wind ||      Strength: Light, Chronos     ||
++-----++-----++

|| Wow... I'm stuck deciding who is easier, Phantasm or Sikri. They're very ||
|| similar bosses in that they're both absolutely pathetic compared to what ||
|| they were supposed to be, and are both weak against both darkness and   ||
|| wind. Because of this, Lyude is very powerful, since you can always use  ||
|| Diminuendo. Mizuti should have some Wind Blow Lv 3s, and probably even   ||
|| more Dark Flare Lv 3s, if you removed those that Xelha had. Either way, ||
|| I'll give Phantasm some justice because he looks cooler than Sikri, and  ||
|| is actually the very final boss of disc 1, sadly and surprisingly.      ||
||                                                                            ||
|| Phantasm does have a nasty attack called Eyes of Terror, but note that  ||
|| Mizuti makes a great healer, equipped with a wonderful Holy Grail, and a ||
|| slightly more incredible Sacred Wine, which cure death. Lyude can always ||
|| be a good support character, not that you'll need it much. Just keep up  ||
|| the attacks against Phantasm, and he'll fall in absolutely no time. Just ||
|| try to block with wind-based armor to decrease the chance of falling    ||
|| asleep to Eyes of Terror, and make sure your HP doesn't go too far down. ||
|| A very disappointing end of disc 1 boss fight, but eh, that's life.      ||
++-----++-----++
```

So... after that happens, and Phantasm utters a "behold the enlightenment of Malpercio" line we've heard a million times in the past, the End Magnus falls from above, and starts glowing. Uh oh, it's unsealing itself, which cannot be

good. Mizuti tries to neutralize this, as Giacomo is thrown backward. Kalas then throws the Shadow Magnus, which ends this stuff. Then, Kalas just stands there and lets Giacomo take it. Geez, guys, can't you at least try and stop someone from destroying the world in front of you?

Giacomo then teleports out, followed by Ayme appearing and snatching that pendant right off of Xelha's neck! Can anyone at least resist this stuff? But it ends without Folon getting a part. Come on Namco, we need some respect for Folon here! But that's where it ends, except for Mizuti passing out. You're taken back to Duke Calbren's manor, inside Melodia's room as Mizuti is still unconscious. As you watch over Mizuti, Calbren decides to give us a slight plot twist and say that the End Magnus are Malpercio's body parts.

That's right. Ar is Malpercio's arms, Le is his legs, Che is his chest, Bo is his body, and the final End Magnus is his head, therefore named He. Each of these five gods sacrificed a body part to create an infusion of power, which is basically what Malpercio is. That's truly gruesome. But anyway, after this, Mizuti wakes up and decides to join you, saying that she is a Child of the Earth, whatever that's supposed to be. We'll find that stuff out a little bit later. So, we have to go to Alfard, the Empire, and stop Geldoblame.

Before the disc finally ends, Kalas goes outside to the night skies of the city, and talks to the Guardian Spirit a bit, as Xelha comes in and talks a bit. Hmmm, I sense something. After that, Gibari and Savyna talk a bit, and Savyna suggests that it could be anyone who took the Che End Magnus, and that they'll know eventually. Lyude talks to himself about facing the people he grew up with in Alfard, and Mizuti gazes off into space. Weird. And then King Ladekahn of Diadem and Queen Corellia of Anuenue discuss their plans.

Once all these long and rather boring cutscenes are over, real gameplay will finally commence, as you're in Duke Calbren's throne room. He'll tell you to meet Melodia in her room; she's going to take you to the Empire in her ship, and she's the only one who can do this, since she's on good terms with the emperor. Just go to her room outside and to the left and speak with her when you're ready. Two tough boss fights await you, so make sure you're ready! We then enter the heats of Alfard, Empire of the Flame...

~~~ ~~~ ~~~ 9. Walkthrough (Alfard) ~~~ ~~~ ~~~  
-----

So now we change discs... from the shorter purple CD to the longer green CD. We are now entering the very heart and soul of the Empire, aboard Melodia's ship. And in the meanwhile, we need revenge on Giacomo, we need to find out what happened to "Che", and we need to stop Geldoblame. Note that Alfard is by far the shortest of the five continents.

~- 9a. Mintaka ~~~~~

- + Enemies: Imperial Guard, Elite Imperial Guard
- + Items: Pickled Eggplant, Viking Helmet, Coffin Shield, Scale Mail, Ara, Apple Pie (Slice), Sleet Shawl, Intermezzo

Here we are... the first place of Disc 1 is the heart and soul of the Alfard Empire, Mintaka, the Imperial Capital. There are soldiers everywhere, but as much as it may surprise you, they're not going to lift a finger to you. Baha, if only they knew... anyway, you'll be greeted by General Fadroh of the Empire who then leaves with Melodia, allowing you to wander about Mintaka. Head to the left, and when the opportunity arises, enter the house. Then examine the wall on the right to get a Pickled Eggplant.

Also examine the back wall to collect a Viking Helmet, and then leave the screen, heading to the one on the left, where Gibari will bump into one of the most annoying kids you'll ever meet. He'll talk about how he's so great and how he's supposed to lead inferior people, such as the very man he's talking to, who just so happens to use paddles and look like Wakka from FFX. Lyude will tell you that people in Alford and brought up like that, but he was homeschooled. Good for Lyude.

Head to the far left side, where you'll see a hologram of Geldoblame, who is mostly bragging about how great he is. Which brings me to a point, is Lyude the only person who lives in Alford who has any modesty at all? Anyway, just enter the building next to Geldoblame's hologram, and find the chests for a Coffin Shield and a Scale Mail. Yay! Now go to the pots to the southwestern corner to find a Constellation Magnus Ara. Now head upstairs, but you'll be stopped as two soldiers talk about what a failure Lyude is.

At the roof of that building, Lyude will tell you he's used to it. Just like Kalas is used to the people in Mira talking about what a failure he is, I suppose. Anyway, there's nothing more on the roof. Head back down through the tall building, and return to the ground, heading north. There's still a large crowd in front of the Geldoblame hologram, so you can't go beyond there yet. Take that path all the way up, and on the next screen, head northeast to the house there.

Speak with the guy there, and he'll tell you about a doctor who used to live in Mintaka, who was obsessed with his studies, but died when he set a fire to his lab unexpectedly. That's very weird, overall, but it might mean something later. Anyways, talk the Apple Pie (Slice) from the item on the right side of the room, and examine the bed to collect a Sleet Shawl. After that, we are ready to hit something beyond the crowd. Return to the Geldoblame hologram, and you'll see that it, and the crowd, are gone!

Yay, that's convenient. Head north of where the crowd was, effectively to the northwest. At the end of the path, Lyude will invite you into what used to be his house. Very much like Kalas, he never knew his parents, but was raised by a nurse named Almarde. When you enter, you'll meet up with Almarde, who seems to be an extremely kind person. There's a treasure chest at the side that contains Lyude's level 5 finisher, Intermezzo, but quite sadly, we can't get it now or for quite a while. Damn it.

Even worse is when Lyude's brother and sister, Skeed and Vallye, who are both trained officers in the Empire, enter and demand that Lyude turn Kalas and crew over to the Empire. Kalas thinks that Lyude set them up, when he turns out a gun and points it at his siblings. When Skeed is disgusted at them, the fight is about to begin as Almarde turns out her own gun and prepares to fire at them, when Almarde is shot herself! Skeed and Vallye then exit, prepared to take down the entire house, with Kalas, Lyude, and all!

Lyude begins to weep for Almarde, who then dies. Awww, this is just too sad. I'd just play A Perfect Circle's "The Nurse Who Loved Me" here if it didn't seem a bit inappropriate. So, the one person who ever cared for Lyude is gone, and the whole Empire is now on your tails. You'll then escape through the back gate, and now you have to quickly make your way to the beginning, so you can chase the Goldoba down. The Imperial soldiers around here aren't that tough, and they give some good EXP. Might want to stay here a bit.

But anyway, make your way back to the first part of Mintaka. You won't fight quite as many enemies as you probably don't want to, but note that aboard the Goldoba, where we're going next, there's an extremely tough boss at the end,

who takes quite a bit of effort. I was already between levels 23-25 here, and I used the blue flower at the beginning until I got level 24-26. You'll need it, I can assure you. When you're ready, head to the dock, and Kalas decides to be a jackass to a crying Lyude. Geez, the guy. Anyway, off to the Goldoba.

~- 9b. Battleship Goldoba ~~~~~~

- + Enemies: Imperial Walker, Giacomo (Boss), Ayme (Boss), Folon (Boss)
- + Items: Rainbow Straw Hat, Sleet Shawl, Grace Shield, Robe of Firelight, Rice Paper, Cetaka's Sword, Crystal Nails, Assassin's Hood, Viking Helmet

Hopefully you're at a high level by now, because you can't turn back from here, unless you beat the boss. I repeat, many acknowledge this as the very hardest fight in the whole game, and thus, you're probably going to have a load of difficulty. Anyway... you'll start where you fought Giacomo for the first time, on the deck. You'll be up against three Imperial Walkers, which are really tall robots. The boss theme plays, but this isn't really a boss fight.

Take them out with light based attacks, and then you'll enter the ship, in itself. Start by heading up the stairs on the left, saving if you want. Beat the Imperial Walker if you want, but with this guide, it's not necessary to do that. Anyway, walk forward to the door there, and Lyude will tell you that it is locked, but there are controls somewhere that can open it. Alright, we'll keep that in mind. You need passcodes normally, to open it from the bridge, but with this guide, you need no such thing.

Anyway, head down the stairs and northeast into the room there. This is the center of this rather small ship, and as you can see, there's the entrance, the bridge, some guest rooms or whatever, and an engine room on the bottom right. Fight off the enemies if you want, but first of all, enter the very northwestern room, which is a guest room... I think. Anyway, take the chest in here, containing a Rainbow Straw Hat, and then examine the bed to collect a Sleet Shawl. Yay.

Now leave this room, and move past the stairs, that's the control room, and we aren't ready for the control room yet. Move to the room to its right, and open the chests to collect a Grace Shield and a Robe of Firelight. Now, enter the the room on the right wall, and beat the annoying Imperial Walkers here. Very repetitive, I say. Collect the chests with a Rice Paper and a Cetaka's Sword behind them, and put the Cetaka's Sword on Kalas. Trust me, this sword is... absolutely marvelous. And there are more to come.

Enter the room to the bottom-right, which is the engine room or something, I suppose. Head to the far wall, and you'll find Crystal Nails for Savyna over there. Well, that's great and all, but I'm not going to use Savyna for this boss fight, thank you very much. Return to the previous room, and enter the northern room led to by the stairs. There's a control panel here in which you can enter codes you got from Imperial Walkers... or from this guide. Enter these, in this order:

- 0819 - Assassin's Hood
- 3291 - Viking Helmet
- 4653 - Boss door open

Enjoy the Assassin's Hood and the Viking Helmet. :) When you're ready to get some moves on this boss, return to the first room, and head to the upper left path. Definitely save first, since you don't wanna go through all of this again. Enter the opened door to find Geldoblame there! ...Wait, Geldoblame isn't anywhere to be found. As you look around, Giacomo enters the room with

Ayme and Folon, and tells you that Geldoblame has already left for the Lava Caves, and already has four End Magnus.

But wait, wait, hold on... he has four End Magnus? That can only mean one thing, that Giacomo, Ayme, and Folon stole the "Che" End Magnus. Giacomo seems to know how exactly it happened, but obviously won't tell. Gibari wants to just run past these guys, but Kalas decides this is when he gets even with Giacomo for what he did to Georg and Fee. And right there, Giacomo asks Kalas to join him. Baha. Folon summed it up best here. But anyway, Kalas obviously refuses. So now, we start the ultimate fight, three against three!

```
++-----++-----++
||      Boss: Giacomo      ||      HP: 3800      ||
||      Weakness: Light, Water  ||      Strength: Dark, Fire  ||
++-----++-----++
||      Boss: Ayme      ||      HP: 2400      ||
||      Weakness: Light, Chronos, Fire  ||      Strength: Dark, Wind, Water  ||
++-----++-----++
||      Boss: Folon      ||      HP: 2700      ||
||      Weakness: Light, Water, Wind  ||      Strength: Dark, Chronos, Fire  ||
++-----++-----++
||      Party: Kalas, Xelha, Lyude  ||      Levels: 24-26      ||
++-----++-----++
```

|| This is it. What most people, and likely myself including, would likely ||  
|| give the title of "hardest battle in the game". It's three on three, one ||  
|| side has a brute force and strong guy (Kalas), a magic user (Xelha), a ||  
|| support and moderately good attacker (Lyude); the other side has one ||  
|| character who's plain strong (Giacomo) and can even attack twice, one ||  
|| with frequent but very weak attacks (Ayme), and one with rare but very ||  
|| powerful attacks (Folon). All of the enemy has a weakness against light, ||  
|| making Kalas, Xelha, and Lyude by far the best party for this brawl. ||  
||

|| The way it was in my game, the turns went in this order, as will follow: ||  
|| Ayme -> Kalas -> Xelha -> Lyude -> Giacomo -> Giacomo -> Folon -> Ayme, ||  
|| the cycle goes on. That's right, Giacomo gets to act twice. His attacks ||  
|| are fire based, but he never attacks the same character twice. Ayme is ||  
|| just going to put you to sleep, because she has a NINE-hit combo that ||  
|| usually ends in a finisher called Crazy Rabbit, but almost always does ||  
|| 200 damage at most, but Folon is the biggest worry. He has Warg Laser, a ||  
|| devastating finisher that will end up in about 500 damage, and Chaotic ||  
|| Flames, which puts you on fire AND does about 350 damage. Very nasty. ||  
||

|| Therefore, the one you need to go for first is Folon. He's very weak ||  
|| against light, and moderately weak against wind and water. Therefore, if ||  
|| you get a number combo for Kalas that ends in Water Blade or ultimately, ||  
|| Sacred Spring, you may just rack up 1000 damage for the first time on ||  
|| this bastard. Lyude should use all the light based weapons in his power ||  
|| to quickly eliminate Folon. Remember, Folon must be taken out as fast as ||  
|| you possibly can. If he attacks you, try and block every attack that he ||  
|| uses, and if he sets you on fire, try and treat it as fast as possible. ||  
||

|| Unfortunately, the fight will likely just get harder when you beat one ||  
|| out of these three, unless it's Giacomo you beat first. However, aside ||  
|| from finishing Giacomo first, which is completely out of the question, ||  
|| defeating Folon first will get you the easier battle of the two. When ||  
|| you're done with Folon, you should try and get above 1000 HP as fast as ||  
|| possible, so you can take care of Ayme without needing to heal and mess ||  
|| things up. Remember, Japanese Rice Wines, Sacred Wines, and Holy Grails ||  
|| are quite valuable, but make sure the HP is at 1000 before continuing, ||  
|| and while fighting, never let it dwindle below 500, or things are bad. ||

||  
|| When you're back in the U.S.S.R., the battle, or whatever, try to take ||  
|| Ayme out as quickly as possible. She has less HP than Folon, even if it ||  
|| seems to take longer for her. Since you used all the wind and water ||  
|| attacks on Folon and tried not to use too many chronos or fire, they'll ||  
|| be extremely good for Ayme, since she's weak against them and strong ||  
|| against Folon's. ;) Xelha's Dancing Flames is EXTREMELY good for this; ||  
|| just keep a lookout for that. Once you're finished with Ayme, you've got ||  
|| the second most annoying and second most powerful, but one of the worst. ||  
||  
|| That's right. The part with only Giacomo alone can be the toughest part, ||  
|| since you probably have to shuffle your decks and are out of healing ||  
|| items by now, but DON'T GIVE UP. And try not to even get started putting ||  
|| his HP below 2400 or so until you're over 800 HP for everyone, I'm dead ||  
|| serious. The two attacks in a row can really kill you, I swear. But all ||  
|| the same, Giacomo is weak against light and water. Block every attack ||  
|| that he uses if you can, and any time you can use Water Blade, Concerto, ||  
|| or Soul Flash, IMMEDIATELY use them, if you've got enough HP. The thing ||  
|| is, when his HP gets low, he'll begin to use End Slasher and Imperial ||  
|| Force after every single attack. All the same, it's an extremely tough ||  
|| fight that can and will take you several tries, but you can do it. ||  
++-----++-----++-----++-----++-----++-----++-----++-----++

After that battle, Giacomo, Ayme, and Folon are all wounded badly, but you get a large plot twist here. Supposedly, Giacomo was supposed to inherit all of Georg's power (while Kalas did) because... because... Georg is Giacomo's dad! That's right, just like Lu-, never mind, anyway... Giacomo's father is none other than Kalas's grandfather, which would probably in effect, make Giacomo Kalas's dad. Unbelievable. But anyway, Giacomo sets the ship to self-destruct, so that can't be good.

Five minutes to escape from the blowing ship! Anyway, go back to the room with all the doors, and enter the engine room via the bottom-right. The ships here are still running... some of them, at least, so you can escape on one of them for your freedom! First of all, head to the bottom-right and grab the Oil there, and examine the machines to the bottom-left. Just pour the oil into the second to left one, and climb on to escape the Goldoba as the ruins crash into Alford's Nihal Desert...

You'll be at the ruins, where Kalas will talk a little bit about what he is, and all that. As everyone leaves, Lyude stays and bows down his head, while remembering the poor, dead Almarde. Awww... gotta feel sorry for the guy. So anyways, while this is all happening, that voice in which I swear sounds like Melodia will talk about how He is about to be released, Malpercio is going to be awakened, and the world will be rightfully destroyed soon. Creepy. Anyway, you'll be on the world map after that, so head to the southern village.

-- 9c. Azha ~~~~~

+ Enemies: N/A

+ Items: Green Tea, Crimson Oak Blossom, Sculpting Knife, Lepus

As you enter you'll see that... this is a very quiet and almost depressing village as it is. Lyude will give you some history that the people here were practically Geldoblame's slaves, but then they started becoming slow, so the Emperor issued an order to kill every single one who was being lazy. Man, now that is just horrible. The Mad Wolf Unit was led by a certain Lady Death to kill the people, and guess just who in your party admits to being the Lady Death who killed several innocent people? Savyna.

That's right; Savyna was an Imperial soldier who killed dozens of innocents, but left the Empire. Lyude becomes very angry at Savyna for this, but with a few words from Gibari, he calms down. Kalas wants to hear her story, but as the Guardian Spirit, tell him that there's no time, because Xelha will agree with you. Anyway, you can't yet enter the Lava Caves, so you might as well stay here. You can enter a nearby shop, and pick up some really hot items, such as Aqua Burst Lv 4 for Xelha or Mizuti. ;)

Some other good purchases would be a Mohawk Birdie for Mizuti, White Scepter or Death Pendulum as weapons, Chronos Blow Lv 3 for Xelha, and the two Shish Kebabs (Large). And sell any old photos that you might have, such as, perhaps, a developed shot of Ayme, or Folon. That'll sell for some good stuff. Once you're done with that, enter the building on the upper-left, and collect the Green Tea that's lying around waiting for you to take it. Then enter the cave looking hole above.

It turns out, you can move through this place through this hole. Wow. Go to the next floor, and take the Crimson Oak Blossom and Sculpting Knife here; then head to the northeastern side to find a Constellation Magnus Lepus. Now head to the next floor, where you'll find kids blocking the way. As long as you've got Savyna and Lyude with you, they won't let you through. So... that ends that. Return to the first room of the place and make your way out, and a kid will call Savyna a murderer and tell her to leave.

We'll then see a terrible flashback. A kid is begging for mercy before Lady Death, or Savyna, but paying no attention, Savyna kills him. The father then gets furious, to which a guy named Azdar, who seems to be helping Savyna, just kills him in return and tells Savyna not to let her emotions get in the way. Still, Savyna is looking at all of this in horror. But anyway, you know that you can't just break past the kids here, so you just leave to the beginning of the village.

It's time to go to the Lava Caves and stop Geldoblame's evil plot, am I not correct? To hell with the Imperial soldiers blocking the place, Savyna just steps forward and tells them not to oppose her, overall scaring them until they crap their pants, and thus allowing you to go to the Lava Caves! Even if it does seem like the same place as Azha Village, I'm going to put Azha and the Lava Caves as two separate places, since, well, they are two completely different places.

-- 9d. Lava Caves ~~~~~

- + Enemies: Foytow, Ceratobus, Magma Beast, Lanocaulis, Geldoblame (Boss)
- + Items: Dream Blade, Grumble Pen, Serpens, Shadow Thruster, Catfish Whiskers, Gold Earrings, Solar Saber

Don't worry, while this is the location of the fifth and final End Magnus, He, it's not nearly as bad as Coccolith. Come to think of it, none of the five dungeons of the End Magnus were that bad, except for Coccolith, but anyway, head to the right and look for something that doesn't completely blend in with the wall. Examine that, and you'll find that it's a door the Empire locked. Well, isn't that wonderful. An old mechanic will come around, recognize you, and invite you to his house. Well, can't refuse...

Head to the right to find yourself inside the old guy's house. Hah. Anyway, have a little chit-chat with him, and he'll tell you that Georg and, believe it or not, Larikush, were friends. When the question comes up, tell this guy that Larikush is from Cebalrai, and he'll add that he was also a good friend of theirs. Anyway, he'll leave via the left, to open that door, which allows you to go back, enter this room, and take that shiny treasure chest. ;) Just

open it, and you'll find Gibari's level 8 finisher!

Alright, I'm just kidding. Seriously, I am joking, really. It's actually none other than Kalas's level 6 finisher, Dream Blade. It's a cool looking, chronos based, and extremely powerful finisher, so definitely equip it, even if we can't exorcise much potential until much later. Errr, sorry. Also check the barrels to the right, and look through the bed, and you'll find a Grumble Pen, and a Constellation Magnus Serpens! Now that rocks. Head to the previous room with the locked door, and then just speak to the mechanic!

There, he opened the door for ya. Now enter the inside, and think to yourself just how the hell you can survive in here. Lava is flowing on every single piece of land. And erupting, as well. Of these two paths, take the one on the left; the one on the right is useless for now. Collect the Shadow Thruster in the chest on the way, and on the next screen, walk up to the flowing lava, and Kalas will state that he can't get past it. Well, that's sure as hell obvious, I can tell him that.

Before we head back to the mechanic, return to the fork and take the eastern path, breaking through all the annoying enemies on the way. They're big and somewhat tough, but the EXP they give, around 2250, couldn't be any nicer. When you get past those big guys, examine the ice there and think... whoa, there's ice when everything's on fire and lava is erupting everywhere? Well, let's head back here in a moment. Return to the beginning of this area and speak to the mechanic.

The Lava Caves belong to him, so obviously he's a bit pissed off at the Empire doing something like this to his cave. He'll tell you to bring him the ice so he can make Sparkling Snow, which can melt even lava. Alrighty. Return to the ice and bring it to him, and then he'll make you some nice, cold, Sparkling Snow. Take two Sparkling Snows, and no more. Repeat, take two of them so you can make things quicker. Now return to where the lava was flowing, and pour the Sparkling Snow into it to turn it to ice...

And then all of it shatters! All in several different pieces, and that's just good. Head down the path that the lava/ice used to be blocking; there you'll pick up Gibari's class 5 item, Catfish Whiskers, and equipment for Lyude, the Gold Earrings. Equip those immediately. Afterwards, head to the right, and just follow the path there until you reach another lava overflow. No problem at all, just put the Sparkling Snow into it and turn it to ice, and head down the remains of the flow to find a save point. Hooray.

You may have noticed a shining object before the room on the right. Hehehe... just go over there, and Xelha will notice that it's her pendant which Ayme stole back in Cocolith. Might as well take it, ay? Once inside the room, you see Geldoblame with all five End Magnus all ready, summoning forth Malpercio before you can stop him! It turns out, though, that it's too much power for a weakling like Geldoblame to handle, so Cor Hydrae, Malpercio's castle appears, but he mutates himself to a monster. Sad.

```
++-----++-----++
||      Boss: Geldoblame      ||      Party: Kalas, Xelha, Gibari      ||
||      HP: 5500              ||      Levels: 26-27              ||
||      Weakness: Water, Light, Wind ||      Strength: Fire, Dark, Chronos      ||
++-----++-----++
|| Ugh, just ugh... first of all, that is a huge whooper of an HP count.      ||
|| Second of all, this battle is nearly as difficult as the one against the ||
|| trio. I'd recommend that everyone have death resistant armor, that all ||
|| your death recovery items are on Kalas, Xelha, and Gibari, and that you ||
|| are ready with Kalas's Energy Wave and Rays of Truth, Xelha's Soul Flash ||
```



|| and Light Flare spells, and Gibari's ready with Whirlwind Hit and any to ||  
|| all of his wind based paddles, while all of them have any form of death ||  
|| resistant Magnus available. Trust me, this is what you need. ||  
|| ||  
|| First of all, we see that the mutated Geldoblame is ugly. Second, we see ||  
|| that he has a Forfeit Your Life attack which instantly kills you. Cheap ||  
|| as hell, I say. But anyway, if you can prevent this, then as long as you ||  
|| have the needed weaponry, you'll have no problem. Remember to recover a ||  
|| character from death as quickly as possible, since six hands are better ||  
|| than four. When Forfeit Your Life doesn't work, let me tell you that you ||  
|| are a hell of a lucky man; just continue beating on him with anything ||  
|| you've got that wind or light based, and you should manage a victory. ||  
++-----++-----++-----++-----++-----++-----++-----++-----++

Geldoblame's squid-like body parts go out of control, so he starts behaving, in general like a nut. Not saying he isn't one, but still. None other than Melodia's voice comes in and tells him what he was like. She arrives with four Imperial soldiers, and Fadroh. It turns out, Melodia was evil all this time, and was using Geldoblame to gather the End Magnus! So... like any villain, Melodia laughs at the emperor, and makes the soldiers shoot him down. So then, Geldoblame's own men shoot him into the lava, never to be seen again.

Well, we'll see. Whatever. Melodia, who was the one talking when you release those End Magnus, will tell her "servant" or whatever, to come forth and claim their reward. So, someone in your party WAS a traitor all along. This is far and away the biggest plot twist in the game, but it turns out that Kalas was working for the wrong purposes all this time! He was secretly working with Melodia to do this, and intentionally, Melodia was stumbling and tripping in Parnasse. Kalas pretended to help her stand while handing her Che.

Kalas did all this because he knew what Melodia was going to do, and would've done anything to avenge Georg and Fee. The Guardian Spirit hated Kalas's plan, and refused to do anything to help, so in Moonguile Forest, before Kalas was supposedly attacked by Rock Cats, Melodia cast a memory spell on him so that he would forget the plan altogether. But as for the reward that Melodia was going to promise Kalas... he just steps forward, and allows himself to be tainted and reborn with the power of Malpercio.

Everyone, especially Xelha, tells Kalas to stop, but he throws the Guardian Spirit away, telling him that he's useless from then on and should just go on home, and then he's reborn as an evil villain. He now has a terribly loud voice for this moment, brilliant new white wings, and he seems much taller for some strange reason. So, anyway... you just beat Baten Kaitos. Geldoblame failed to accomplish his goal, Melodia was using him and Kalas, and Kalas turned out to be evil all along. The end... or not.

-- 9e. Imperial Fortress ~~~~~

+ Enemies: N/A

+ Items: Fire Burst Lv 4, Pot of Air, Whispering Wind, Spark Hat

You'll see nothing but darkness, as a greythorne squeaks, a girl is crying, and pleading for help. You see Xelha unconscious and nearly dead, and Meemai is next to her. As the Guardian Spirit, you move to her and bond with her, instead! So now... Kalas is finished, you're playing as the good one, in this case, Xelha. But anyway, you know where Xelha is, but no idea where Gibari, Lyude, Savyna, Mizuti, or Kalas are. But oh well, we can leave the cell. Xelha runs like a chicken, but other than that, you'll get used to her.

Leave this cell, and go to the one on the left to find a Fire Burst Lv 4,

inside. Then head to the screen on the left, and enter the respective cells for a Pot of Air and a Whispering Wind, which just so happens to be Xelha's level 6 finisher. Hooray. Now just get out of this cell, and Xelha will hear some loud rumbling, or something. But before you leave, get the Spark Hat to the far left, and go to the far right side of the area, and leave through the hole.

You'll find a large white dragon with three women named Kodelle, Glamyss, and Catranne. They also refer to Xelha as "Queen Xelha" and she even knows what the hell they mean! But wait, Sadal Suud has Lord Rodolfo, Diadem has King Ladekahn, Anuenue has Queen Corellia, Mira has Duke Calbren, Alfard \_had\_ Emperor Geldoblame, so... where? So anyway, the White Dragon will leave, as Kalas examines you. We can't see what he's doing, though. So anyway, you're finished with Alfard, and have full access between the five continents.

-----  
~~~ ~~~ ~~~ 10. Walkthrough (Seeking The Party) ~~~ ~~~ ~~~  

So... Kalas was the white winged darkness behind Malpercio's awakening, and Cor Hydrae has risen, while Melodia is also evil, and is also attempting to bring Malpercio back to life. Xelha is alone, but seems to be a queen, and also known by the three witches, or the three fortune tellers. But we have to seek out the lost party members.

~~ 10a. Komo Mai ~~~~~

- + Enemies: N/A
- + Items: N/A

King Ladekahn and Duke Calbren are here in the palace with Queen Corellia, and the forces of Diadem, Anuenue, Mira, and even the Empire have joined to stop the creatures for Cor Hydrae. Not only that, but the three witches are helping them, which is a good thing. Your only question will be how they know Xelha, of course. Anyway, Queen Corellia will tell you that Interdimensional Cracks have appeared where the End Magnus were originally sealed. Well, that's it! Time to crack on these Cracks, one from each continent, 'cept Sadal Suud.

~~ 10b. Shrine of the Winds ~~~~~

- + Enemies: Naiad (Boss)
- + Items: N/A

Let's start with Diadem, since it's got the easiest boss. First of all, when you enter an Interdimensional Crack, it demands an item before giving you a centaur to fight, as well as a path to one of your character. Diadem's got Gibari, who isn't exactly the best character, but he'll do. First of all, you need the item, which is a cloud. Just enter the Cloud Passage, head to the cloud production machine, and bring it to the portal in the Shrine of the Winds. Lay it down there, and then... one on one boss fight!

| | | |
|-----------|------------------------|--------------------------|
| ++-----++ | | ++-----++ |
| | Boss: Naiad | Party: Xelha |
| | HP: 1400 | Levels: 28 |
| | Weakness: Water, Light | Strength: Fire, Darkness |
| ++-----++ | | ++-----++ |

|| Yep, this is the single solo boss fight in the whole game, and it also ||
|| turns out to be the easiest. You'd think this thing would be one of the ||
|| longest fights in the game, but this is so quick and easy, I don't even ||
|| know why I'm providing a strategy. Seriously, all it does is strike you ||

|| with its spear for a hundred damage or less, doing very little in the ||
|| meantime. Bring out Aqua Burst Lv 4s, Soul Flash, and any Light Flares ||
|| that you may have, and you'll finish this boss off before you even need ||
|| to heal. Personally, I beat it in two turns and one might be possible. ||
++-----++-----++-----++-----++-----++-----++-----++

Well, that was an extremely weak boss guarding something really big. In two different ways... it's Gibari. Obviously, he'll say that he could break out with elbow grease, but eh... you'll get Spiraling Gale for him, which is his level 6 finisher. Yay, now we have two characters' level 6 finishers, and not including Kalas's Dream Blade, obviously. Having a pal with you to fight your battles makes them much easier, which is why we're going for Anuenue next. Time to party, to quote Kalas before a battle.

-- 10c. Celestial Tree ~~~~~

+ Enemies: Devil Claw, Blood Leaf, Thalassa (Boss)
+ Items: N/A

The annoying part about the Celestial Tree, is that to get to the crack at the top, we have to climb the whole tree, fighting several unavoidable battles in the meantime. Bah. Anyway, you need a Celestial Flower Seed for this. Just get one from Queen Corellia's room, and go to the tree. You'd think the enemies would be tough since you have Xelha and Gibari instead of Kalas, Lyude, and Savyna, but they're just pathetic. Once you reach the top, lay the seed down, and then another centaur appears.

++-----++-----++-----++-----++-----++-----++-----++
|| Boss: Thalassa || Party: Xelha, Gibari ||
|| HP: 2300 || Levels: 28-29 ||
|| Weakness: Fire, Light || Strength: Water, Darkness ||
++-----++-----++-----++-----++-----++-----++-----++

|| *yawn* This is almost exactly like the previous one; this one does have ||
|| some finishers, I'll admit that much, but this one is almost as easy as ||
|| Naiad past was. Xelha ought to have some good fire magic by now, so use ||
|| those along with Dancing Flames to rid Thalassa of existence. While it ||
|| might look like a lot more, 2300 is not too much more than Naiad's 1400, ||
|| so just overwhelm him with your superior man-and-womanpower, and this ||
|| battle will be over before you know it. I personally nailed him in three ||
|| turns on one game, and two on the other. Let's see your record! ||
++-----++-----++-----++-----++-----++-----++-----++

Ahead of that is... Savyna on a cross. Just like Gibari. I swear, this isn't supposed to be Passion of the freakin' Christ by Mel Gibson here, everyone... but anyway, you can't change party members because there are only three that you have, but Savyna is ready to kick some major ass. Be warned, however, that Thalassa is the last of the easy centaurs. There are two easy ones that we've beaten, one somewhat tough one (the next one) and one average one. Let's go for the harder one first, 'ant to? It's in Mira.

-- 10d. Labyrinth of Mirrors ~~~~~

+ Enemies: Sbarb, Wookoob Kakish, Crystal Spider, Despina (Boss)
+ Items: N/A

Don't worry, we do NOT have to go through the entire height of Coccolith. ;) This one is a little quicker than Anuenue's, since we don't have to go through a whole friggin' dungeon. First of all, you need the Mirage Weed from the Mystical Gardens of Detourne. Once you've got that, quickly run back to Balancoire. Go to Duke Calbren's manor, likely thinking to yourself that you

will need to go through the entire dungeon, but you don't. ^_^ Just climb down the ladder, step into the crack, and lay down Mirage Weed. ;) Boss time.

```
++-----++-----++
||      Boss: Despina          ||      Party: Xelha, Gibari, Savyna  ||
||      HP: 3700              ||      Levels: 29-30                ||
||      Weakness: Light, Wind  ||      Strength: Dark, Chronos      ||
++-----++-----++
|| This one is much, much harder than Naiad or Thalassa, because first of  ||
|| all, the HP count is far higher. Second of all, it has more powerful    ||
|| attacks, including a finisher called Hour of Reckoning. Treat this fight ||
|| like an easier version of Geldoblame, with less HP, chronos-based moves, ||
|| and the same attacks. Protect yourself against death and get the anti   ||
|| death Magnus ready, while at the same time, having Xelha fully loaded  ||
|| with Light Flares and Wind Blows, as well as Soul Flash and Whispering  ||
|| Wind. Gibari is also great, with Spiraling Gale and Whirlwind Hit.      ||
++-----++-----++
```

Enter stuff that we get for Mizuti, as well Mizuti herself! So now, we have two magic users. Personally, since I hadn't used Mizuti much yet, and you've got two new awesome finishers of Shadow Gate and Mega Flood, I replaced her with Xelha. So... Mizuti, Gibari, Savyna. It's time to go to Alfard and get our final character, Lyude, back, fight a boss with a hell of a lot of HP, then try to save Kalas in whatever way possible. Enter Alfard and the Lava Caves of Azha!

~- 10e. Lava Caves ~~~~~

+ Enemies: Foytow, Ceratobus, Magma Beast, Lanocaulis, Galatea (Boss)
+ Items: Cetaka's Sword, Intermezzo

Not any problem more than Mira, but the only problem is that you have to go through the entire dungeon, just like we did in Anuenue. Grrr. But anyways, you need Lava to lie down in front of the altar in the Interdimensional Crack, but once inside the cave itself, collect two. Use one for the altar, and one to give to the old woman in the first room of the tower in Azha. Give her a Hot Rock once it's cooled, and you get a great sword for Kalas, for later. But where you fought Geldoblame, take the crack, use the Lava, and...

```
++-----++-----++
||      Boss: Galatea          ||      Party: Mizuti, Gibari, Savyna  ||
||      HP: 5700              ||      Levels: 29-31                ||
||      Weakness: Light, Chronos  ||      Strength: Dark, Wind          ||
++-----++-----++
|| Sure, Galatea has even more HP than Despina or Geldoblame, but he's not  ||
|| nearly as tough as either. Most of his attacks are wind based, making    ||
|| Mizuti incredibly effective here with Heaven's Pillar. This fight will   ||
|| take a bit of time because of the long time it takes, but if you outfit  ||
|| Mizuti with Xelha's best stuff, such as all the Chronos Blows and Light  ||
|| Flares, then you shouldn't have a problem here. Gibari's Smash Tackle is ||
|| incredibly effective, although Savyna will just have to stick with her   ||
|| best fire and ice based finishers. Still, this is an easy battle.        ||
++-----++-----++
```

You'll see Lyude, the last party member, trapped on the other side. Now just free him, and you have a fully made party of five yet again. Well, I suppose we could take out the "fully made", since we don't have Kalas. Anyway, one more thing to do before hitting Wazn (going to the place itself) is to enter Lyude's house; this time Skeed and Vallye won't stop you. :) Grab Intermezzo inside, which is Lyude's level 5 finisher. Now that's sweet. Now that that's

done, time to do more work.

=====
~ ~ ~ 11. Walkthrough (Wazn) ~ ~ ~ ~ ~
=====

Wazn, the land of the ice. Not 100% of this section takes place in Wazn itself, as Komo Mai is obviously in Anuenue, and Mintaka and the Imperial Fortress are obviously in Alfard. However, the first one is too short to put into another section, and I really don't want to make another section for the Alfard trips. So, let's get started here.

~ 11a. Komo Mai ~~~~~

- + Enemies: N/A
- + Items: N/A

Back at Komo Mai, everyone discusses what to do next, but decide that just invading Cor Hydrae would be nothing short of suicide, because Kalas, Fadroh, and Melodia would just be waiting for them with Malpercio's minions. Mizuti then mentions Wazn, the Ice Lands, where there may be a mysterious witch queen who could help them. While Corellia argues that this could take too long, Xelha decides to go as it's their only hope. So, that's fine. Leave on the Mindeer in Anuenue Port, and head northeast to the large ice storm...

~ 11b. Ice Cliffs ~~~~~

- + Enemies: Snow Concertine, Floomer, Arachnid, Flobo
- + Items: Leo, Forseti Robe, Aqua Burst Lv 4, Tower Shield, Shepherd's Purse

Ugh, this place is damned annoying. First of all, the wind will drive you back to make moving incredibly difficult. Also, the battles here take far too long, although it may or may not have something to do with my party of Mizuti, Lyude, and Savyna. But anyway, head to the far left, ignoring the annoying as all hell wind. Collect the Leo Constellation Magnus there, and then head to the north, very much attempting to ignore the goddamn wind. Fight it until you reach about halfway through the path.

Here, a voice will come and tell you that there's a barrier between here and the castle, which means it won't be easy getting to it, but there is a castle somewhere. But anyways, on the next screen. Wade through the snow a bit to collect a Forseti Robe, then hug the edges of the cliff, hopefully moving faster than you probably will be. Ignore the portal there that looks somewhat like one of the Interdimensional Cracks, and... joy, it just so happens to be unlocking one of four parts of a seal! Good, good.

Now return to the main path, and head north past the wind. Fight off the very many extremely annoying enemies, and you'll come to a left and right fork. Take the left path to reach the second part of the seal, so yay, we've gotten rid of half of the seal. Now head northeast, further through the wind, and at the opportunity, taking a left to collect an Aqua Burst Lv 4. Then you'll reach another fork. Beat the Arachnid if you want, but otherwise take to the right, wading through the snow along the edge.

Beat the flying enemies (yes, they're actually flying, this isn't an insult or anything =P), and at the end of the path, deactivate the third path of the seal. Now take the left path of those two at the top, and you'll find none other than... OMG A BUNDLE OF SWITCHES ON TOP OF A LUMP OF COAL BURNING THE ICE DOWN! Actually, it's the fourth part of the seal. Unlock that, and a large blue barrier will go down. So return to the main path, head northwest, and

grab the Tower Shield along the way.

On the screen that happens to have no barrier, head up to collect a Shepherd's Purse, which is Mizuti's class 5 item. Good, I'm getting tired of being able to use only five cards every turn. On the next screen, you'll see a dead end, the storm blocking everything, and a castle in the far distance. Xelha then walks off to the edge, prays, and then the storm disappears, revealing a path to the castle! Then she walks inside the castle as if nothing had happened. Just... what is Xelha's true identity? Enter to see.

-- 11c. Kaffaljdhma ~~~~~

+ Enemies: N/A

+ Items: Dancing Flames, Young Wasabi Root, Light Flare Lv 4, Sagittarius, Full Helm, Golden Bugle, Phoenix Helm, Eel, Birdie Fatale, Green Tea

Oooh, this is the Esthar from FFVIII or the Dead Sea from Chrono Cross of Baten Kaitos. Xelha will walk forward, still ahead of Gibari and the others, and walks through a group of people bowing down to her, walking to the castle itself. We are in the Snowy City of Cursa right now, but Xelha will lead you inside Kaffaljdhma Castle, of ice. Okay, now that's a mouthful. How are you supposed to remember or pronounce "Kaffaljdhma"? Still, it sounds like the name of a ninja clan, even if it, sadly, isn't one.

Xelha will continue to go forward, and your group follows her to what seems to be her room. Her nanny, Barnette is there, and a second ago, Xelha reported the deaths of Gram and Leon. But anyway, Xelha is, believe it or not, the queen of Wazn. Anyway, you'll then know that Xelha had been sent out with the two knights because she knew an evil was coming to the rest of the world. But anyway, first examine Xelha's bed to find a Dancing Flames finisher there. Hey, having two never hurt anyone!

Also examine the tables at the left to find a Young Wasabi Root, and a Light Flare Lv 4. Both being very good, of course. Now head outside that room, and take a right to find a save point. Now head to the back side of the room, where guards are in front of what seems to be a throne room. Examine the throne to get a Constellation Magnus Sagittarius. Yay. Now head down the stairs; you'll see why the room on the right is locked a little bit later. On the second floor, enter the room on the right.

The woman in this room wants you to find animals from the continents and bring them to Wazn. Well, we can do this a little bit later, but agree to help. If you want some more details, check the side quests section of the guide. Leave the room and head to the one on the right, and you'll find two women here, which happen to wear brown and blue coats, just like Gram and Leon. Talk to them; neither of them are mad at Xelha, and although they speak with very sad voices, they are glad their husbands died fighting honorably.

Now. If you have had the Warrior's Mementos for a really, really long time, they will have changed to Warrior's Memories. If you give the wives the mementos, they'll give you a Full Helm. And if you give 'em the memories, you will get a Golden Bugle. Personally, I think the Golden Bugle is far better, but eh. You can get one or the other. After doing you've done that, open the bottom-left to get a Phoenix Helm, and then examine the corner to get an Eel, and open the chest at the upper-left corner to get a Birdie Fatale.

Head down to the first floor, and go up the stairs on the left and into the room, then examine the table to find a Green Tea, which is an INSANELY good healing item. I mean, 770 HP? How can you go better? Anyway, that's all to do in Kaffaljdhma for now. Barnette needs to make preparations for Xelha to get

the Ocean Mirror to save Kalas, etc., so you might as well explore the Snowy City of Cursa to pass the time, as well as hearing more of Xelha's story, of course. Exit the castle, and enter the city itself.

~- 11d. Cursa ~~~~~

- + Enemies: N/A
- + Items: Cloudy Emblem, Ursa Minor, Soybeans, Dark Flare Lv 4

As you enter, you'll hear all of Xelha's story. She's part of a long family of Ice Queens, and three ladies of Kodelle, Glamys, and Catranne went to the five islands, and were disguised as the old fortunes that told the kids about Malpercio in Diadem, that warned Savyna of what she needed to do, and the one in Reverence that told Kalas he had no Magnus. Xelha had a terrible dream about terrible things happening on the islands, so she was also sent out with Gram and Leon, and met Kalas in Moonguile Forest, leading up to now.

So... that's what Xelha has to say. Anyway, start by taking a left and getting a Cloudy Emblem from the very far left side, and then enter the house there, examining the fish to collect a Constellation Magnus Ursa Minor. That's quite nice, yanno. Now head into the house on the right, and go through the desks to collect Soybeans and a Dark Flare Lv 4. After you've gotten that, head back into the castle, and head right from the entrance, to find Wazn's port. But anyway, the White Dragon from the Imperial Fortress is here.

Apparently, this female dragon has a bond with Xelha, but she can't ride the dragon by herself, just yet... anyway, a messenger for Xelha will arrive, telling her that Barnette is ready for her to take the trial. Now head to the third floor, with the throne room, originally locked door, and Xelha's own bedroom. Head to the right and save if you want, but otherwise enter the door which just so happens to be unlocked now. Not like this "trial" is anywhere near as hard as they say...

~- 11e. Lake of the Dragon ~~~~~

- + Enemies: Goddess of Ice
- + Items: N/A

Oy, this be a short and very uneventful trip here. Xelha will walk up to the Goddess of Ice, and will be ready for a solo battle. Except, this is not a normal battle at all. How it is, you can't see any of the seven Magnus that you have, and the Goddess will draw a card first. You have to draw the exact same Magnus to damage her; if you get a different one, you'll take about 100 damage. She needs to take four hits to be defeated, so this is really a luck based battle.

I had about 1800 HP at the time of fighting, so you have to get the wrong one about seventeen or eighteen times to lose, so no worries. You may get a Camera Magnus out of those seven, and possibly a Chance Magnus. You can get some good dough selling GoI's picture, and if you get a Chance Magnus, then the number of Magnus to draw from are reduced from seven to TWO. That's right; you have a 50-50 chance, so no difficulties. When you get finished, you get a Holy Grail, a Sacred Wine, and the Ocean Mirror, an awesome healing item. Wonderful.

~- 11f. Kaffaljidhma ~~~~~

- + Enemies: N/A
- + Items: N/A

Barnette will be waiting for you and congratulate you upon completing the

trial, but however, there is one thing we need to do before leaving to get Kalas back. To get the White Dragon, you need a sculptor to build you models of the weapons that the former heroes who were bonded with the White Dragon used. You need a sculptor in Cursa to do this; and the Mindeer cannot return you, period. So anyway, first of all, head back to Gomeisa, and go down a bit to collect Sparkling Snow at the blue, sparkling spots.

Now go to Cursa and enter the house on the left side of the town, and talk to the sculptor there, and he'll tell you that while he's busy, his son is just as good as he is, and can do it. So talk to the son, and he'll go to that ritual room on the third floor. Okay, so return to Kaffaljidhma Castle and go back to the room you were in not too long, and he'll tell you that to build the models, he needs Sparkling Snow as the material. Well, what did we just get from the Ice Cliffs? Hand it to him immediately!

Once he gets that, he has to ask you which one each statue needs. So anyway, this is extremely easy to tell either way, but the bottom-left one needs a shield, the bottom-right one needs an axe, the upper-right needs a halberd, and the upper-left needs a bow. Not difficult. After those are ready, they each go to the hands of their owners, and then the kid will need a night to build the weapons. Alright, that's no problem. Head to the shop in Cursa, and choose to rest your wings. Play A Perfect Circle's "Lullaby" if you want.

But anyways, once you wake up, return to the ritual room to find that the kid has crafted four perfect models. So you can now ride the White Dragon to any place in the world you wish! It's recommended that you shop in Cursa, since it's got some nice stuff, but otherwise, head to the far eastern side of the town, and hop on the White Dragon there. Hey, I have to say that she's cooler than the Mindeer, and that says something. However, Barnette says you cannot restore Kalas right as you leave, before Xelha hears. Screw that.

-- 11g. Mintaka ~~~~~

- + Enemies: Gagarek
- + Items: N/A

You know me, I just refuse to add a separate section for Komo Mai, which just so happens to be the place where you arrive in. Once there, you'll report the news to Corellia and the others, all of which seem to be surprised that Xelha is the queen of Wazn. Ladekahn keeps calling her the "queen", to which Xelha tells him off, but being unable to not be polite, Ladekahn gets laughed at. After Xelha talks to herself a bit, leave from one of the most pointless trips ever, and go to Alfard, Mintaka, to be precise.

Anyway, at Mintaka... there are two very difficult boss fights inside the Imperial Fortress, one which even rivals the trio and one which may just be the most hated boss fight in the entire game. I'd recommend leveling here in Mintaka until you're about level 32-34 or so, because trust me when I say that you're going to need it. Which reminds me... Mintaka has been invaded by a large bunch of Malpercio's minions, overall making it look like a complete hellfire.

There's nothing really to do at Mintaka other than level up, but note that these enemies will give you some really SWEET experience. Use any and all of Mizuti's best spells, however, since they can be really difficult to handle, if you're low on EXP. And what's worse, they have an attack which instantly kills you, much like Geldoblame and Despina, but they use it far more rarely than those two evil creatures do. Anyway, when you're ready to leave, head to the southwest side of Mintaka and exit.

~- 11h. Imperial Fortress ~~~~~

- + Enemies: Imperial Soldier, Corrupted Walker, Zuzlani, Beberum, Contaminated Walker, Iron Beetle II, Fadroh (Boss), Kalas (Boss)
- + Items: Wave Cutter, Light Flare Lv 4, Fire Burst Lv 4, Wolf Fangs, Deluxe Cream Puff, Aqua Impulse, Aqua Yell Lv 1, Phoenix Helm, Scorpius, Dark Flare Lv 4, Efreeti Suit, Blood Sword, Dragonfly, Asura Tuba, Inferno Fists, Full Helm, Aqua Burst Lv 4, Golden Bugle, Crown of Bubbles, Cute Doll, Birch

An Imperial soldier is waiting at the base, telling you that Melodia and Fadroh are deep inside the fortress. And he doesn't even stop you, although you can fight an Iron Beetle II out here. Remember the Iron Beetles from Diadem? They're just as annoying here, who woulda thunkit. But anyways, go to the northeastern side of the fortress, not entering it yet. Collect the Wave Cutter and Light Flare Lv 4 there, and then head into the fortress itself. Rather familiar place, eh?

This place is annoyingly huge, though. Start by heading to the left, going through there three screens. I know, the whole place is crawling with enemies and it's hard to get through here without fighting a few battles, but just... get by, okay? In that western screen, get a Fire Burst Lv 4 on the southeast side, and then return to the previous screen, where you see two elevators. Fight these rather annoying enemies if you wish, but otherwise take the left elevator, which is the "up" one. To the second floor.

On this next floor, head to the left twice, and then examine the bed there to grab Wolf Fangs for Savyna, and then examine the dresser next to it and get a Deluxe Cream Puff. Yay. Now head to the right to reach a screen that splits into two paths, and take the upper one to reach a soldier sitting down on his bed, and get the Aqua Impulse for Savyna lying around. Talk to the soldier, and he'll tell you to keep his cat safe, no matter what it takes. This is a part of Wazn's animal side quest, so good.

Head back to where the path split, and head to the far right to find yourself inside a bathroom. Hah, this is a hilarious room. First of all, examine the sinks to get an Aqua Yell Lv 1, then head to the right, and enter the first stall and you'll see an Imperial soldier looking at porn. I'm 100% serious when I say this. But anyway, he gets up and attacks you, but it's the same Imperial soldier you fought in Sadal Suud the first time as Kalas, in the Lord's Mansion, that were easy THEN.

Anyway, head to the right and open the second stall for a Phoenix Helm, and open the one to the right of that one to find a soldier, errr... refreshing himself. Upon the sight of Xelha, he passes out. Haha. He happens to have a key with him, so you better take it. Now return to the area where you came in, through the elevators, and take the one on the left up, to find yourself on the floor Xelha was kidnapped after Kalas betrayed you. So anyway, head to the far left and collect an Elevator Key there. Good, good...

Now head to the far right side of the corridor, and head out the hole where the witches got Xelha back, and collect the Constellation Magnus Scorpius and the Dark Flare Lv 4 there. Yum. Now return to the second floor, and take a right to reach two more elevators, hehe. Take it up to the fifth floor, and take a right to find a Magnus collector's dream come true. In here are an Efreeti Suit for defense, a Blood Sword for Kalas, a Dragonfly for Gibari, an Asura Tuba for Lyude, and Inferno Fists for Savyna. Score!

Just go through everything to get these, trust me. After that, leave the room and head to the far left, where you'll see a red flower, two treasure chests,

and a cutscene from something that happened a while back. Geldoblame was furious with the people of Azha, so orders the immediate execution of most of the people, when Lyude tries to stop him, but Geldoblame yells at him, exiles him, and tells him that the only reason he lets people live is so that they can serve him, and their feelings and pain don't matter. Talk about evil.

After that atrocious cutscene is over and you're glad that Geldoblame is dead and gone, open the two treasure chests for a Full Helm and an Aqua Burst Lv 4, and then read Geldoblame's throne and look behind it to get a Golden Bugle. Anyway, leave this room and head down the elevator to the third floor, to see an energy field to your right, which would kill you instantly if you walked past it, but Lyude tells you that somewhere, you can deactivate it. Let's take his word for it. Now head to the left.

Believe it or not, this room is Geldoblame's. Unbelievable. Just listen to what I tell you to get, and leave. First of all, examine the clothes on the floor for a Crown of Bubbles, examine his bed for a Cute Doll, and from the rocking horse, take a Birch. And from the bathtub in the middle of the floor, take four Stagnant Waters. And yes, you heard everything I said right; this is how Geldoblame makes his room. Sad, and laughable. But anyways, take the elevator to the fifth floor.

Head to the right, and when the path splits up, head north to find a large globe in the middle. Lyude will tell you that you need to fill this with any kind of water for it to put out the force field, so just put the water from Geldoblame's room into it, and the force field is gone, so we can head beyond the force field! Return to Geldoblame's throne room and SAVE. Trust me. Then take the elevator down to the third floor and head beyond the force field, where Fadroh will stop you.

Oh, and a note before we begin. I used Mizuti throughout this entire place, but here, I would replace her with Xelha. The two boss fights will call for Xelha much more than Mizuti, because of her finishers. Not to mention if you fought the battles throughout the place, Mizuti will be low on HP. And you'd better be really prepared for this. Alright, that's enough. When you meet Fadroh, he'll say that his job is to serve and honor Melodia, and transform into a mutilated creature, honoring Malpercio. Another bites the dust...

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++-----++-----++
||           Boss: Fadroh           ||           Party: Xelha, Lyude, Gibari           ||
||           HP: 7000                ||           Levels: 32-34                ||
||           Weakness: Light, Wind    ||           Strength: Dark, Chronos      ||
++-----++-----++
|| It's been a while since our last boss fight, if you put out the Goddess ||
|| of Ice. And this battle completely and totally makes up for that, as    ||
|| surprising as that might be. First of all, I'd like to state that Fadroh ||
|| is quite nearly as ugly as Geldoblame. Second of all, his NORMAL attacks ||
|| are really pretty average. They do 450-500 damage, and he sometimes uses ||
|| a finisher at the end of that, increasing the damage slightly, but all   ||
|| the same, it's not too bad and it's nothing you haven't seen before. By  ||
|| now, everyone should have 1800-2000 HP, and he can hit one person. Hah.  ||
||                                     ||
|| However, it all changes when he puts down the mace and uses Orb of      ||
|| Magical Offense. Trust me, this is just deadly. His attacks will start  ||
|| doing 1200-1300 damage if you don't block them, and about 1000 if you do ||
|| guard. It's almost impossible to win the fight if he immediately uses it ||
|| since I forgot to mention he can also use two attacks in one turn. ;) So ||
|| if he does that, you might as well reset. However, Fadroh is a very slow ||
|| opponent, and if he doesn't use the orb immediately, he probably won't  ||
|| use it for several turns. Meanwhile, launch an all-out offensive on his  ||
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|| many light based paddles as possible, along with Smash Tackle, will give ||
|| you some hope. And equip a lot, and I mean a LOT, of healing items. ||
||
|| Eventually, Kalas will reach 3000 HP or below, approaching critical. If ||
|| he gets a Binding Winds in on one character, and then starts attacking ||
|| another character, block the attack unless you're using a Holy Grail or ||
|| the Ocean Mirror, or it'd force you to shuffle the deck. You want him to ||
|| recover as little HP as humanly possible. And when he starts doing this, ||
|| hope that he needs to shuffle his deck and can give you an extra turn, ||
|| while Xelha has the Ocean Mirror, Apples, Green Teas, and Sacred Wines, ||
|| ready to do their work. If he's critical (limping) and he shuffles his ||
|| deck, you've probably as good as won the battle. Don't give up, even if ||
|| this stands an incredibly hard fight, but a winnable one. ||
++-----++-----++-----++-----++-----++-----++-----++-----++

That was a tough fight, but anyway... Melodia will walk over to Kalas, being disappointed at what his performance. She'll then harness the power of the five islands, using each character who is tied to them, trying to use that to bring Malpercio back. So after that, Xelha pulls out the Ocean Mirror and uses it on Kalas, obviously not healing him, but rather, killing him slowly. The reason this scene is a bit annoying is because you have to listen to Kalas screaming in pain, the LOUD Ocean Mirror, and usually Xelha, simultaneously.

You'll then see a flashback of where Barnette lied. Grrr, I hate her. However, Kalas, who is slowly regaining his senses, tells Xelha to use the Ocean Mirror and kill him. So Xelha, who has no choice, uses it slowly, but turns back, saying she can't do that. But anyway, Melodia destroys the mirror, and then lets your whole party die as she summons a large undead looking creature, which is actually Malpercio. Well, sorry, but Baten Kaitos is over; Melodia and Malpercio won the battle!

Kalas, however, is finally in his right mind again. He then walks over to the demonic girl and the putrid god, and says that he'll wipe her, him, and all of Malpercio's other followers from the face of the earth. Then, as Melodia corrupts Kalas again, Kalas just rips one of those two wings to pieces, with feathers flying everywhere! So, anyway, he's a good guy now, and Melodia can not corrupt him again, but what about your dying allies and Malpercio? But... when all seems lost, Mizuti does something very strange.

Mizuti seems to summon five beings to give them life, and to wound the evil god, so Malpercio falls to the ground. Melodia states that his limbs aren't fully connected, so has to leave. Man, will Malpercio ever be complete, and will Melodia ever let you freakin' fight her and Malpercio? But anyway, Kalas then passes out and relives memories with Fee and Georg. Kalas and Fee were making promises that they'd find the Ocean and Whale together, when Giacomo killed Georg in the burning house.

Fee and Kalas made their way out of the houses, as a certain someone was standing outside the house... and it was Savyna, seriously. Although as you later learned, she was horrified at this mission, and had no part in it. But anyway, Fee and Kalas escaped to the Shrine of Spirits while Georg died, but Fee was severely wounded, and thus died. Awww, that sucks. But anyway, you'll wake up in Mintaka, with Kalas and everyone else there. Apparently, Kalas really WAS having a nightmare.

Anyway, Kalas wakes up and bows before everyone else, pleading for their forgiveness. Gibari gives in to him, although personally, I'd say, "You give us this shit after practically letting the world die by giving Melodia that End Magnus? Don't make me laugh", but Xelha, especially, wants him back. To which your entire party confirms to, in a very humorous way, especially the

line given by Mizuti. ;) But anyway, Kalas is back with you, and he's still the best character.

But as for the next step, everyone remembers the beings that came to your aid in response to Mizuti's song, so Mizuti tells you that her homeland in Duhr is beneath the Taintclouds between Diadem in Anuenue. And of course, Mizuti never lies, except once in a while, rarely, and everytime there's a blue moon. Hah, I love Mizuti. But anyway, Mizuti tells you that her mask can keep her safe, so diving into the poisonous Taintclouds is possible. Also, the Guardian Spirit goes from Xelha to Kalas. Now, just leave Alfard normally.

~~ ~~~ ~~~ 12. Walkthrough (Duhr) ~~~ ~~~ ~~~

So, we're going beneath an area which seemed to have little value when we first saw it, and we have Kalas back. He's an awesome character still, and Dream Blade is as good as ever. Personally, Mizuti and Savyna were above him in EXP in my file, but we'll see what it's like with yours. Either way, he needs to level up in the church. Alright... to Mizuti's homeland!

~- 12a. Labyrinth of Duhr ~~~~~

- + Enemies: Bauganum, Mad Cancerite, Bar-Mool, Mafreega
- + Items: Cinderella Birdie, Fangs of Light, Metal Knuckles, White Ash, Sun Coin, Hamelin Cloak, Pegasus, Air Slash, Bells of Fate, Sunflower Barrette, Platter of Parting

Heh heh... Mizuti took "just a little wrong turn" and landed you inside an unfamiliar and rather confusing dungeon instead of the main area of Duhr. By now, you're probably unfamiliar with Kalas again, but it's not too horrible, since we're about to get his level 7 finisher. =D First of all, save at the red flower if you wish, but then head south, and you'll find a large beast there, guarding a treasure chest with a Cinderella Birdie. Okay, just equip that immediately.

There are two paths here, one going left back to the entrance, and one to the right, to Kalas's level 7 finisher. I don't believe I need to tell you, but I will just say the right is the path to take. =P On the next screen, head left, then on that next screen, head west again to land at a dead end. Actually... the dead end has the finisher near it, along with an enemy. ;) Just take it, to find Fangs of Light there. Haha, I suppose you remember the dark version of THAT attack.

Anyway, return to that save point, taking either of the two ways you wish. If it's facing to the western side of the screen, head to the west (where it is) and then back, so you're south of it. Good. Now, from there, head to the upper right, and you'll find a Metal Knuckles Magnus there, along with a bottle of water, knocked over. Examine it and take the water there, believe me. You need this, and I mean you need it. Now go back to the red flower. If it's on the left, head up. If it's on the south, head left. Not too hard.

On this next screen, head forward to reach a screen with a fork. Alright, go down the upper path (or north if you misunderstood me) and then west, to come to a White Ash weapon for Gibari. Now return to the fork, and take the other path, to come to a treasure chest with a Sun Coin. Very valuable item, that, so make sure you pick it up. Now head forward again to come to a Hamelin Cloak, and then head east. You'll find none other than a dead corpse here; I wonder how THAT happened?

Anyway, you'd think you'd get a Dark FlareLv 5 from it, but you actually get a Constellation Magnus Pegasus. Not bad. After you've gotten that, head west, and then forward to collect an Air Slash in the treasure chest there. Now go to the west, twice, and you'll reach a woman who seem to be lost, but will tell you that the exit is nearby. Now head east twice, and you'll come to an enemy. Actually, not an enemy, just a monster with boils all over it. Speak to it, and then give it the water.

The monster will give you a Bells of Fate, which happens to be Xelha's level 7 finisher, and walk off. What do you know, even monsters can give us excellent items like this! Now head back to the last screen, and head east twice, from your location. I know, this confusing place likes to flip itself around, or maybe it's just me, hmmm... from there, head west to find a treasure chest with a Sunflower Barrette. Now head west, and then north, and you'll find a Platter of Parting.

Head south to the last screen, probably sighing relief because the exit is very close to your current location. ;) Head north, then east, and then to the west, once again, being because the camera is changing the layout of the place and very frequently at that. After you went west there, you'll be walking across a thick purple cloud. I tell ya, I'd hate to be a Child of the Earth and walk through this. But anyway, head left to the world map. Yay, that took long enough. Now just look for the nearby Gemma Village, and enter.

-- 12b. Gemma ~~~~~

+ Enemies: N/A

+ Items: Slight Debt, Power Blade, Sacred Helm, Peanuts, Oak Wood, Large Teamug, Broken Earth Sphere, Bootes, Earth Buckle, Siegfried

Well, this is Mizuti's home village. I guess she's a little bit better to trust than Kalas said. But anyways, Mizuti invites you to the village elder's house, but the gatekeeper tells you that he's currently caught up in an important meeting, so that's that. Might as well explore Gemma a bit. First and foremost, leave Gemma and enter the Garden of Death. Dark, murky, and quite certainly, muddy place, isn't it? Well, trap the essence of the mud; it just so happens to be Rubber Mud.

I refuse to believe the mud is made of rubber, but that's just me. Now go back to Gemma, and enter the house to the upper right. Whaddaya know, it's a barn for cluckers, as they're called in the game. Check the counter to the upper right side, which asks you not to take what's there. This means we take it, am I not correct? ;) Grab that to get a Slight Debt, and then head to the left and talk to the woman near the back wall, next to the cluckers, and ask her for one for the Wazn animal quest.

You get to take one, I guess that's before the woman loves us. Just examine any clucker you wish, and you can take it to Wazn, yay. Now take to the clerk at the northwestern side, who needs Rubber Mud to restore her shop. How the hell are you gonna use mud to restore a shop? Either way, just give the mud you got from the Garden of Death to her, and she'll be right off to the shop, after giving you a Power Blade and a Sacred Helm. Examine the shelf on the left for Peanuts, then leave the barn and head downstairs to the shop.

Man, what a ripoff the majority of this stuff is. Bamboo Shoots? Milk? That sort of 50-100 HP restoring stuff that is incredibly outdated by now? Damn, I'm not buying that, but still, a couple of the healing items they sell here are just plain AWESOME, so put those to consideration. Also, pictures of most of the enemies in the labyrinth, as well as the shots of Fadroh and Kalas, sell for tons of loot. After you're done there, just leave the shop and go up

the stairs to the left.

Here you'll meet up with a kid named Kee, whom no one really seems to like around here, except Mizuti. After a small reunion, two bullies show up and pick on Kee, who tells Mizuti that he doesn't mind being picked on. Hmmm, a different person than most. Anyway, after that scene, enter the house there, and you'll meet Mizuti's parents, Kay and Koh! I know, "Mizuti" isn't near close to that, but still. Kay picks on Mizuti for her normal habits, but Koh seems happy to see her, since she just up and left for the Sky once.

After both of them, even Koh, pick off a bit on Mizuti calling herself the Great Mizuti, and a bit of blame obviously going to Kalas, examine the stuff on the left to find an Oakwood and a Large Teamug. Afterwards, head back to the barn, and talk to the man sitting down to the left of the table, and he'll want to check out Xelha's pendant. You know, the one that helped them out to summon Lord of the Spring/Winds, Tree Guardian, Phantasm, etc., and to (try) and get the End Magnus.

The guy tells you that this is actually a shattered piece of the Earth Sphere, which Duke Calbren's ancestor stole 200 years, passing it down to families over time, until it got to Melodia's hands, who in turn gave it to Geldoblame, whom Xelha stole from, whom Ayme stole from, whom Xelha retook from. Not that hard to figure out, overall. But anyway, the Earth Sphere is one of three ancient important artifacts, so from here on, you can use the Broken Earth Sphere in battle. Talk to the guy again to get a Constellation Magnus Bootes.

Let me tell you here and now: the Broken Earth Sphere is the single best healing item in the entire game. It restores 1,000 HP, it never breaks like the Ocean Mirror sadly did, and it even has a 100% chance of curing death. You cannot get better than that. So equip it on Kalas, or whomever else you use frequently, such as Xelha. Afterwards, make your way to the palace at the top, where you tried to visit earlier. Apparently, the meeting is over, as one of Duhr's normally weird guys, Krumly, bursts out in a rage. Figures.

Anyway, you can enter the palace now. Just walk in, to find the guy who came in response to Mizuti's song, the Great Kamroh. I suppose he's a tad bit greater than Mizuti is, since no one objects to him calling himself "great". He'll leak in his conversation with you that Mizuti is a female, too. So as masculine as Mizuti may occasionally appear, let it be known that Mizuti is a "she". Yeah. Anyway, Kamroh will detect the Guardian Spirit with Kalas, and says that you're the key to restoring the world.

Seeing that Xelha has a shattered piece of the Earth Sphere, Kamroh says that the third artifact, the Sword of the Heavens, is sealing away in Capella, the Garden of Death, inside a small house. He'll even give you the key to this house; what a nice guy, he! I don't see why they couldn't have called this sword the "Heaven Sword", as it would have fight in better with the Earth Sphere and Ocean Mirror, as well as have been easier for me to type, but that is just the why the game's made. And life.

This makes the Garden of Death our next destination, but before we leave, look around here to find teleports that twinkle, and follow the twinkling ones until they talk you to an Earth Buckle, a piece of equipment for Kalas. Now head over to Kamroh's palace, and take the path to the east to get to the roof there, and talk to the guy there, telling him what was in that chest. You'll get a Siegfried, which is a sweet Magnus. With that done, we're off to the Garden of Death!

- + Enemies: Ghoulish Skirmisher, Almanek
- + Items: Flashy Earrings, Whitecap Shield, Full Plate, Purple Rose

The name of the "Garden of Death" speaks for itself here. This is just a depressing place to look at, not to mention annoying in that you have to wade through all of the mud here. Anyway, there are two paths at the entrance, one to the left, and one to the right. They both lead to the exit, but the one on the right has a treasure chest on the way, so might as well take that one. Slowly wade through the mud, making your way up as fast as you can. Boring, I know, but hold on.

When you reach the next screen, move forward past the tree branches, picking up Flashy Earrings for Xelha along the way. Personally, I was using Mizuti instead of Xelha at the time, but it's your decision whether it's Xelha or Mizuti that you're using. Continue to make your way through the mud until you reach another screen. Just make it a little further until you're out of the goddamn mud, and then follow the bridge to another lonely looking island. I swear, this place makes you want to cry.

Anyway, head left of the house and pick up the obvious Whitecap Shield and Full Plate there, and then head behind the house to find a Purple Rose, which is Savyna's class 5 item. Good, it's about time. Now head back to the front of the house, and enter, walking forward to the altar. Unfortunately... there is absolutely no Sword of the Heavens to be found! Great, someone's taken it. Might as well leave... automatically, thank god. Head to the northern place of these, which is another depressing place, Algorab Village.

-- 12d. Algorab ~~~~~

- + Enemies: N/A
- + Items: Aries, Cherries, Divorce Papers, Curry, Cassiopeia

God, why does Duhr have to have all these dark and depressing places? Another note on the music is that it's the same one that played in the Lava Caves in Azha. Unbelievable. Oh well, it's a desert village, so I guess it makes sense. Head up the path right near you, and enter the house on the left to see a cutscene. Apparently, Krumly, who is this village's freaking mayor, stole the Sword of the Heavens and is now going to the top of Zosma Tower to offer it to Malpercio. I needn't tell you that that's horrible.

But anyway, we ought to go there... after we finish getting the loot in this village. ;) First of all, examine the pots to the left to get a Constellation Magnus Aries, and then look through the boxes to collect Cherries. Now leave the house, and head to the back side of the village, to find a large building with two entrances. Go through the one on the left, and head to the left part of the house and examine the boxes to get Divorce Papers, and also look at the pots to get a Curry.

Now leave the house and enter the right side of the building, and examine the boxes to the right to get a Constellation Magnus Cassiopeia. Two Constellation Magnus in one town, huh? Anyway, may want to check the shop to the right out too, but ignore the other treasure chest; we can't get that yet. There's a long and tough dungeon coming up, but since it ends in two bosses, one weak against water, and one weak against fire (and not the trio!), I'd recommend Kalas, Savyna, and Mizuti as the party. When ready, leave for Zosma Tower.

-- 12e. Zosma Tower ~~~~~

- + Enemies: Mysterious Shellfish, Gul-Bar-Mool, Agyo (Boss), Ungyo (Boss)
- + Items: Firedrake Barrette, Burning Shield, Rhapsody

Well... this gets my vote as toughest and most annoying dungeon in the game to get through, but I guess it can be understood, since we're approaching the end of the game. But anyway, two men will talk to you at the entrance, one glad that you're here to stop Krumly. The other one, he'll give you instructions on how to make your way through the tower. First of all, to activate things here, you need to light torches with fire. There's fire burning on wood behind the torch, so I think it speaks for itself.

Take the fire and light the torch, and the guy will tell you that since this has been, you can do things here. First of all, blocks with red imprints on them need to be pushed into green holes, and then further things will happen. Blue blocks can be pushed, although they're always stationed inside walls, and yellow blocks are elevators between holes. Okay. Start by climbing the blocks and pushing them into the holes, and then some things will happen, with stairs forming at the right.

Go up these stairs and halfway through, push the blue block into the wall, which results in even more change. Climb up the next stair, and push the red block into the green hole in the wall, and then push the next blue block into the wall, which creates a visible path to the left, with an elevator splitting half of it across. Yay. When the yellow block is down, cross it to the other side for a Firedrake Barrette, then when the yellow block comes down again, use it to go to the second of five floors.

Be warned. From the first to fourth floors, the puzzles get harder, although the third is most annoying. But anyway, this is the second. Use any flames that you've collected to light the torch on the left. After this lamp, you need at least three Weak Flames, so if necessary, return to the first floor and collect them from the campfire. Anyway, back on the second floor. Climb up the blocks on the right, and move upward to push the blue block in the wall, making more stuff happen.

Climb down to the floor, going behind the red block. This will show as above it, so just make sure you do it correctly, since you CANNOT pull the blocks for some stupid reason. If you get something wrong, you have to leave the floor and waste another good Weak Flame. So anyways, once that red block is in its appropriate hole, one of the gathered blocks will move to the left, with three red blocks forming stairs above you. Ah, I think I sense something here or somewhere...

Head to the top of these blocks, and on the second to highest one, push the top one. That's right, PUSH it. For some reason, it flies through midair, and it lands in a hole. One part done. Climb down this block and then push the one you were on top of it into a hole, and then climb down from there and push that one into a hole! Good, good, now stairs are formed to take you to a yellow block. Go to the right and climb up the stairs, and when the yellow elevator comes down, take that up.

Okay, to the third floor. Climb up the stairs nearby, and light the lamp near you. I swear, this floor is way too dark. Anyway, once it's brightened, head to the left, get near the block, and push it to the floor. Make your way back down to the floor, and then push that block into the hole right near it, to make two blocks appear right in midair. Geez, helpful. Still, this may very well confuse you, but if you look carefully, you can see you can go under the block structure on the left.

Go under there, and push the block block into the wall. Now THAT is what I'd say is a little more helpful. This will make a block move back and forth in the midair, which is, like I said, more helpful than making a few blocks stand

right in space. Climb up the blocks on the floor, and when the moving block is against the wall, cross it to get to the other side, then wait for it to move into a place where you can climb the two blocks in midair. Once you're there, get on top of the first red block.

Push the second one into the hole, and then when the moving block gets into position, climb it down, and push that block into the other hole. This will create two more holes around the bottom-right side of the floor... but one of them, the lower one to be precise, goes up and down, so doesn't need to be filled in. Alright, this floor has been long enough already, Namco, and it's what, half over? Go to the piece that's going up and down, to reach another piece of floor.

There's a red block here, so shove it all the way down to the floor. Then go back to the platform going up and down, and realize that you have to PUSH, that's right, you didn't misread, you have to PUSH, into the upper hole. And the pushing has to be done from the yellow block, which means if you make a small mistake, you have to go all the way back and get a Weak Flame, then do the entire floor again. Can I say "retarded"? I seriously think Namco was taking drugs, but anyway...

Climb over to the yellow block when it comes up, then IMMEDIATELY push the red block down, to the green hole. If you succeed at that and don't just give up here, you're practically done with the Zosma Tower. Now when the block going up and down is down, climb up to the floor above, and get on the other block, going from left to right. Halfway across this path, is a blue block stuck in the wall. Obviously, you ought to push it in there, and then a treasure chest with a Burning Shield appears on the floor.

Namco, really, why must you do this to us? I say, just skip it, since you're going to have wait for the block to go back and forth three times, before the yellow block on the left, and this block are aligned so that you can get to the fourth floor. So anyway, once you reach the yellow block on the left, you are on the fourth floor. Cheers; since you're done with the third floor and have this guide, you're pretty much finished with any difficulty inside this evil tower.

Light the torch right near you, but one thing here is important: DO NOT PUSH ANY BLOCKS UNLESS I DIRECTLY TELL YOU TO. One little push of a block can just screw the puzzle up. Anyway, climb over the little structure near you, as little attention as possible being paid to the red blocks. When you reach the block there, push it to the northwest, so it's right to the bottom right of the structure in the middle with the blocks. Now climb on top of that block, and push the red block near you to the upper-left.

Good, it should be northeast of the torch now. Make your way to the block you just pushed off, and then... see a green hole to the upper-right? That is the target for this. Push it up a little until it's to the left of that green hole, and then just shove it in there! A platform just formed nearby, joy. Climb back on top of the block structure, and push the other red block into the green hole to its right, and then get the block on the floor into the hole on the left, and breathe a sigh of relief. A pyramid formed.

First and foremost, head to the left and climb up the blocks there to get Lyude's level 7 finisher, Rhapsody. It's also light based, making it quite useful in the boss fight after the next. Anyway, climb up the pyramid that's formed, and you'll get to a yellow platform taking you to the fifth floor. Do not worry, we're almost to the roof... when the yellow platform stops, light the torch to the right, and you can almost feel how close to the end that we are, I can swear.

Head to the right, and push the blue block there into the wall, then make the way over to the left, and push that block into the wall. Hmmm... two canine heads are making their appearance, I see! Continue from right to left, getting the blue blocks into their respective walls, using the yellow block in the middle to support your going from place to place, until a red block lands on the left. Just push that to the bottom-right, to land on the same floor with these canines, and needing to fight them. For shame, I'm a dog lover.

```
++-----++
||           Boss: Agyo           ||           HP: 7000           ||
||           Weakness: Water       ||           Strength: Fire       ||
++-----++
||           Boss: Ungyo          ||           HP: 7000           ||
||           Weakness: Fire        ||           Strength: Water       ||
++-----++
|| Party: Kalas, Mizuti, Savyna   ||           Levels: 38-40       ||
++-----++
|| Awww, look! They're cute, nice, doggies! They're wagging their tails! Or ||
|| I suppose they're sphinxes or something. Another comment is, a little   ||
|| while back, we fought Fadroh, whom we considered had high HP, of 7000.  ||
|| And now, we're fighting two bosses in once, that both have 7000 HP. I   ||
|| mean, we have improved, and this fight is much easier than Fadroh, but   ||
|| anyway... people think this fight is hard, I just have no idea why. This ||
|| is an extremely easy fight if you use Savyna, who controls fire and ice,  ||
|| in which Agyo and Ungyo share weaknesses of. Mizuti is also very nice.   ||
||                                                                            ||
|| Agyo is the red doggie, weak against water, and Ungyo is the blue doggie  ||
|| weak against fire. Their fighting styles are completely different; Agyo   ||
|| will use Pillar of Flames to set you on fire, while being like Fadroh in  ||
|| increasing his attack power, while Ungyo uses Column of Ice to freeze    ||
|| you, increasing his defense. Obviously, Agyo is the first target, since   ||
|| he's much stronger, will overwhelm you quite quickly, and Ungyo takes a   ||
|| freaking LONG time to take down, even with the three to one odds and no   ||
|| Agyo to help him out.                                                     ||
||                                                                            ||
|| To quote Savyna, Aqua Impulse, Ice Knuckles, Freezing Axe, and Hurricane  ||
|| Blade are Agyo's first paid ticket to hell, and showing him not to mess   ||
|| with Lady Death. I can do about 750+ damage to Agyo with Savyna alone,    ||
|| and that puts aside Kalas's attacks and finishers such as Water Blade,   ||
|| and especially Mizuti's level 4 Aqua Bursts. Try and defeat Agyo as fast  ||
|| as possible, before he uses Seal of Agyo. Once Agyo is gone, Ungyo will   ||
|| take a while, but Savyna should have either shuffled her deck or have     ||
|| enough fire based attacks to go, so if you can heal the wounds Agyo gave ||
|| you quickly, Ungyo's defense won't keep him going for long.              ||
++-----++
```

Well... goodbye, dogs. There's a yellow elevator right ahead of you, so just take that to the roof of the tower, where you find Krumly there, about to offer the Sword of the Heavens to Malpercio. Apparently, Malpercio is about to come anyway, and the wisest plan is to side with him, as long as they're just stuck under the Taintclouds. So anyways, despite Mizuti's pleas, Krumly breaks the barrier around Duhr protecting it from gods, and then Malpercio arrives from the sky, with Melodia, obviously.

As usual, Melodia seems happy to see Kalas, despite her usual lines. Before Krumly can give the sword to Malpercio, the god rises into the air, and brings a ray of beams down to the tower, hurting Krumly but not anyone else. Then Melodia tells him that Malpercio will have "no reasoning with a bug like him" and goes to Algorab with the god to kill all of the Children of the Earth.

Now, because of Krumly's actions, Duhr is above the Taintclouds and no longer protected under a barrier, so Malpercio and his minions can come and destroy it any time they want. Therefore, the Children of the Earth are forced to move out of Duhr and to Anuenue. So anyway, just leave Gemma and head northeast to Duhr Port. Crap, another extremely depressing place. And there's even a storm ongoing, how can you be the White Dragon in THIS incident? But anyway, get on the dragon, and you'll embark for Anuenue.

~~~ ~~~ ~~~ 13. Walkthrough (Near The End) ~~~ ~~~ ~~~  
-----

You read it right, we're nearing the end. In fact, after the next couple trips, and the Celestial Alps, you can just storm right into the Cor Hydrae, but there are no less than seven bosses in there, one of them being second only to Kalas in pure, unforgiving difficulty. So I'd recommend undertaking everyone's side quests, after finishing Cebalrai and the Celestial Alps. Anyways.

~~ 13a. Cebalrai ~~~~~

- + Enemies: N/A
- + Items: N/A

Yep, it's another boring, uneventful trip to Komo Mai. No, I'm not going to put it in a separate section, so nyah. =P You'll be taken right into the palace, so inside, speak with Corellia, Ladekahn, and Calbren, and then Kalas will decide he wants to rush headfirst into Cor Hydrae. Obviously, that's a bad idea; even the Children of the Earth couldn't contend with Malpercio. Kodelle then enters the room with Glamyss and Catranne, and tells you that a shield was recently put up over Cor Hydrae.

So anyway, hope of breaking into Cor Hydrae has gone to very little to zero, now. But anyway, Catranne will walk over to Kalas and give him a little from Larikush. Remember him, the doctor from Cebalrai? Yeah, that guy, who was working in the Empire with Georg. Kalas decides to go there and have a chat with him, but outside, he wants to sneak out, alone. Gibari then appears and tells him that he's going with him, along with everyone else. Xelha also delivers a good line here. =D Anyway, to Sadal Suud!

Unfortunately, you have to hear that god awful music in Komo Mai and make your way to the Anuenue Port to get on the White Dragon and leave for Sadal Suud, which blows. But anyway, when you arrive at Sadal Suud, in Pherkad, to be precise, head to the screen on the left, and head to the upper screen. Notice the bird flying in the air, annoying you, most likely? It's a seagull, but do talk to the guy on the right, and he lets you take it with you to Wazn! Good timing.

Anyway, I didn't choose to start the Quzman family tree side quest until a little later in the game, so there's nothing else to do in Pherkad. Leave it, and go to Cebalrai, collecting some animals if you wish. But when ready, head to Larikush's house, and everyone will let Kalas enter alone. Inside, Larikush will tell you some very revealing information. Georg researched to try and harness life inside a Magnus, and under orders from Emperor Geldoblame, truly succeeded in creating artificial life. The one he first made was Kalas.

That's right, Georg "created" Kalas through a Magnus. Pretty hard to believe, huh? Kalas was flawed in some ways, and came out with only one wing. Emperor Geldoblame was displeased with this, and named Kalas after a bad omen, or a raven. Georg then created Fee, who was an altogether better creation than Kalas. As well as that, Giacomo, Ayme, and Folon were given additional power

due to such research. But... I daresay I'd be a tad shocked if I knew I had been artificially created.

Larikush then gives you some scientific theories as to why Kodelle thought that Kalas had no Magnus. It turned out, Kalas did have one, but it was hard to see and because Kalas's was so much different, she decided it didn't even exist. Anyway, once Kalas and Fee were born, Georg and Larikush decided they would destroy any records of their research so no one would abuse it, then escape for Mira to live a life together, the four of them. So after Giacomo showed up, acting very rude, the lab was set on fire.

Kalas and Fee lost their memories in the explosion, and so could not remember anything except their names. Well, Kalas, at least. Truly a sad tale, this, in a way. But anyway, Larikush says that Georg left Kalas something on the top of the Celestial Alps, so that's our next destination. Leave the house, and then everyone will agree to go with Kalas. Alright, the Celestial Alps are another place that floats in midair. Just leave Sadal Suud, and it'll show in midair. Might as well.

-- 13b. Celestial Alps ~~~~~

- + Enemies: Bulwig, Rulug, Giacomo (Boss), Ayme (Boss), Folon (Boss)
- + Items: Canis Minor, Apocalypse Sword, Chaos Mail, Azure Sand, Chaotic Illusion

Not a very large place, I see, and certainly no world map or anything. Just a single dungeon. But anyway, head right up the hill next to you to find a chest with a Constellation Magnus Canis Minor inside it. Now head to the left, up the hill there. Halfway along the path, a tentacle will stop you from going on, as a bug called a Rulug appears below. Better get used to this, since we have to deal with a LOT of these during our short visit to the Celestial Alps. To get rid of the tentacle, you have to defeat the Rulug.

The Rulugs aren't necessarily tough; it's just bad when their comrades use Bug-Like Instincts, or when they poison you. Anyway, continue up the slope on the upper-left, ignoring the bottom-left path, since it just leads to a dead end. The signs above will indicate that you can jump down, but you can't jump up. Which is annoying, but it's another thing we need to get used to while we're in the Celestial Alps. So anyway, once back up that slope, continue to the left.

You'll be stopped midway by another stupid tentacle. Bah. Anyway, climb down the cliff, jumping down to the Rulug that appears there, and kill it to get rid of the goddamn tentacle, and then make your way back to where it blocked your way. So from there, just head to the left and head to the next screen, and once there, head to the far left until a tentacle blocks your way. This one's a bit easier. Climb down this cliff, and head right. Yay, there's a treasure chest there. It's...

Damn it, it's another tentacle. Head back to the left, and jump down the next cliff, where yet another tentacle will stop you from getting a treasure chest. I swear, life sucks like this in video games, sometimes. Now jump down to the cliff on the right, and defeat the Rulug there. Good, that's one out of an annoying three. Head to the right, and kill that one there, and then return to the first chest. Inside it is an Apocalypse Sword. Extremely good for Kalas, but don't equip it yet.

Another note is that the Rulugs and other bugs drop extremely good things, especially Aqua Burst Lv 5, Fire Burst Lv 5, Efreeti Sabers, and Aqua Truths. All of these are great, so make sure you stock up. You'll know why soon...

enough. From that chest, go back to the very top of these cliffs, and then jump down to the left, killing the Rulug there. Now climb down the cliff to open the other chest that a tentacle blocked, and you'll get an Air Slash, yet another great weapon.

Now return once again to the top of the cliff. Ugh, isn't this getting quite boring and sluggish by now? We're almost done. Head left, to another screen. This is like, a breath of fresh air or something. Head to the far left, and then you'll arrive at an area with a bunch of sheep, a cabin, a flower, and two treasure chests. If I didn't know any better, I'd say that this is a very good sight! First of all, collect the white sheep to get a Caplin (white) for the Wazn animal side quest.

There's also a Caplin (black) running around to the left of the cabin, so get that one as well. Also, head to the bottom-left to find a save flower and a Chaos Mail. To the right of the cabin is... believe it or not... Kalas's class 6 item, Azure Sand. You didn't think there was a class 6, did you? ;) Well, instead of six attacks, this will let you do NINE. You heard me right, NINE. And sixty Magnus can be equipped, rather than fifty. Very good, am I not correct?

However, there are two minor problems. First of all, the time given for your first card is five seconds instead of seven. That's quite a major jump down, I sadly have to say. Second can be fixed, but to utilize it, you have to go all the way back to the beginning and take the White Dragon to Sadal Suud or Mira, where you can go to Pherkad or Parnasse to get a blue flower. Still, I would do it. It's easy to fill Kalas up with the new swords that you've got from this place. Not to mention the armor.

Anyway, I think with a new and improved Kalas, as well as several levels you were probably able to go up, you can take on a certain boss that will appear. Enter the cabin, then as Kalas looks for something there, none other than Giacomo's voice comes! Wait, didn't he die in the Goldoba's explosion? I guess not. He comes in with Ayme and Folon, as he explains some things, as Ayme and Folon emphasize it's difficult to get rid of them. After Giacomo tells you crap, he uses a weapon that stops the spirit from protecting Kalas. Hmmm...

```
++-----++-----++
||      Boss: Giacomo      ||      HP: 7000      ||
|| Weakness: Light, Water  ||      Strength: Dark, Fire  ||
++-----++-----++
||      Boss: Ayme         ||      HP: 5000      ||
|| Weakness: Light, Chronos, Fire ||      Strength: Dark, Wind, Water  ||
++-----++-----++
||      Boss: Folon       ||      HP: 5500      ||
|| Weakness: Light, Water, Wind ||      Strength: Dark, Chronos, Fire  ||
++-----++-----++
||      Party: Kalas, Xelha, Lyude ||      Levels: 45-48      ||
++-----++-----++
```

|| Didn't think this would happen anytime soon, did you... probably one of ||  
|| the hardest fights in the whole game, returned to haunt you. However, it ||  
|| is not nearly as hard this time around as the last time. Just one note I ||  
|| thought I should pick on - after this fight, there's another long scene, ||  
|| and then you have to repeat the exact same fight again. Not only was it ||  
|| one of the worst ideas Namco has ever cooked up, but there's the simple ||  
|| fact that none of us can play for an hour and a half straight, and the ||  
|| other fact that although True Mirror - Electric Guitar Version is a very ||  
|| good, kick arse song, it doesn't hold a candle to Chaotic Dance. Blargh. ||  
|| ||  
|| But anyway. All three enemies have more HP, and have undergone changes, ||

|| for better or worse. Ayme has twice as much HP, FAR stronger attacks, as ||  
|| well as annoying defense increasing items for herself. Giacomo's HP has ||  
|| undergone major change, and he'll also use two Healing Potions a single ||  
|| time, to cure Ayme or Folon for 2,000 HP, and his attacking power has ||  
|| gone WAY downhill, without Folon to help him. Folon, on the other hand, ||  
|| uses attack increasing items on Giacomo, which is very annoying. His HP ||  
|| has also increased somewhat, but his Worg Laser/Chaotic Flames/Energy ||  
|| Injection are really kinda... meh this time. Sure, they're still quite ||  
|| powerful and should be treated, but it's only 700-800 damage. ||  
||

|| Anyway, I recommend going for Ayme. If you can take one of these three ||  
|| out quickly and can heal afterwards, the fight will be much easier from ||  
|| there. Plus, Ayme is much tougher than she was last fight. Although the ||  
|| whole party has undergone major change, Kalas has the most. With weapons ||  
|| such as Efreeti Saber, Dimension Blade, and others, along with Fangs of ||  
|| Light and Dream Blade, and NINE attacks, Ayme should fall in relatively ||  
|| short time, coupled with Xelha's Bells of Fate and Dancing Flames, and ||  
|| Lyude's Intermezzo and Rhapsody. Make sure you heal yourself and get as ||  
|| much used to Kalas's five second I.T. as possible, and Folon should go ||  
|| down as quickly as Ayme. Giacomo, without Folon to help him out, will be ||  
|| a cakewalk, due to his very low attacking power and such. ||

++-----++-----++-----++-----++-----++-----++-----++-----++-----++

Giacomo will compliment Kalas on how he's doing well, but not well enough. With that, he uses an End Slasher on him to knock him out, telling him to give his regards to Georg and Fee. Kalas then has a flashback of when Fee died, and remembers how he also decided that he would die, shortly after Fee passed away. Kalas then wakes up to see Giacomo standing in front of him. He then gets another flashback, from when Fee died, Magnus came out from him, and entered Kalas.

After this scene, Giacomo gives Kalas some harsh words, and punches him in the chest, his winglet falling to the floor. Naturally, Xelha seems concerned about him. But anyway, in an attempt to erase Fee's story, Giacomo crushes his foot on Kalas's winglet made by Georg. Alright, that's a bit too much, it's started to piss Kalas off. Giacomo decides to end Fee's story by killing both Kalas and Larikush, but the "thing that Georg left for Kalas" then appears through the window. That's a more powerful winglet than the last one.

Kalas gets more memories, from kids teasing him about his one wing. Then, in his house with Georg and Fee, he gets promised a winglet, as Georg asks for an apology... for something. With these memories giving Kalas strength, he destroys the trap Giacomo set for the Guardian Spirit, and then we have to fight Giacomo, Ayme, and Folon, for a second time. Geez, I'd like to shoot whomever came up with this idea. It would have been much cooler for Kalas and Giacomo to have a solo fight, without Xelha, Lyude, Ayme, or Folon.

Once the fight is over, Giacomo falls to the floor. He has some very serious injuries, but Ayme and Folon are hanging on. Giacomo tells the two of them to join Kalas so that they can stop Melodia, and then dies. Yep, Giacomo died, finally. Ayme and Folon don't seem too happy about that. But anyway, after the fight is over, the two get up and leave, with Ayme telling you some history of herself and Folon, and how she's kind of glad Georg's gone. Folon doesn't want to help you yet, though. So you leave... to Komo Mai.

-- 13c. Komo Mai ~~~~~

- + Enemies: Badwin, Rulug
- + Items: Efreeti Saber, Silk Veil, Skull Buckle, Milk, Holy Armor, Void Phantom



Yeah, I made a separate section for a trip to Komo Mai. Sue me. Anyway, once here, you automatically give the news to the queen, king, and duke, but it turns out that Catranne has some news from each of the islands. She'll tell you that there isn't any news from Sadal Suud, Wazn's holding on, some beast has appeared in Diadem, there's a forgotten book of magic in Anuenue, a phantom ship is hovering over Mira called for "Lyude", ghouls are attacking Nihal Desert in Alfard, and some Children of the Earth are still in Duhr.

While you can just talk to Queen Coreellia and try to invade Cor Hydrae now, the bosses and enemies there are way too tough for you at the moment, so we're going to make a short visit to the Celestial Alps first, and then do all of these side quests. Just as a note, the side quest in Diadem relates to Gibari, Anuenue's to Xelha, Mira's to Lyude, Alfard's to Savyna, and Duhr's to Mizuti. Kalas doesn't have a side quest, but since he got his level 8 finisher, Chaotic Illusion, and class 6 item there, Celestial Alps could be Kalas's.

Anyway, head over to the Celestial Alps again. Return to the cabin where you fought Giacomo and crew, got the winglet and Chaotic Illusion, and such. Once inside, collect the Efreeti Saber from the bottom-right, and then examine the fireplace at the back for a Silk Veil. Now, they may be a bit hard to see, but there's one room on the left, and one on the right. Head into the one on the left first, and go to the far side and look below for a Skull Buckle, inside a chest.

Examine the table there for a Milk Magnus, and head around it for a Holy Armor Magnus, which is awesome for someone like Kalas. Now head to the room on the right of the main one, and inside, climb the ladder to get to the top of the bookshelf, and jump to the bottom-right side of it to collect a Void Phantom. This is an amazing sword for Kalas, not to mention a cool name and it is wind based. =D Anyway, I chose to tackle Lyude's side quest first. Head to Mira, like you normally would.

-- 13d. Phantom Goldoba ~~~~~

- + Enemies: Master Revenant, Rampulus (Boss)
- + Items: Cetaka's Sword, Rice Paper, Hades Horn, Angi Tuba, Mithril Helmet, Jasper Gem, Skull Earrings, Presto

You don't even get to Mira before the White Dragon goes through the Trail of Souls and meets the phantom ship along the way. Oh joy, it looks exactly like the Goldoba. Remember it, where we fought Giacomo, Ayme, and Folon for the first time? This one's inside and outside are almost exactly the same, the sole difference being the color and lighting. Choose to enter the ship, and you'll land right on the deck. Wow, the same layout as the main Goldoba ship, indeed.

Collect the Cetaka's Sword (awesome) and Rice Paper (meh) right near you as you enter, and then head north and up the stairs to collect a Hades Horn for Lyude there (mouth-watering amazing). Then head to the screen on the left; this you'll recognize. It's the main hall of the Goldoba, from where you could enter a bunch of different rooms! First of all, eliminate all three ghosts in here, all of them criticizing Lyude on not stopping Operation Sweep in Azha, betraying Alfard, and one... calling for help. Strange.

Anyway, head to the southern exit of this place, or so to say, where you came in here the first time you went to the real Goldoba. Collect the Angi Tuba in here, then go back to the main hall and take a right, entering the room below which was the engine room in which you escaped from. Head to the back side of it for a Mithril Helmet, and return to the main room, and head to the room on the upper-right. Everything will go black, and the Imperial Commander way back

in Diadem will tell Lyude about how the Empire has fallen because of him/

It seems no one except Lyude can hear these ghastly voices, though, so Lyude acts like a nutcase while all this is happening. Hmmm. Take the chest in here for a Jasper Gem, which happens to be Lyude's class 6 item. Yay, now that's what I like to see. Return to the main room, and enter the bridge for no real reason. You have to enter all the rooms in here if you want to proceed, some other stupid idea that Namco cooked up. Once you done that, enter the room to the upper-left.

Once in here, Skeed will appear in Lyude's mind, along with Vallye. Remember, Lyude's siblings, who killed Almarde, his nurse? They'll tell Lyude that they never loved him, and that he never loved anyone else, so this ends as Lyude screams at something Kalas sees as not existing. Again, he looked like he was going mad there. Collect the Skull Earrings here, and return to the main room, where Lyude will see Almarde, who criticizes him on how unrightful he is, and how he never deserved to be loved.

Here's where Lyude just gives up. He kneels in the sheer pain and agony of all this, when Almarde tells him to go with her, and she'll ease his pain. Lyude considers this for a second, when a voice tells Lyude to find the correct question, and the correct answer. After this happens, Lyude rises to his feet and points his gun at the illusion of Almarde, who turns into a rehash of Gnosis and Sikri, named Rampulus. After Gibari gives a nice insult, and Savyna seems to overestimate it, a battle begins with the parasite.

```

++-----++-----++
||          Boss: Rampulus          ||          Party: Kalas, Lyude, Gibari          ||
||          HP: 13000                ||          Levels: 48-51                ||
||          Weakness: Light, Wind    ||          Strength: Dark, Chronos      ||
++-----++-----++
|| Another massive health count, eh? Too bad that it's a very easy boss,    ||
|| nothing that you haven't seen before. It has the normal chronos and dark  ||
|| based attacks, and it has a "Death Count" attack that rarely works, but  ||
|| when it does, will you knock you out. Not overall pleasant. It's also a  ||
|| bit faster than a few bosses we've fought in the past, but overall, just  ||
|| about all that it has going for it is its high HP. Much like Sikri from   ||
|| what seems like years ago, isn't it? But anyway, being how you've grown  ||
|| like, 10 levels since Malpercio, this shouldn't be too bad.              ||
||                                                                            ||
|| Rampulus has quite the weakness to light and wind, which makes Kalas and  ||
|| Gibari quite good for wind, and Lyude good for light. Not to mention the  ||
|| fact that Kalas has Rays of Truth and Fangs of Light, weapons and        ||
|| finishers of the wind element, in effect. Gibari should have gotten a    ||
|| huge new supply of wind based weapons since the last time you used him    ||
|| (unfortunately for me, I rarely use Gibari), so re-equipped him with the  ||
|| new gems may be something in order. But either way, as long as Kalas has  ||
|| his normal stuff and Lyude's got Rhapsody, you should have no problem.    ||
++-----++-----++

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As the Mind Parasite, the slimy excuse for a worm, as Gibari put it, dies, you see the illusions of the Imperial Commander, Skeed, Vallye, and Almarde, the latter of whom bows as she fades away. That's the real nurse that raised our backstabbing... wait, Folon was wrong, I mean, courageous Imperial traitor. You'll get Lyude's level 8 finisher, Presto, from that. The Phantom Goldoba will begin to collapse, so your group quickly gets out for the White Dragon, somehow. So, anyway, Savyna's quest next. Alfard time.

- + Enemies: Laramooga, Sowzana (Boss)
- + Items: Dragon Plum Bud, Centaurus, Skull Barrette, Red Impulse, Chaos Mail, Galeos Fangs, Phoenix Crest

Naturally, when you arrive in Alfard, you arrive in Mintaka. No reason to hang around in Mintaka, although it seems a deal more peaceful than when you came here before you fought Kalas, for example. Alright. Head out of Mintaka, and then on the Alfard map, you'll see another dot, north of Azha, south of the capital. That's Nihal Desert, might as well head in. Once you enter, you'll hear some soldiers discussing the return of "Lady Death", or in other words, Savyna.

As well as that, you'll see another chest you can't get until the scene is over. Something I hate, I swear. But anyway, once inside the cave there, you will reunite with one of Savyna's old friends, Azdar. You may remember him from the Lava Caves, before we fought Geldoblame. But anyway, he'll tell you the situation, telling you that the Mad Wolf Unit of the Empire is helping Azha out. This is two years AFTER the Mad Wolf Unit slaughtered just about everyone in the entire village.

But anyways, a girl will enter, whom Savyna will remember as a person who called her a murderer the first time we were in Azha. Shame to be Savyna, I guess. But anyway, you'll then camp outside the cave, with a fire. What the hell is the point of having a fire in a desert, I'd like to ask? But anyway, Savyna will tell you how she was born. She was taught only how to fight and to kill, and was actually there with Giacomo and Ayme two years ago in Mira, to kill Kalas's family.

Well, that we already know. I'd like to note that Kalas is facing away from Savyna and the fire, and Mizuti seems to be asleep. But anyway, once the short and quick scene is over, you'll be ready to head forward into the desert with Azdar, and clear out the ghouls. Or actually, trek through behind Azdar, and find him. Talk to Azdar inside, and he'll continue inside first. Meanwhile, there's stuff to get. Head to the upper-right for Savyna's class 6 item, the Dragon Plum Bud. Yay.

Head to the left and check the barrels there, and you'll find a Constellation Magnus Centaurus. And now leave this place and head up the hill near this cabin, and collect the Skull Barrette there. Anyway, since you've gotten the Centaurus and the Dragon Plum Bud, I recommend leaving Nihal Desert and going to Azha (the quickest) and leveling Savyna up. Getting an extra item, not to mention being able to fit 60 cards onto Savyna and doing nine attacks instead of six, is great.

Alright, fast forward to inside the cave again. Head up to the hole leading to the inside of the desert, and the woman there will give you a Twinstone Compass, which has a blue orb pointing towards water, and an arrow pointing towards our way forward. Shouldn't be too difficult, overall. However, go to the pots at the bottom-left side of the room, and take six canteens of Pristine Water with you. Trust me, the more water you have, the better. You need it.

When you're ready, climb up the ladder at the northwestern side of the room, and you'll be inside the desert. Basically, there's a huge number of screens throughout this place, and every time you go from one to another, you lose a Pristine Water. If you don't have any Pristine Water... then you pass out, and Azdar automatically returns you to the cave. He's such a nice guy, isn't he? Really, I'd marry him. Or not... actually, when you first enter, head to the west, and walk over to the guy there.

Give him some Pristine Water, and he'll hand you a Red Impulse. A weapon for Savyna is always good. Now head west to come to an oasis. Whenever you see one of these, FILL UP YOUR QUEST MAGNUS WITH PRISTINE WATER. That's important, I tell you. Also, for Wazn's animal side quest, take the Olifant here. After doing that, head west, ignoring everything on this screen, and then go to the north. You'll find another guy here, so give him some water and he'll give you a Chaos Mail, which is a piece of sweet armor, I say.

Anyway, just pass out here by wandering back and forth until you lose your water; this shouldn't take long. You'll wake up back in the cave, with some kids telling you that a man in a turban (obviously Azdar) was disappointed in you. Hah, that must have hurt a guy like Kalas. Anyway, after doing that, go back to the desert, and then head north. That's right, north, north, north, until you reach a REAL oasis. You may reach an oasis mirage, but go forward until get to an oasis that stays on the screen.

Take some water here if necessary, and then head west twice, to find another oasis, and a red flower at the south. You always know what a red flower will mean if you see one, right? You guessed it, a boss fight coming up very soon. However, first find the lost guy here, and give him some Pristine Water, in turn to get a Galeos Fangs for Savyna. Once again, weapons for Savyna are always quite good. When ready, save, and head south to find Azdar somewhat wounded. Just speak with him, and a boss emerges. Could be fun.

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||           Boss: Sowzana           ||           Party: Kalas, Savyna, Lyude           ||
||           HP: 12000                ||           Levels: 50-54                ||
||           Weakness: Water           ||           Strength: Fire                ||
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|| Wow. It's a rehash of Fadroh. That's something we don't see every day. ||
|| Either way, this is the easily one of the most annoying but interesting ||
|| battles in the whole game. While Fadroh used Orb of Magical Offense and ||
|| killed you with two attacks that did 1200+ damage apiece, Sowzana uses ||
|| Orb of Magical Defense, making your attacks do about 300-400 damage at ||
|| the very most. Sure, Sowzana's attacks aren't that powerful, not even ||
|| those annoying darkness based finishers, but this fight will be one of ||
|| the longest in the entire game. I'm talking long like Kalas. Really. ||
||                                     ||
|| Because of the very little damage you'll do, you need to stick with the ||
|| elements that Sowzana cannot defend against. Fire is a no-no, because he ||
|| has an 80% strength to it. His defense is fire-based, making water quite ||
|| bad. Stick with light, darkness, chronos, and wind based attacks; that ||
|| way, you'll do lots of damage while simultaneously, seeing him uselessly ||
|| defend with fire. Savyna is almost void of use in this fight, but you've ||
|| got to use her, sadly. Anyway, the fight is long, but keep yourself with ||
|| high HP using Peanuts and such, while using Kalas and Lyude mostly, and ||
|| you should win before you go to sleep and let Sowzana get a free turn. ||
++-----++
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Sowzana remains alive after that fight, and is about to hurt Savyna, when a girl shows up and calls for her father. That monster, Sowzana, is actually the girl's father. You'll see the ghost of her dead father, and then Azdar will realize that the dead bodies of the people killed in Azha were thrown into the Lava Caves to burn, but Malpercio's taint came to them and turned them into ghouls. Sowzana attacks Savyna several times, and then knocks her out with a blast of unholy light.

The girl walks up to Sowzana, but the beast can't recognize her, the dirty thing he is. As he's about to land his mace on the girl, Azdar stops him, and well, that's the end of that. You get a great finisher for Savyna, so many

joys for that. Outside that battle, the girl who previously hated Savyna and called her a murderer acknowledges how brave she was for standing up to that beast, and gives her a Phoenix Crest, an awesome weapon. Anyway, time to do Xelha's side quest. On to Anuenue.

~- 13f. Illusory Fortress ~~~~~~

- + Enemies: Kulcabaran (Boss)
- + Items: Apple Pie (Full), Aqua Truth, Bloody Vortex, Linnet Statue, Skull Anklet, Silk Veil, Seal of Water

Once in Anuenue, head to Komo Mai. I refuse to make another section for Komo Mai, no matter WHAT you say, so start by going to the screen right before the palace of Queen Coreellia, and enter the right wing of the school. Once inside the school, head to the right and enter the room at the wall there, and talk to the principal, sitting down at the table to the upper-left. She has the forbidden Book of Magic and is reading it now, but won't let you read it unless you get her an adventure book. No problem.

Go to the left wing of the school, and enter the room at the far left side, and once inside, examine the plants to the left, where you'll find the novel that the principal is looking for. Zing. Take this to her, and she'll tell you that you can only look at it from this table where she can "observe" you, and I believe Mizuti summed it up best with her quick comment here. But anyway, just head to the left of the table and examine it, and... you go right inside the book. Yay.

Once inside, you'll find yourself in a huge room with twelve doors, one of them leading to another door and two treasure chests, and eleven of them which lead to enemies in which you HAVE to fight. Repeat, Kalas will just run forth like an idiot and fight them, and you can't run. But anyway, you've got this guide, so you don't need to fight a single enemy except the boss, if you're listening to me, of course. ;) First of all, start with the door on the very far bottom-left, but don't enter it.

Go three doors up from this one, and enter the one there. If you entered the correct door, you should see an Apple Pie (Full) and an Aqua Truth inside two treasure chests in front of you. Get 'em immediately, we always want this kind of stuff to be added to the things we have in our inventory, am I not correct? Once you've done this, examine the door, and then Xelha will recognize the seal of Wazn on the door. Hmmm, what's it doing in Anuenue, in that case? A moment later, a bright flash of light comes from the door.

Xelha gets a flashback of when she was just a little girl, and speaking with her mother about the duty of the Ice Queens. I swear, young Xelha says "Yes, mother" about as often as adult Xelha says "Kalas!" when the guy gets hurt. But anyway, the way Xelha is seeing these flashbacks is the same way that Lyude was from the Phantom Goldoba; only she can see these. However, neither Kalas nor anyone else will comment about her going nuts. Only thng is, you're in a different large room.

Go to the very top two doors of this room, and enter the eastern one of those two. Another hallway, two more chests, and another door. Inside these chests, you'll get a Bloody Vortex, a great weapon for Gibari, and a Linnet Statue, which just so happens to be Xelha's class 6 item. Anyway, examine this door once again, to get another scene with Xelha and her mother. So anyway, after that brief scene, you'll find yourself inside yet another large room. Just as easy as the first.

In fact, this one is exactly identical to the first one. It's the fourth door

on the left, the same one you opened in the first floor, that you have to open this go around. Once inside, just grab the Skull Anklet and Silk Veil, and examine the door for another flashback with Xelha and her mother, this one taking place in the port of Cursa, instead of in the castle. After that, you won't be in one of those large rooms with twelve doors to test out, thank god. Instead, just a cutscene to do the work for ya.

The real book of magic is lying right in the middle of the floor, in which Mizuti can detect incredibly energy from. Xelha says that her mother told her not to back out of such things in the past, and thus, releases the power from within it, to which everything goes black, and five wizards appear. Xelha tells them that she is the last of the Ice Queens, but then, the wizards give her a bit of a test by throwing a large Sabre Dragon like beast at her. If I didn't know any better, I'd say this is a fight.

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||           Boss: Kulcabaran           ||           Party: Kalas, Xelha, Savyna           ||
||           HP: 10000                   ||           Levels: 52-55                           ||
||           Weakness: Wind               ||           Strength: Chronos                       ||
++-----++-----++
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|| Well. The Sabre Dragon was the single easiest boss in the entire game, ||
|| and Namco decided to rehash it. It just turns out, that Kulcabaran is ||
|| perhaps the easiest side quest boss, and definitely the easiest boss we ||
|| have fought in a very long time. Much different than Sabre Dragon, and ||
|| not suiting a creature of such proportions, the Kulcabaran is weak to ||
|| wind, and strong against chronos. As for finishers, it's not much, even ||
|| if it's got one that it'll use very rarely, in which it'll steal about ||
|| 600 HP from you. Not too bad, overall. We have beaten Kalas before, ya. ||
||                                     ||
|| So anyways, since this boss has such a weakness to wind, this makes a ||
|| certain couple here, Kalas and Xelha, very useful, since we practically ||
|| always use the former, and the latter we have to use for the fight. If ||
|| Kalas has a Void Phantom from the Celestial Alps, you can expect about ||
|| 300 damage from that alone. With the Wind God Blade and Energy Wave, ||
|| along with Xelha's Wind Blow Lv 4s and Whispering Wind, you should get ||
|| this battle over with very quickly. Oh, and also say hello to Savyna's ||
|| nine hit combo. Very suitable for a woman such as herself.           ||
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Once you finish that fight, you'll get an Aqua Burst Lv 6 (seriously), and even better, Xelha's level 8 finisher, Seal of Water. I mean, it's not too impressive looking for a finisher of such rank, but it's definitely better than nothing. Anyway, once that fight is over, there will be one tiny, quick scene, and you'll be out of the book. Wow, that was the shortest side quest yet. It's time to hit Gibari's, in the depths of Diadem. Return to the port of Anuevne, and embark for Diadem!

~- 13g. Nashira ~~~~~

+ Enemies: N/A  
+ Items: N/A

After you set out for Diadem, you'll arrive in Sheliak, the castle town. We could have had things set up in a little more convenient of a way than that, but anyway, just make your way over to Nashira, where you'll find the Diadem Knights defending the whole village from monsters! However, as soon as Gibari enters the village, you'd think a boss fight was beginning, but no, it's not anything big. In fact, you don't even see it as Gibari slaughters every single monster in the whole town. What a great guy, that Gibari is.

Once that scene is over, a Diadem Knight will ask Gibari why he quit the knights in the past, but Gibari doesn't like to go into his life story, either with the supposedly 19 year old Kalas, or the Diadem Knight. Well, I guess we ought to let Gibari go his way as we go ours. After that scene, enter the house just to the right of the shop, with the orange light coming from it. Once inside, an old woman will tell you to help Anna and Rebllys, as well as her sick grandchild, Shorty.

Supposedly, Shorty went outside to play but was attacked by a monster, got bit, and got a fever that could only be healed with Pekusa seaweed. But the thing is, Anna left for the Greater Celestial River when she heard this, and hearing the news, Rebllys then broke off to rescue Anna. Which means we have old Gibari here, to save both Shorty, and Anna and Rebllys. So anyway, return to Sheliak, and you'll see the Greater Celestial River on the map. Just go to the westernmost landmark.

~- 13h. Greater Celestial River ~~~~~~

- + Enemies: Brolokis (Boss)
- + Items: Power Blade, Buoy of Light, Battle Suit, Corvus, Skull Creel, Balgora's Paddle

Talk about the shortest dungeon ever, the Greater Celestial River. What I was expecting was a gigantic place with water everywhere, but really, the flooded Lesser Celestial River in Diadem was a thousand times worse than this measly little place. Anyway, once you regain control, head a little bit to the left, climbing down the cliff just a little bit on the way, and you'll get a Power Blade for Gibari, there. Should have been a weapon for Kalas, but either way, it's something that we've got.

Head up the hill nearby, and collect the Buoy of Light from it. Heheh, that just happens to be Gibari's class 6 item. Now just head up the next hill, to reach a new screen, with Rebllys lying there. Anna went on ahead, and Rebllys didn't manage to stop her. Hmmm... I suppose Rebllys was too lazy to go with Anna or something? Slacker. After the talk, head to the far left to find a chest with a Battle Suit, and then head to the right, to find a small passage sticking inside the two cliffs.

Inside this is a Constellation Magnus Corvus; just mash A a bit to find it. Once you've got that, head up the cliff nearby, and take the path to the left to collect a Skull Creel there. I swear, the skull armor seems to be in every side quest imaginable. Once that's all done, head to the right to find a red flower. That has to mean something, am I not correct? Yup. Just head beyond the flower, and you'll find Anna there, quickly rejoined with Rebllys. So, the guy isn't as lazy as we thought.

However, it appears that the Greater Celestial River is flooded, and you can't pick Pekusa seaweed from it under its current conditions. So Rebllys decides that they can fish, because the fish have to have the seaweed stuck in their throats. Here's the most boring scene in the game. Eventually, with Gibari's help, Rebllys catches a fish, although Gibari delivers the coolest line in the whole world to Rebllys, "Shut up and fish!". LOL. But anyway, it turned out that Rebllys caught the Lord of the Greater Celestial River. Ouch.

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||           Boss: Brolokis           ||           Party: Kalas, Gibari, Savyna           ||
||           HP: 13000                 ||           Levels: 53-57                 ||
||           Weakness: Fire             ||           Strength: Water               ||
++-----++-----++
|| This fight very much reminds me of Malpercio. You have a boss that's           ||
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|| supposed to be really tough, and have high, but not TOO high, HP. They ||  
|| both have quite powerful attacks, but they're both extremely slow. Did I ||  
|| mention that this is a rehash of the Thunderfish? Some "Lord" of the ||  
|| Celestial River. Anyway, Brolokis has Venomous Droplets, in which he'll ||  
|| always use twice, on two different characters. He also has Frost Cloud, ||  
|| fitting in with every single other water based boss in that they just ||  
|| have to freeze your characters. He'll rarely use that, however. ||  
||  
|| Anyway, Brolokis has a major weakness to fire, as you may be able to ||  
|| guess. This makes Savyna a great choice, and obviously, Gibari has to go ||  
|| since this is his side quest. Anyway, use Savyna's best finishers and ||  
|| best weapons for this fight, especially Vanish Grenade and Red Impulses. ||  
|| Kalas should have Kusanagi Blades and Efreeti Sabers, both of which will ||  
|| deal out massive amounts of damage. You may have to throw in a bit of ||  
|| defense here, since Brolokis's attacks will do about 800-900 apiece. But ||  
|| anyway, just attack and defend well, and this fight will be over before ||  
|| you know it. Also, shouldn't the boss be named Balgora? Just wondering. ||  
++-----++-----++-----++-----++-----++-----++-----++-----++

Once that fight's over, you're faced with a huge dead fish right behind you, and a battle that's won. Not to mention another boring and drawn out scene. Gibari and Rebllys brag about each other, and then say "Ha ha ha" four times, APIECE. Filler, if there ever was such a thing. But anyway, Anna takes the Pekusa seaweed from the Brolokis's mouth, and you've got Gibari's level 8 finisher, Nemesis Fall, so it's all good. Fast forward to Shorty's house. Remember Shorty, the kid who was sick?

Shorty's fever will immediately drop, as Gibari and Rebllys feel the need to pull in more intentionally pathetic nonsense into the scene, laughing some more and bragging. But all the same, Rebllys will give you an extremely good water based weapon for Gibari called Balgora's Paddle, in which he's giving to you because if you ever want to beat him, you need the best gear. Haha, right. Anyway, you'd better save up and class/level Kalas, Gibari, and gang up. When ready, go to Duhr, for Mizuti's side quest.

-- 13i. Zosma Tower ~~~~~

+ Enemies: Mysterious Shellfish, Gul-Bar-Mool, Breacher, Wizard Shadow (Boss)  
+ Items: Tradescantia Petals, Skull Birdie, Aquila, Alias Fall

Be warned. We have to solve four more puzzles underneath the Zosma Tower, in this go around. This place will cause you to pull out more hair than that on your head, so if you need a haircut, that's the perfect time for you to go to this absolute fiery hellhole. When you've made the necessary preparations, go to Duhr normally, and then a kid will tell you that Kamroh, a few others, and Kee went deep into the Zosma Tower. Kamroh and Krumly, that's fine, but Kee? Mizuti has to put an end to that!

Return to Zosma Tower normally, and the Child of the Earth whom we met the last time we were here will tell you that the floors below are harder than the upper ones, especially the one just below. So anyway, take at least four Weak Flames from the wood on the left. I still had two Pristine Waters from Nihal Desert, and the Family Tree on one Quest Magnus, giving me five empty spaces. That'll be good for the Weak Flames. When you're ready to solve some puzzles, just head down the elevator.

Heh, you can already tell this place is going to suck. To be honest, if you don't have Pristine Water to put the fire out here, you can get stuck. I am dead serious, so before you try anything, SAVE. That's quite important. So in any case, under the Zosma Tower. Make your way past these four steps of blocks



and head to the left, where you'll find a torch. Light it quickly, and then, it's time to work. First of all, stand on top of the block just nearby, but push nothing quickly.

Lean against the nearby block, but DO NOT PUSH IT. Wait until the yellow block to the far right is way above it, because it can screw everything up. When it is as high as it can go (it freezes once a block starts moving), push that block near you, and it'll go right into another block, also pushing it. Then another block will fall, creating a small Egyptian pyramid of blocks to your right. Okay, head to the right and defeat the Breacher on the platform there, and collect the Delinquency Stone if you want.

Having done that, climb on top of the block to the right, and push the very top block of the pyramid into the back wall, to form a step to the upper-left. Alright, it gets tricky. Head to the left, where you originally lit the lamp. But do not push this block yet. PUSH IT WHEN THE ONE ON THE FAR RIGHT IS LINED UP WITH THE YELLOW BLOCK. Since you'll be pushing one block into another, but you want the elevator block to stop it. So when the yellow block is in place, start pushin'!

Good, we have three blocks remaining. Head to the right where they are, and push the one on the bottom-right into the eastern wall, and a block will rise just near you. It will disappear if another block enters the wall, as another dirty Namco trick, so YOU HAVE TO PUSH THE ONE ON THE RIGHT FIRST. Extremely important; we don't want a block stuck in midair. Once the eastern block is in the wall, push the western one, and an elevator will appear leading you into the depths of Zosma Tower. Come on, this was enough.

I really recommend that you go back and save. Plus, climb the steps that formed to the upper-left, and you'll get Mizuti's class 6 item, Tradescantia Petals. Going to Algorab Village to level up, as well as examining the chest we couldn't originally get, which holds Savyna's level 7 finisher, Inferno Cannon, is quite highly recommended. Plus, that was one of the hardest floors. After you're done with that stuff, leveling Mizuti up and the like, go back to the second floor of Zosma Tower.

So... we're on the second floor for the first time. The elevator that takes you down here will alternate between going up and down, so make use of that, since we'll need to do that many times. First of all, when you land, light the torch to the left, and then wait for the elevator to go up while you stay at the same position. When it comes down again, get on it to reach a floor a bit below. Once here, head to the right and push the two blue blocks into the wall. Hooray, a block went down and a bunch of enemies appeared. Wonderful.

We needed to do it, though. Now take the elevator up to the floor just above, and head to the right to push the red block off there, and onto where the blue blocks stood just a bit back. Heh heh heh... now return there, and go behind that block and push it to the floor. Now, climb down to the floor, and defeat all the extremely annoying enemies here. After doing that, push the red block down, then to the upper-left. Look near you to find a column made out of two normal blocks.

Alright, the block you're pushing has to be to the BOTTOM LEFT of this little column. I repeat, not the bottom-right and not the upper-left, it has to be to the bottom-left, or things won't work out. Once it's in place to the bottom left, climb onto that pillar and back to one of the other floors, but behind a red block. Push it upward, and then it'll fall into place inside a green hole. Return to the floor, and push this next red block all the way to the bottom-right corner. Good, time to do the third floor.

You'll start between four blocks, placed around the bottom of a large room, and enemies around you, oh noes. Anyway, climb down to the floor and get to the block on the left, setting some flame there. Once you've done that, find a red block on the floor, but before doing anything, kill the very annoying Breacher in the middle of the floor, and push the red block in front of the column made out of two normal blocks. No further and no less than this, thank you very much.

Once this is done, climb up to the block, and then to the floor above, and defeat the Gul-Bar-Mool here. If you don't do that, it'll just up and block a block (haha) that you have to push in just a bit, and that's not something we want. Once the Gul-Bar-Mool is gone, return to the floor, and grab that red block, pushing it to the upper-left of the lamp, near a column made of two normal blocks. Climb up there, and then you'll find yet another red block there. Important, DO NOT PUSH THIS AT ALL.

I cannot stress it enough, but to reduce any possible filler, don't push the block; instead, climb on top of it and reach the floor above to find a block in which you need to push to the right. Heh, and the Gul-Bar-Mool would have blocked this, I assure you. Once it falls into place, return to the floor, and look. We want to get behind the block that we climbed up a second ago, but it can be done, however hard to see it is. See the green hole at the corner? You need to place a block diagonally from this.

Get to the one in which you used to climb up that two block column a second ago, and push it one square to the bottom-right of that hole. You probably won't be able to see it, but you can indeed climb behind the block, with the place that this block is now positioned. Climb behind the red block above, and push it to the left, until it falls in the hole. After having done that, return to the floor. Push the remaining one block into the green hole, and you have this floor complete!

Well, one other little tidbit. ;) Go to the corners of the room to collect a Skull Birdie, armor for Mizuti, and a Constellation Magnus Aquila at the other one. ;) Anyway, we're on to the fourth floor, but I thought you should know, the other three floors, especially the first, took me several retries, while I did the fourth on my own, the first time, with almost no time at all taken to figure out how to do it. That's always refreshing to know, right? When ready, proceed down to the fourth floor.

Okay... now this is a wacko floor, if there ever was one. You can see what, anything? But anyway, once you land, light the lamp at the bottom, and then push the nearby block into the gap at the left, even if it isn't a hole or anything such. Now climb down to the floor and head to the left of that, and climb up to the left of the red block there. Alright, this is why we pushed that previous block into the gap. Push it, push it, push it, putting Tool's song "Pushit" aside, until it's in front of the lamp.

Make your way down to the floor and from the left, climb up to the platform with the lamp, and then push this red block down. I know, it may take a small bit of effort, but when there's a will, there's a way. Continue to push it down, and it'll fall into a hole. Just like a bear hibernating in the winter, I guess. Now climb over to get to the southern side of the room, and push the nearby red block one bit to the left, and it'll fall into the gap. Hah, I see some similarities.

Head to the red block to the left, and push it just one bit to the left, and no more. I repeat, no more than that. Now head down, and push these blocks in their holes! There are holes nearby, don't worry, so after you've done that, go around to the other side, climb down to the floor, and push the block there

into its appropriate hole, then every single platform in the entire room, except a few above and the two yellow platforms, will disappear. Good to know. Having done that, use the first yellow platform to save. You need it.

Once you've saved, just in case, head to the yellow platform at the bottom corner, and take it down to the basement of the tower, where Kamroh, Krumly, Kee, Kay, Koh, and two elders are confronting a shadow of an ancient wizard, but when the two mayors, Kamroh and Krumly, try to take the Ring of Souls from the shadow, it knocks them down easily. Kee then dashes in, but he also gets knocked out. Mizuti then dashes in, angry. She walks over to Kee, who shows a bit of bravery.

He says that the world shouldn't rely on Mizuti, a single extremely strong hero (or heroine, in this case), but rather, upon everyone. So after this, Mizuti steps up to confront the Wizard Shadow alone. Yep, it's just Mizuti, but what do you know, this is like Xelha's Goddess of the Ice battle. I got much worse luck this go-around than in the Lake of the Dragon, and actually won with 2 HP remaining. But keep up the good fight; it is all luck, anyway. Camera and chance cards are there too, so make sure you get both.

After you've won that fight, the Wizard Shadow disappears, having given the Children of the Earth the Ring of Souls, and dropping Mizuti's level 8 finisher, Alias Fall. Great. To make Mizuti the ultimate character, I got lots of Aqua Burst Lv 5s, Fire Burst Lv 5s, and Chronos Blow Lv 5s in this dungeon, extremely useful in Cor Hydrae to come. This all ends in a rather humorous way, as Mizuti requests to be called "The Great Mizuti", and Kay and Koh make comments on this. Also a cliff hanger, though. Grrr.

-- 13j. Cor Hydrae Castle ~~~~~

+ Enemies: Wolgarb, Vorleg, Apollion, Diabolos, Demonic Hands, Sibling God Ar (Boss), Sibling God Bo (Boss), Sibling God Che (Boss), Sibling God Le (Boss), Sibling God He (Boss), Malpercio (Boss), Malpercio II (Final Boss)

+ Items: Fire Burst Lv 6, Chronos Blow Lv 6, Firefly, Voice 6, Desperda, Lord of the Wind, Dark Flare Lv 6, Light Flare Lv 6, Venus Guard, Chronos Blow Lv 6, Esperanza, Aqua Burst Lv 6, Sybil's Crown, Shield of Hope, Mermaid Nails, Wind Blow Lv 6, Brahma Eupho, Golden Helm

Alright, we've completed everyone's side quests, every character from Kalas to Mizuti has their level 8 finisher and are at class 6 with five seconds of I.T. and nine cards every attack turn, so now we're ready to raid Cor Hydrae! Still in Duhr, go to the port and take the White Dragon to Anuenue, and then head to Queen Corellia's palace, and once inside the throne room, speaking to Calbren. A short scene will commence, and then Kodelle and Glamyss will enter, both having completed their missions.

The plan, because Melodia did it in reverse, is to use the powers to the four islands' End Magnus to break the shield around Cor Hydrae. Duhr and Wazn are not included for some reason, and Alford's cannot be used because its leader, the only one who could control its End Magnus, Geldoblame, is dead. So that leaves four islands. While the Great Kamroh enters and argues that this would be extremely dangerous, King Ladekahn and Duke Calbren argue that they have to take the risks.

Catranne then enters the room, with Lord Rodolfo of Sadal Suud. 'Tis been a long time since we've seen him, eh? Anyway, he's not a bad guy by a long shot. You'll then be taken to a room; the following day, the leaders of the four islands are going to use the powers of the End Magnus to break the shield. All six party members are gathered, but Lyude brings up an idea that Georg was

bound to Malpercio as Melodia is, although Georg created Kalas and Fee to defeat Malpercio, while Melodia fights with Malpercio.

Lyude also adds that Malpercio harnesses the End Magnus of destruction and death, and Kalas has Fee's Magnus of Life, the two of which are opposites. Xelha and Gibari deliver... "inspiring" speeches, so to say, as Xelha adds that Melodia must be Malpercio's curse, while Kalas is his prayer. Doesn't make sense to me, but oh well. When you wake up the next morning, leave this room, and return to Queen Corellia's throne room. Once inside, the plan to use the End Magnus of each island starts.

The leaders prepare themselves, as at the Celestial Tree of Anuenue, Corellia uses the power of flowers to attack the shield; at the Shrine of Winds at Diadem, Ladekahn uses the power of wind; at the Moonguile Forest in Sadal Suud Rodolfo uses the power of water; and at the Shrine of Spirits in Mira, Duke Calbren uses light. However, once the four powers are used, it doesn't work! Nope, not powerful enough. The four leaders start getting attacked and their powers going out, when Alfard's power ignites!

Ayme and Folon, together, use the power of fire to break at the shield. Well, those two are nicer than I thought! So anyway, flowers, wind, water, and light get their powers back, and break through the shield. So after that, you'll land in Cor Hydrae. However, once inside, your group steps up and then the ghosts of Ar, Le, Che, Bo, and He (the gods!) appear. C'mon, those are very cheesy appearances, especially with their limbs missing and surrounded with blue flame. =D

This is a rather amusing cutscene, as Savyna admits to hating ghosts, and Mizuti says that she is invincible to everything except ghosts. Everyone starts to laugh at Savyna for her hate against ghosts, but anyone in their right mind knows that laughing at Savyna puts the rest of the netherworld upon you... or however she put it. Anyway, you're now free to wander Cor Hydrae Castle! Big enemies, though. Start by collecting the Fire Burst Lv 6 in the bottom-left corner, and the Chronos Blow Lv 6 in the bottom-right.

Wow, not every day that we get a level 6 version of Chronos Blow, or hell, any other magic Magnus. After you've got those, head forward, beyond the large bull-wannabes and Fadroh/Sowzana-wannabes. And in the next room, past all the angels and such. Once you reach the next room, you'll see yourself faced with a blue flower, five different paths, and a few Fadroh-wannabes. Anyway, each of these paths will lead to a different god, but there's a certain order I prefer to do it. Here are the places these respective paths lead to:

Bottom-Left: Bo  
Upper-Left: Che  
Central: He  
Upper-Right: Ar  
Bottom-Right: Le

My preferred order of fighting the bosses is Ar, Bo, Che, Le, and then He. Once you've beaten all five gods, a teleport will appear at the center, which will take you to the inner sanctum of the castle, Malpercio's room. Anyway, I'd recommend that you save and level yourself up; I was personally able to get my lowest leveled character (Gibari) at level 56, and my highest level character (Kalas) at level 61, so you shouldn't have too many problems. Start with Kalas, Savyna, and Mizuti, and get going on the upper-right passage.

In the very next room, continue across the corridor to the right, fighting off the Demonic Hands if necessary. Along the way, you'll find a semi-visible orb of light; examine this to make a teleport appear in some... room, I suppose.

Actually, it's the room right before you fight Le. Enter the next room; rather large, I see. Collect the Firefly and Voice 6 Magnus lying around in these treasure chests, and then enter the room at the back wall to come into an encounter with... Sibling God Ar.

```
++-----++-----++
||      Boss: Sibling God Ar      ||      Party: Kalas, Mizuti, Savyna  ||
||      HP: 14000                  ||      Levels: 56-61                ||
||      Weakness: Water             ||      Strength: Fire                ||
++-----++-----++
|| Well, 'tis been a while since the last boss fight, considering the Zosma ||
|| Tower and all. Anyway, Ar is a huge fire based user, with no less than a ||
|| 100% weakness to water, and no more than a 100% strength to fire. This   ||
|| makes fire almost completely obsolete, so hopefully you have an Aqua     ||
|| Burst Lv 6 for Mizuti, and Savyna's ready with Hellblood's Hammer, Aqua  ||
|| Impulse, and any and all other water based weapons that she has. Kalas   ||
|| will also be good with an Aqua Truth or two, as well as the Water Blade  ||
|| finisher ready, while Efreeti Sabers, Kusanagi Blades, etc. are gone.    ||
||                                                                            ||
|| Ar isn't really too powerful; he'll attack six or seven times and often  ||
|| finish with a fire based attack that'll usually set you on flames. This  ||
|| is strong, but really just... not as great as it sounds. I mean, the     ||
|| attack will only do about 900-1000 damage; that's just not much at this  ||
|| extremely late point of the game. He'll use "Seal of Health" when he     ||
|| reaches critical HP, healing 2100 HP to himself, but it's not much to    ||
|| worry about, since I managed to do about 1500 damage a turn if I threw   ||
|| some number combos and water attacks in there. Not a hard battle.        ||
++-----++-----++
```

Once you're finished with that battle, you'll get Savyna's level 9 finisher, Deadly Heat Scythe. That's right, everyone has a level 9 finisher, and this god was of fire, therefore the strongest fire user in your party, Savyna, would take it. So anyways, Savyna was the first person to get a level 9 finisher, Kalas will be the next! Anyway, return to the main room, where Kalas will notice a red beam shooting to the ceiling. Once all five are active, we can go on to Malpercio.

I know, Che is NOT the next god we will face, but the take the upper-left passage anyway. Trust me. Head down the corridor, fighting any enemies that appear if you so wish, and when you arrive in a large room, examine the orb around the bottom side of the room, and you'll see in some distant room, the one before Bo, a teleport appearing. Well, that room is already full of those teleports, but we might as well go in there and take them anyway! Return to the main room, and take the bottom-left path to Bo.

You'll go through a room similar to the usual one that you go through; then you'll reach a room full of teleports and stuff. First of all, head across the path to the right and take the teleport there, and then you'll see two teleports right near yourself. Take the middle one to arrive in, what else, the middle of the room. Just take the teleport that you just arrived from; believe me. It won't just take you back, it'll take you to a platform with a Desperda. Collect it.

Return to the top of the room, and head south to reach a red teleport. Just take that, and you'll arrive on a platform with a single chest, open it to get none other than the almighty... amazing... Kalas's level 9 finisher, Lord of the Wind! Sure, it's not as cool as Chaotic Illusion, but my god... the power, the potential... take the teleport you just arrived in, and head forward, then examine the seal there, to make a treasure chest appear somewhere else. We'll get to that later.

Now return in that last teleporter to reach a Dark Flare Lv 6. Now go back to the upper side of the room, and take the teleport on the left, to arrive at the left exit of the room. Just head through, and in this large room, head down to find a Light Flare Lv 6. 'Bout time. Anyway, we're about to fight Bo; having Savyna and Mizuti with you is always recommended, and a strong fighter such as Kalas is always good. Enter the northern room when ready, and draw your blades.

```
++-----++
||      Boss: Sibling God Bo      ||      Party: Kalas, Mizuti, Savyna  ||
||      HP: 14000                  ||      Levels: 57-61                ||
||      Weakness: Fire              ||      Strength: Water              ||
++-----++
```

```
|| Obviously, this is an extremely similar fight to the one with Ar, cuz  ||
|| this god is weak against fire and strong against water, while Ar was    ||
|| strong against fire and weak against water. Anyway, Bo also has many of ||
|| the same attacks as Ar, although obviously, to fit in with his brothers ||
|| from the rest of Cor Hydrae, he has to have an attack that can freeze  ||
|| you, something that doesn't help to make him a likeable boss. What's    ||
|| more, I believe Ar to occasionally use an attack called Seal of Sanity, ||
|| but Bo seems to use it far more. This may confuse you, so stay alert.   ||
||                                                                            ||
|| Anyway, this fight will probably be even easier than the one against Ar, ||
|| mainly because Savyna has Deadly Heat Scythe. That's an incredibly      ||
|| powerful fire based attack, 275 power to be exact, so you should be able ||
|| to pull off about 2000 damage with that. Kalas has Lord of the Wind,    ||
|| which isn't Bo's weakness, but still does tons of damage nonetheless.    ||
|| Plus, Mizuti is likely to have more Fire Burst Lv 6s than Aqua Burst Lv  ||
|| 6s anyway; plus, Prominence is stronger than Mega Flood. Just tolerate  ||
|| the very annoying status effects, and this'll be an easy victory.      ||
++-----++
```

Well, that wasn't too bad of a fight; the one ahead of it is tougher, though. Anyway, the next boss isn't difficult to get to in the slightest. Did I mention that you got Lyude's level 9 finisher Finale, even if you won't use it until the fight with He. But anyway, take the upper-left path to the room where you getted that red teleporter in Bo's room, and when you arrive around there, you may notice there's nothing here. Hah, we already got it. Just go north to the boss room. Time for a good brawl.

```
++-----++
||      Boss: Sibling God Che      ||      Party: Kalas, Mizuti, Gibari  ||
||      HP: 14000                  ||      Levels: 58-62                ||
||      Weakness: Wind              ||      Strength: Chronos            ||
++-----++
```

```
|| This is by far the toughest of the three gods, likely because Che seems ||
|| to want to keep his defense boosted as high as he can, and his attacks  ||
|| also just plain hurt. It may have just been me, but Che took much longer ||
|| to take down than Ar or Bo, even it may have had something to do with   ||
|| there being far less wind based attacks than water or fire. Anyway, Che  ||
|| has one chronos based finisher which does a LOT of damage, plus it'll    ||
|| even paralyze you. Not fun. Did I mention that he has Seal of Sanity,   ||
|| ready to use any time? Che must have been a psychiatrist in his time.   ||
||                                                                            ||
|| However, you still have the super power that is Kalas for this fight.    ||
|| Trust me in that Kalas has never been this strong, if you have a nice   ||
|| Void Phantom or a few Air Slashes or Wind God Blades ready in your deck. ||
|| Plus, there's Lord of the Wind; couple that with your wind based weapons ||
|| and you'll be taking out that large HP like mad. Gibari also has weapons ||
```



|| While the fight IS quite long because of there being fewer chronos based ||  
|| attacks than that of any element in the entire game, Le isn't nearly as ||  
|| difficult as Che, because he simply doesn't have as many powerful ||  
|| attacks. While he does have Seal of Sanity and Seal of Health, both in ||  
|| which every other god has, he's still not that bad, despite having some ||  
|| finishers ready to annoy you. But anyway, to quickly do the most damage ||  
|| you can, concentrate on doing number combos with any time based cards ||  
|| that you've got, and eventually, you'll get finished with the fight. ||

++-----++-----++-----++-----++-----++-----++-----++-----++

Four down, only one more to go. Le will also drop Gibari's level 9 finisher, always something that you should look at. Anyway, return to the main room, and save up. Around now, I switched Mizuti and my secondary attacking character out for Xelha and Lyude, because the next boss needs to have darkness utilized against it, and the final boss is very weak against light, making Xelha and Lyude very good for that. When you're ready to conquer He, the final god, take the northern passage.

Remember me saying that He's part was the most annoying to get to? Because no fewer than five or seven Diabolos's were appear in this room, and it's just about impossible to break through this room without fighting two or three of the annoying sissies. But anyway, supposing you did Le's part like a good reader, you'll find a Sybil's Crown along the way, along with a Shield of Hope along the path, and a Mermaid Nails. And in the room before He, there's a Wind Blow Lv 6. Anyway, from here, just head north to He's sanctum...

++-----++-----++-----++-----++-----++-----++-----++-----++

|  |                      |  |                            |  |
|--|----------------------|--|----------------------------|--|
|  | Boss: Sibling God He |  | Party: Kalas, Xelha, Lyude |  |
|  | HP: 14000            |  | Levels: 61-64              |  |
|  | Weakness: Dark       |  | Strength: Light            |  |

++-----++-----++-----++-----++-----++-----++-----++-----++

|| Well... Ar wasn't bad, Bo was quite easy, Che was hard, and Le was long, ||  
|| I suppose He is right there with Bo in terms of easiness. Obviously, he ||  
|| has his share of light based attacks. Oh, that reminds me, He is a light ||  
|| based god. Besides Malpercio, there's no darkness based god, for some ||  
|| reason. Which is a real pity; finding some secret forgotten god after ||  
|| getting through with this fight wouldn't be too bad. But anyways, He is ||  
|| no different than all the other gods. He has Seal of Health and Sanity, ||  
|| as well as a light based finisher, but otherwise... meh. ||

||

|| I've found that He seems to be able to add onto the damage quickly, so ||  
|| you may want to try and get finished with He quickly. Lyude makes this ||  
|| quite easy; you'll never find as much use for Lyude as you will in this ||  
|| fight, what with the Devil Euphos and all. Using Presto and a bunch of ||  
|| darkness based attacks in a combo will quickly put He right back in His ||  
|| (alright, I won't start making religious jokes =P), place. While Kalas ||  
|| happens to be quite limited in darkness based finishers, throw his best ||  
|| darkness based weapons in there, and the fight will end in your favor. ||

++-----++-----++-----++-----++-----++-----++-----++-----++

Having beaten He, the beams of fire, chronos, water, light, and darkness rise up and create a teleport forward to Malpercio's lair. But there's one quick thing to do before we leave to fight the ultimate god, though. In the room right before fighting He, observe the orb to the right, and you'll make a treasure chest appear in the room right before you fought Ar. Return there, and just pick that treasure chest up to collect a Brahma Eupho for Lyude. Which is good, we need the best Lyude possible.

Return to the main room, and save up before going on. You've probably fought a ton of battles in that previous room, so being level 62-66 for this will be



highly recommended. Make sure you save up, as the fights can be quite tough. When ready, take the large gleaming teleport, and head to the room just ahead. Go past the Fadroh wannabe, then past the hall with the Demonic Hands, and you will find the dead gods sitting on their thrones, Melodia and Malpercio at the top. After Melodia's standard insults, Malpercio comes down!

```
++-----++-----++
||      Boss: Malpercio      ||      Party: Kalas, Xelha, Lyude      ||
||      HP: 16000           ||      Levels: 62-66                   ||
||      Weakness: Light     ||      Strength: Dark                   ||
++-----++-----++
|| Here we are with Malpercio, the ultimate god, a cross between Ar, Le, ||
|| Che, Bo, and He... but who is a little juiced up since the fight inside ||
|| Algorab. Malpercio now has a laser like attack in which will deal out a ||
|| large piece of damage, and he'll try to poison one character, then put ||
|| another one to sleep. As well as that, his (incredibly slow) attacks ||
|| will do up to 1500-2000 damage unguarded, but Malpercio is way too slow ||
|| to pose much threat with that. His biggest threat is the draining attack ||
|| which will obviously drive you nuts. ||
|| ||
|| Being of the sense of darkness, however, two characters with level 9 ||
|| light based finishers, along with Kalas's extremely powerful attacks, ||
|| this fight won't take too long. In fact, in some attacks by Xelha or ||
|| Lyude, I topped the average damage that Malpercio did. ;) While Kalas ||
|| got stuck with a bunch of armor and NEVER got attacked (seriously), the ||
|| fight could probably be won with only Xelha and Lyude. Just make sure to ||
|| pull as many combos with light based finishers such as Soul Flash, Wheel ||
|| of Light, Rhapsody, and Finale as possible, and the fight will be over ||
|| before you know it, even putting aside the very high HP. ||
++-----++-----++
```

Once that fight is over, Melodia is once again angry about how Malpercio lost to you, but then Corellia will appear and tell Melodia about how Malpercio was incomplete, as just five body parts put together. Calbren then follows, begging Melodia to come back. After that, he'll tell her that it was his fault that Malpercio came back, and then you'll go into a flashback from nine years ago. Melodia was lying in bed unconscious, then laid in the Shrine of Spirits, dead.

Wait, Melodia died nine years ago? Impossible... Duke Calbren then called the power of the End Magnus, and Melodia rose, although her parents disappeared. So, supposedly, Melodia and her parents died somehow, nine years ago, but Calbren could not live with this loss, and used Mira's End Magnus to bring Melodia back to life. Melodia, being disgusted at hearing this, merges into one with Malpercio! Wow... then Malpercio drains power from the other five gods, and for some reason, King Ladekahn.

Malpercio then escapes to the roof, so we'll have to chase him down. Just head to the room on the right, and go forward to a save point. However, you ought to use a blue flower and level up until you reach Lv. 70 with Kalas, or so. What's upcoming will be a truly difficult fight, so when ready, head up the long set of stairs, collecting the Golden Helm on the way. At the top, Kalas and Malpercio will draw their weapons, ready for the very final battle. It's time... to get it... ON!

```
++-----++-----++
||      Boss: Malpercio II   ||      Party: Kalas, Xelha, Lyude      ||
||      HP: 20000           ||      Levels: 65-70                   ||
||      Weakness: Light     ||      Strength: Dark                   ||
++-----++-----++
```

|| This is right up there with the final fight against Giacomo, Ayme, and ||  
|| Folon, Fadroh, and Kalas with the hardest fights in the entire game. In ||  
|| fact, it may just be the toughest boss in the whole game, making quite a ||  
|| perfect final boss. Malpercio is just like his former form (haha), that ||  
|| he's extremely powerful, but kind of slow. This time, his attacks can, ||  
|| and will deal over 1500 damage if you don't block them, and around that ||  
|| much if you do. But Malpercio goes much deeper than that this time. He's ||  
|| actually a huge challenge, and you'll learn why in just a second. ||  
|| ||  
|| Try and get off your Light Flare Lv 6s, Finales, and Wheels of Light at ||  
|| the very beginning of the fight, or they may quickly become obsolete. ||  
|| That's because Malpercio has a move on himself called Seal of Entropy, ||  
|| which will change his elemental strength and weakness. That's right; he ||  
|| has a whole new weakness in which you have to deal with. However, it's ||  
|| very important to see what it is. If blue bubbles emerge, he changed to ||  
|| water. If red flames did, he changed to fire. If to green or aqua rays, ||  
|| then to chronos or wind. Or if white or black, then light or darkness. ||  
|| ||  
|| The worst part is, Malpercio will end this with a Dark Arrow attack, ||  
|| which not only does about 2000 damage, but will cause status effects, ||  
|| such as flames and confusion. Not only that, but once he gets below the ||  
|| halfway mark, he uses a very powerful draining attack that does about ||  
|| 1600-1700 damage called Enchanted Blade, on ALL THREE CHARACTERS. You ||  
|| read me right; he uses it three times, and then will likely start doing ||  
|| his extremely powerful attacks on all three characters. That's just ||  
|| brutal. Just... crank up on the healing items, I tell you. ||  
|| ||  
|| Malpercio tends to change to water first, so get the fire cards ready. ||  
|| You'll have to even out whether you attack or heal very well, but if you ||  
|| crawl below 1500 HP, immediately use an Avocado, Peanuts, or the Broken ||  
|| Earth Sphere, trust me. You'll need all the HP you can get, so heal even ||  
|| if you don't need to. Having below 2500 HP is worth healing. You cannot ||  
|| be too careful during this fight, so having one character with ONLY ||  
|| healing items is worth it. Meanwhile, you'll need to do the most damage ||  
|| you can possible do in a short amount of time, trying to finish the ||  
|| battle immediately after the Enchanted Blade episode. It'll be a tough ||  
|| fight and one that'll take several tries, but it's not impossible. ||  
++-----++-----++-----++-----++-----++-----++-----++-----++-----++

After that fight is over, you'll get an ending that takes up about forty five minutes to an hour, and even has a surprise "real" final boss. I won't spoil who it is, but you weren't expected this as a final boss, let me just tell ya. Still, just finish this boss as quickly as you can, using all of Xelha's best spells such as Wheel of Light to take out its 15,000 HP, while Kalas tries to use a Guardian Spirit attack. If he gets one of those, the final boss is gone. Still, it's just a joke. Enjoy the ending, it's a good one.

With that, congratulations on completing Baten Kaitos! There are tons of extra things to do, such as finding all the pieces of the Star Map, finding all of Quzman's family members, and getting all the animals to bring to Wazn. And after you've completed Baten Kaitos, you can always try out Chrono Trigger, Chrono Cross, Tales of Symphonia, Skies of Arcadia Legends, Star Ocean 3: Till The End of Time, or others. But anyway, this is the end of the walkthrough. Really, it's over. Adios. Or not.

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~ ~ ~ ~ ~ 14. Side Quests ~ ~ ~ ~ ~  
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By "side quests" I don't mean like Lyude's trip to the Phantom Goldoba, or

Mizuti's trip down the Zosma Tower again. By these I mean rebuilding the Star Map, and the locations of the constellations, the Family Tree and the members of it and how to get them, and the locations of the animals needed to make Wazn a more lively place. You can get great rewards for all this stuff, so how's about we get working?

-- 14a. Constellation Magnus ~~~~~

It's about 100% likely that if you've finished the Moonguile Forest for the first time, and fought Lord of the Spring and all, that you got a Constellation Magnus and next time you went to the church, a priest requested that you find all fifty of the Constellation Magnus, and he'd give you items for each. How can we pass THIS up? Here are the locations of all those Magnus!

Draco: You'll get this after defeating Sabre Dragon in early Moonguile Forest. That's where this side quest really begins.

Vela: Like a lot of flying enemies, Shawras from the Moonguile Forest drop some Constellation Magnus. So fight lots of them.

Puppis: Go to the stable in Cebalrai after getting some blank Magnus, and take Pow Milk from the pots. Give it to the woman in the house above the shop.

Pyxis: Just at the entrance of Pherkad, talk to the girl drawing on the ground, and she'll give you this.

Aquarius: Get some Pristine Water from Nunki Valley (where a guy is exercising in), and give it to the woman in the house where you meet Palolo.

Carina: In Nashira, head to the left of the shop (where you meet the fortune teller), and check the drawers to the right.

Pisces: Yes, Pisces is the fish Zodiac. Anyway, you'll get this after beating the Thunderfish in the Lesser Celestial River.

Cygnus: Explore the Cloud Passage thoroughly, and take the upper path before the Iron Beetle to get this.

Triangulum: Remember what I said about flying enemies dropping these? Albireos from the Cloud Passage do just that.

Hydra: After defeating Iron Beetle V in Elnath Castle, help the knights clean up to get this juicy Magnus.

Auriga: In Anuenue Port, enter the house on the ladder and examine the dresser at the back to collect this.

Taurus: In the Ancient Library of Magic, check out the History Section for this one.

Equuleus: On the third screen of the Holoholo Jungle, head down the ladder and head northeast to find several chests; Equuleus being in one of them.

Lupus: This is in the first house you see in Opu village; just examine the plants around the back.

Perseus: Still inside Opu, head down the stairs and talk to the girl near the save point.

Crater: Before climbing the Celestial Tree itself, head to the tent at the east

and collect this.

Ursa Major: Yes, I know how flying enemies drop Constellation Magnus. This one can be found by defeating Blood Leafs in the Celestial Tree.

Andromeda: I know that this one will be overshadowed with Kalas's class 6 item, but get this one after beating Gnosis.

Corona Borealis: You'll find this one in a chest inside Nekton, the Shrine of Spirits. Don't miss Water Blade either.

Hercules: It's the typical. You'll get this one dropped by Ray-moos in the Shrine of Spirits.

Cepheus: Two Constellation Magnus dropped by enemies in the Shrine of Spirits? Oh well, you can get this one from Fillers.

Virgo: And Virgo is my Zodiac sign, too... but anyway, you'll get this after beating the (incredibly easy) boss, Sikri.

Pisces Australis: In that museum thingy room inside Duke Calbren's manor in Balancoire, examine the drums.

Corona Australis: This one can be found inside the second screen of Coccolith, the Labyrinth of Mirrors.

Capricornus: You'll get this one at the end of Disc 1, after defeating Phantasm in the Labyrinth of Mirrors.

Ara: In the room where the soldiers are talking in Mintaka, just grab this one from the pots.

Lepus: This one is in Azha Village. Inside the large tower, look for a secret passage in the second room.

Serpens: Check the barrels in the mechanic's room in the Lava Caves in Azha Village. And get Dream Blade, too.

Ophiuchus: Bring a Cloud to the Shrine of the Winds of Diadem and defeat Naiad for this one.

Cancer: Bring a Celestial Flower Seed to the Celestial Tree of Anuenue and defeat Thalassa for this one.

Lyra: Bring a Mirage Weed to the Labyrinth of Mirrors in Mira and defeat Despina for this one.

Libra: Bring Lava to the end of the Lava Caves in Alford (haha) and defeat Galatea for this one.

Sagitta: Get some Pow Milk Yogurt from Cebalrai, and take it to Komo Mai. To the guard of the left room in the palace, to be precise.

Leo: This one can be found almost as soon as you enter the Ice Cliffs. To the direct left, actually.

Delphinus: Another Constellation Magnus dropped by an enemy, eh? This one from Flobos on the Ice Cliffs.

Sagittarius: You'll find this one on the third floor of the Kaffaljidhma Castle

in Wazn. Check behind the altar in the room to the right.

Ursa Minor: This one is in Cursa, inside the first house on the left screen. Just examine the fish.

Scorpius: Inside the Imperial Fortress, the fourth floor, from where Xelha escapes. The same hole, the same place.

Pegasus: You may have a little difficulty finding this one, but just examine the corpse in the middle of the Labyrinth of Duhr.

Bottes: In the barn (you know, with the cluckers), talk to the guy to the left twice.

Aries: This one is inside the mayor's house in Algorab Village; just enter and after the conversation, examine the pots to the left.

Cassiopeia: In the northwestern house of Algorab Village, examine the boxes near the window.

Gemini: After defeating Agyo and Ungyo in the Zosma Tower, you'll get this one. Free Constellation Magnus, yah.

Canis Minor: Found in the Celestial Alps, just around the entrance. Just climb up the hill a bit.

Canis Major: I told you that flying enemies dropped Constellation Magnus, didn't I?! You know, Badwins on the Celestial Alps.

Corvus: This one is in the passage at the Greater Celestial River, near the red flower.

Eridanus: You'll get this one after beating Brolokis. And the amazing Balgora's Paddle from Rebllys later, too, heh heh.

Centaurus: Just inside the hut at Nihal Desert, check the barrels to the left and you'll find this among them.

Aquila: In the Zosma Tower basement, the third floor, the second trip, from one of the two treasure chests. Man was that easy.

Cetus: By far the hardest Constellation Magnus! You've got to talk with the old guy three times, asking for information. He'll eventually give you this final one. Man, so hard! So that wraps this side quest up.

Here are the rewards, for every ten Constellations you find:

- Pegasus Cloak
- Golden Anklet
- Crystal Helm
- Pendulum Blast (Gibari's level 7 finisher, requires twelve zodiacs)
- The Fool

~- 14b. Quzman Family Tree ~~~~~

The capital of Sadal Suud has an old man named Quzman in it, who is 100 years old and about to die, but wants to be surrounded by children and grandchildren upon his death. Problem is, he has about five wives, each with separate husbands and children, which gives us about 32 family members to find. Better get some work in there. Here are the locations of all those family members!

Quzman: Wow, this one's easy. You have to talk to the old man in the bed of the house on the northern screen in Pherkad. Hard, haha.

Taymiya: This is Quzman's wife; so immediately after getting Quzman's signature you can just talk to Taymiya and she'll sign the family tree, but it's not that easy from here on!

Usaybia: You can return to Pherkad later, and examine the portraits around here to find one of Quzman's dead ex-wife, and then he'll sign for her. Don't speak ill of the dead now...

Surayj: Alright, here's a pretty easy one. Return to Cebalrai after getting the Family Tree, and talk with the woman in the stable with the Pows, and she'll sign this.

Rushd: This girl is in the eastern area of Pherkad, with the blue flower, the shop, the port, and everything. She's sitting on a fence; give her a dead Bluebird essence from Moonguile Forest and she'll sign.

Sabin: You should meet Sabin before Nubata, but if you make Nubata sign first, you have to bring Sabin a Naughty Novel from the table near Quzman's bed to make him sign. Otherwise, if Rushd has signed, Sabin will sign. Too bad Sabin here isn't as cool as Sabin from FFVI.

Sallam: Once Rushd and Sabin have signed, the little kid running around near them will sign. This kid is Rushd's sister, however. Wouldn't you call that very sad?

Al-athir: Let me start by saying I recommend you pick this person up during the late disc 2. Anyway, get some Pow Milk from Cebalrai, and then once inside the Lord's Mansion, enter the kitchen before the roof, and once the Pow Milk has turned to Pow Milk Cheese, give it to her and she'll sign. Whew.

Maymun: This one is simple enough. Talk to the woman on the upper floor of the warehouse where you start in Nashira, and she'll sign instantly. If only all the family members were like this...

Rustah: This little kid is in the Lesser Celestial River, at the very end and past the Thunderfish, in the Cloud Passage area. You'll see him drowning in the river, so just rescue him there by talking to him, and he'll automatically sign the tree.

Hisham: Now this is an easy to find family member if there ever was one. Go beyond where Rustah was, and talk to the kid at the end there, who's also drowning. Just get him out of there, and he'll sign the tree just like Rustah did.

Qutayba: After you've made Rustah and Hisham sign the Family Tree, cross the Cloud Passage the normal way, and where it was flooded, you'll see a guy there. Supposing that Rustah and Hisham have signed, Qutayba will.

Tufayr: Once you've beaten Folon in the Ancient Library of Magic, go to the Philosophy Section and you'll find Tufayr there. You can get him on your way through for the treasure in which you missed after beating Folon, grrr.

Tulun: Go to the right wing of the School of Magic in Komo Mai after you have found Tufayr, and speak with the female looking at the wall, in the first room. Tulun happens to be Tufayr's sister.

Nubata: This is the fat guy lying down at Parnasse in Mira. If you've already made Sabin sign, which odds are you have, you must give him Roasted Bird, which is a Bluebird of Happiness, cooked in Trill's oven.

Misjah: Now... this is Quzman's ex-wife, haha. Bring her a Terrible Painting from the dresser on the right side of Quzman's room, and she'll sign the family tree.

Qasim: This man is in Mintaka. Head west from the port and into the first house that you see, and speak with the man wearing black there. He'll just sign like that, and all.

Yamin: She's in Cursa. Now, remember Usaybia? Quzman's dead former wife? If you have her signature, just speak with Yamin near the shop, and she'll sign. But only if you have Usaybia's signature. Remember that.

Yunus: After you've got Yamin's signature, talk to the guy who's looking for his daughter in the Ice Cliffs. From the guy's location, go down to the previous screen, then up the slope at the right, and then left. You'll find his daughter Yunus there, but she'll only sign if Yamin has.

Gabirol: Alright, Yunus just happens to be this man's daughter. Return to him after you've gotten Yunus's signature, and supposing that Yunus and Yamin have signed, Gabirol will.

Bajja: Non-existent, really... after you've gotten the signatures of Yamin, Yunus, and Gabirol, go back to Quzman's house and speak with Yamin, and she'll sign the tree for Bajja.

Battuta: Remember how it is incredibly important to explore the Labyrinth of Duhr to its utmost? Battuta is inside the labyrinth, at one of the dead ends. Speak with him and he'll sign.

Wahshiyah: This woman is a tad bit nicer than most of Quzman's relatives, in that you don't have to do any favors for her, just talk to her at the entrance of Gemma Village.

Al-khatib: After finishing the Celestial Alps, return there, and you'll find a woman at the top of the hill and a girl at the bottom. Talk to both of them several times, then the girl will ask you to push her up the hill to her mother. Do this, and Al-khatib will sign.

Al-rumi: Just push her up the hill, and she'll sign as well as Al-khatib. Two birds in one stone.

Tumart: This man is inside the Illusory Fortress of the Book, no kidding. In the second section of it, head to the second door to the right and save the guy there and he'll sign.

Kemal: Once you've gotten Tumart's signature and his return to Quzman's house, speak with him there and he'll sign for Kemal.

Zhur: This woman is in the inner part of Nihal Desert. From the beginning of the desert itself, head west three times and give the woman there Pristine Water, and she'll sign.

Asakir: This guy is the one working in the waterfall of Nunki Valley. This late into the game, we're getting him, seriously. But anyway, talk to him once Zhur has signed, and he'll follow behind her.

Maja: Well... there is no Maja to sign this one. But anyway, go to Quzman's house once you've gotten Asakir and the obvious Zhur, and talk to Asakir and he'll sign for Maja.

Rabbih: Get this. You have to have ALL THE OTHER THIRTY OR SO SIGNATURES and a Delinquency Stone from the first floor Zosma Tower basement for Rabbih. What a stingy fellow. But anyway, once you've met the prerequisites, Rabbih will sign the tree.

-- 14c. Animals ~~~~~

Animals, yo ho. Odds are, if you've explored the ice castle in Wazn thoroughly, you'll meet a court lady in the left room of the second floor who told you that you could gather animals here at Wazn, and she'd reward you for them. This is what this side quest means. The animals are all over the places that Wazn does not have contact with: Sadal Suud, Diadem, Anuenue, Mira, Alfard, Duhr, and the Celestial Alps. Here are the locations of all those animals!

Bunnycat: In the Imperial Fortress, right before fighting Kalas, talk to the soldier in the upper room of the path split on the second floor, and he'll let you take care of this kitty.

Caplin (white): On the Celestial Alps, before the cabin where you fight the trio, examine one of the goats, and Kalas will steal- I mean, borrow, one of them, called a Caplin. Really.

Caplin (black): Once again, on the Celestial Alps. To the right of the cabin, is Kalas's class 6 item Azure Sand. To its left, is a Caplin that doesn't get along with the others. Might as well take it.

Cloudgull: This rather annoying bird can be collected on the northern screen of Pherkad, before Rodolfo's mansion. Just talk to the guy near Quzman's house, and he'll give you the Cloudgull.

Clucker: It's in Gemma village of Duhr, inside the barn to the northeastern side of it. Just climb up the stairs and enter the stable, and talk to the woman at the back wall to get any Clucker you wish.

Fantail Duckling: In Cebalrai, near Larikush's house, talk to the girl near the large flock of ducks, and she'll let you take one of all three kinds of ducks. This is one of them.

Fantail Duck (regular): In Cebalrai, near Larikush's house, talk to the girl near the large flock of ducks, and she'll let you take one of all three kinds of ducks. This is one of them.

Fantail Duck (small): In Cebalrai, near Larikush's house, talk to the girl near the large flock of ducks, and she'll let you take one of all three kinds of ducks. This is one of them.

Fluffpup: In Mintaka, just enter the house to the left of where you arrive (the port, to be precise) and talk to the girl there. She'll give you one of her cute little fuzzballs, aka the Fluffpup.

Hograt: On the first screen of the Labyrinth of Mirrors, NOT the confusing area, it's in the sewer. After climbing down from Balancoire's manor, jump down across the water and examine one to take it.

Koa Monkey: In the second room of Lord Rodolfo's mansion in Pherkad of Sadal Suud, talk to the maid there and she'll give you a Koa Monkey. Awww, I just love



monkeys.

Olifant: This is in the Nihal Desert, inside the actual desert where you need to find water, and such. You know, where you fight/fought Sowzana. From the very entrance, head west to get an oasis, and an Olifant. Yeah.

Pigeon: Here's a pretty easy animal to pick up... errr, bird, to pick up. At the entrance of the Celestial Tree, before climbing the tree itself, just pick one up, just like that.

Pollywhale: I'd hate to say that this makes Kalas a thief or anything... but in Balancoire, just pick up the whale near the entrance just like that. Not hard at all.

Pow: Unfortunately, you have to get a Prancer to get a Pow, but inside the barn of Cebalrai at the entrance, talk to the guy taking care of the Pows (back wall) and if you have a Prancer, you'll get the Pow.

Prancer: Yep, we need to get the Prancer, don't we? ;) This one's right at the very entrance of Cebalrai's barn. Just talk to the guy on the left once you come in, and he'll just fork over a Prancer. Nice guy.

Waterlark: This is probably the hardest animal in the whole game to find, but anyway, it's in Opu. To the left of Mayfee's house, climb on top of it and check the water wheel, and you'll get a Waterlark. And that ends the animal quest!

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~ ~ ~ ~ ~ 15. Magnus List ~ ~ ~ ~ ~  
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Yes, I initially decided to scrap doing this, but because I'm such an insanely nice guy, I threw it in anyway. YOU WILL BOW IN AWE, I TELL YOU! Or at my kindness, I dunno which.

~- 15a. Magnus ~~~~~

And this is a simple chart consisting of the individual number, the Magnus name, who and what it is and for, its elemental affinity, and the spirit numbers or other property. Simple enough, eh?

| Number | Magnus Name     | Type/For | Element | Spirit Numbers |
|--------|-----------------|----------|---------|----------------|
| 1      | Short Sword     | Kalas    | Neutral | 1-8            |
| 2      | Saber           | Kalas    | Neutral | Even           |
| 3      | Long Sword      | Kalas    | Neutral | 1-8            |
| 4      | Ice Dagger      | Kalas    | Water   | Odd            |
| 5      | Flame Sword     | Kalas    | Fire    | 1-8            |
| 6      | Duel Sword      | Kalas    | Neutral | Even           |
| 7      | Chaos Edge      | Kalas    | Dark    | 1-8, Odd       |
| 8      | Ray of Truth    | Kalas    | Light   | Odd, Even      |
| 9      | Dark Sword      | Kalas    | Dark    | 1-8, Even      |
| 10     | Marvelous Sword | Kalas    | Neutral | Even, Odd      |
| 11     | Silver Sword    | Kalas    | Neutral | 1-8, 1-8       |
| 12     | Flametongue     | Kalas    | Fire    | Odd, 1-8       |
| 13     | Crystal Edge    | Kalas    | Water   | 1-8, 1-8       |
| 14     | Gladius         | Kalas    | Neutral | Even, 1-8      |
| 15     | Wind God Blade  | Kalas    | Wind    | 1-8, 1-8, Odd  |
| 16     | Death Pendulum  | Kalas    | Chronos | Odd, 1-8, Even |
| 17     | Cetaka's Sword  | Kalas    | Neutral | 1-8, 1-8, Even |

|    |                  |        |         |                |
|----|------------------|--------|---------|----------------|
| 18 | Shadow Thruster  | Kalas  | Dark    | Even, 1-8, Odd |
| 19 | Solar Saber      | Kalas  | Light   | 1-8, 1-8, 1-8  |
| 20 | Blood Sword      | Kalas  | Dark    | Odd, 1-8, Even |
| 21 | Dimension Blade  | Kalas  | Chronos | 1-8, 1-8, 1-8  |
| 22 | Air Slash        | Kalas  | Wind    | Odd, 1-8, 1-8  |
| 23 | Apocalypse Sword | Kalas  | Neutral | O, E, 1-8, 1-8 |
| 24 | Efreeti Saber    | Kalas  | Fire    | E, O, 1-8, 1-8 |
| 25 | Aqua Truth       | Kalas  | Water   | O, E, 1-8, 1-9 |
| 26 | Kusanagi Blade   | Kalas  | Fire    | E, O, 1-8, 1-8 |
| 27 | Durandal         | Kalas  | Light   | O, E, 1-9, 1-9 |
| 28 | Musamasa Blade   | Kalas  | Dark    | E, O, 1-9, 7-9 |
| 29 | Esperanza        | Kalas  | Chronos | O, E, 1-9, 7-9 |
| 30 | Void Phantom     | Kalas  | Wind    | E, O, 1-9, 9   |
|    |                  |        |         |                |
| 31 | Double Paddle    | Gibari | Neutral | 1-8            |
| 32 | Mosquito         | Gibari | Wind    | Even           |
| 33 | Stream Blade     | Gibari | Water   | 1-8, Odd       |
| 34 | Butterfly        | Gibari | Wind    | Odd, Even      |
| 35 | Black Scepter    | Gibari | Dark    | 1-8, Even      |
| 36 | Wave Blade       | Gibari | Water   | Even, Odd      |
| 37 | Heat Paddle      | Gibari | Fire    | 1-8, 1-8       |
| 38 | Green Oak        | Gibari | Neutral | Odd, 1-8       |
| 39 | Mayfly           | Gibari | Wind    | 1-8, 1-8       |
| 40 | Second Hand      | Gibari | Chronos | Even, 1-8      |
| 41 | White Scepter    | Gibari | Light   | 1-8, 1-8, Odd  |
| 42 | Black Ash        | Gibari | Dark    | Odd, 1-8, Even |
| 43 | Red Oak          | Gibari | Neutral | 1-8, 1-8, Even |
| 44 | Wave Cutter      | Gibari | Water   | Even, 1-8, Odd |
| 45 | Dragonfly        | Gibari | Wind    | 1-8, 1-8, 1-8  |
| 46 | Crystal Wing     | Gibari | Water   | Odd, Even, 1-8 |
| 47 | White Ash        | Gibari | Light   | 1-8, 1-8, 1-8  |
| 48 | Power Blade      | Gibari | Neutral | Odd, Even, 1-8 |
| 49 | Blood Vortex     | Gibari | Dark    | E, O, 1-8, 1-8 |
| 50 | Rainbow Ash      | Gibari | Light   | O, E, 1-8, 1-9 |
| 51 | Silver Ash       | Gibari | Neutral | E, O, 1-8, 1-9 |
| 52 | Spatula          | Gibari | Chronos | O, E, 1-9, 1-9 |
| 53 | Mirage Blade     | Gibari | Wind    | E, O, 1-9, 7-9 |
| 54 | Firefly          | Gibari | Fire    | O, E, 1-9, 7-9 |
| 55 | Balgora's Paddle | Gibari | Water   | E, O, 1-9, 9   |
|    |                  |        |         |                |
| 56 | Krone Horn       | Lyude  | Neutral | Odd, Even      |
| 57 | Assault Trumpet  | Lyude  | Neutral | 1-8, Even      |
| 58 | Shining Horn     | Lyude  | Light   | Even, Odd      |
| 59 | Shadow Cornet    | Lyude  | Dark    | 1-8, 1-8       |
| 60 | Snake Tuba       | Lyude  | Neutral | Odd, 1-8       |
| 61 | Magnum Cornet    | Lyude  | Neutral | 1-8, 1-8       |
| 62 | Devil Eupho      | Lyude  | Dark    | Even, 1-8      |
| 63 | Brilliant Horn   | Lyude  | Light   | 1-8, 1-8, Odd  |
| 64 | Indra Horn       | Lyude  | Neutral | Odd, 1-8, Even |
| 65 | Veda Cornet      | Lyude  | Neutral | 1-8, 1-8, Even |
| 66 | Saxoflare        | Lyude  | Light   | Even, 1-8, Odd |
| 67 | Asura Tuba       | Lyude  | Dark    | 1-8, 1-8, 1-8  |
| 68 | Golden Bugle     | Lyude  | Neutral | Odd, Even, 1-8 |
| 69 | Saxolauncher     | Lyude  | Neutral | 1-8, 1-8, 1-8  |
| 70 | Glint Cornet     | Lyude  | Light   | Odd, Even, 1-8 |
| 71 | Hades Horn       | Lyude  | Dark    | E, O, 1-8, 1-8 |
| 72 | Varna Horn       | Lyude  | Neutral | O, E, 1-8, 1-9 |
| 73 | Agni Tuba        | Lyude  | Neutral | E, O, 1-8, 1-9 |
| 74 | Ravana Pet       | Lyude  | Dark    | O, E, 1-9, 1-9 |
| 75 | Shining Trumpet  | Lyude  | Light   | E, O, 1-9, 7-9 |

|     |                      |             |         |                |
|-----|----------------------|-------------|---------|----------------|
| 76  | Brahma Echo          | Lyude       | Neutral | O, E, 1-9, 7-9 |
| 77  | Vishnu               | Lyude       | Neutral | E, O, 1-9, 9   |
| 78  | Leather Gloves       | Savyna      | Neutral | Odd, Even      |
| 79  | Power Knuckles       | Savyna      | Neutral | 1-8, Even      |
| 80  | Battle Claws         | Savyna      | Neutral | Even, Odd      |
| 81  | Flame Sphere         | Savyna      | Fire    | 1-8, 1-8       |
| 82  | Ice Knuckles         | Savyna      | Water   | Odd, 1-8       |
| 83  | Tekken               | Savyna      | Neutral | 1-8, 1-8       |
| 84  | Arm Bomber           | Savyna      | Fire    | Even, 1-8      |
| 85  | Crystal Nails        | Savyna      | Water   | 1-8, 1-8, Odd  |
| 86  | Panther Claws        | Savyna      | Neutral | Odd, 1-8, Even |
| 87  | Wolf Fangs           | Savyna      | Neutral | 1-8, 1-8, Even |
| 88  | Aqua Impulse         | Savyna      | Water   | Even, 1-8, Odd |
| 89  | Inferno Fists        | Savyna      | Fire    | 1-8, 1-8, 1-8  |
| 90  | Metal Knuckles       | Savyna      | Neutral | Odd, Even, 1-8 |
| 91  | Freezing Nails       | Savyna      | Water   | 1-8, 1-8, 1-8  |
| 92  | Red Impulse          | Savyna      | Fire    | Odd, Even, 1-8 |
| 93  | Dragon Claws         | Savyna      | Neutral | E, O, 1-8, 1-8 |
| 94  | Galeos Fangs         | Savyna      | Water   | O, E, 1-8, 1-9 |
| 95  | Firedrake Fists      | Savyna      | Fire    | E, O, 1-8, 1-9 |
| 96  | Frozen Soul          | Savyna      | Water   | O, E, 1-9, 1-9 |
| 97  | Efreeti Glitter      | Savyna      | Fire    | E, O, 1-9, 7-9 |
| 98  | Mermaid Nails        | Savyna      | Water   | O, E, 1-9, 7-9 |
| 99  | Phoenix Crest        | Savyna      | Fire    | E, O, 1-9, 7-9 |
| 100 | Leather Jacket       | Heavy Armor | Neutral | 1-8            |
| 101 | Ice Armor            | Heavy Armor | Water   | Even           |
| 102 | Flame Mail           | Heavy Armor | Fire    | Even           |
| 103 | Chain Mail           | Heavy Armor | Neutral | Odd            |
| 104 | Shadow Suit          | Heavy Armor | Dark    | 1-8, Even      |
| 105 | Flash Armor          | Heavy Armor | Light   | Even, Odd      |
| 106 | Heat Jacket          | Heavy Armor | Fire    | 1-8, Odd       |
| 107 | Crystal Mail         | Heavy Armor | Water   | Odd, Even      |
| 108 | Half Plate           | Heavy Armor | Neutral | 1-8, 1-8       |
| 109 | Chronos Armor        | Heavy Armor | Chronos | Even, 1-8      |
| 110 | Blue Sky Mail        | Heavy Armor | Wind    | 1-8, 1-8, 1-8  |
| 111 | Scale Mail           | Heavy Armor | Neutral | Odd, 1-8, 1-8  |
| 112 | Aqua Jacket          | Heavy Armor | Water   | 1-8, 1-8, 1-8  |
| 113 | Efreeti Suit         | Heavy Armor | Fire    | Even, Odd, 1-8 |
| 114 | Full Plate           | Heavy Armor | Neutral | 1-8 all        |
| 115 | Chaos Mail           | Heavy Armor | Dark    | O, E, 1-8, 1-8 |
| 116 | Holy Armor           | Heavy Armor | Light   | E, O, 1-8, 1-9 |
| 117 | Battle Suit          | Heavy Armor | Neutral | O, E, 1-9, 1-9 |
| 118 | Dragoon Gale         | Heavy Armor | Wind    | E, O, 1-9, 7-9 |
| 119 | Desperda             | Heavy Armor | Chronos | O, E, 1-9, 9   |
| 120 | Leather Vest         | Light Armor | Neutral | 1-8            |
| 121 | Heat Robe            | Light Armor | Fire    | Even           |
| 122 | Nixie Garb           | Light Armor | Water   | 1-8            |
| 123 | Mink Cloak           | Light Armor | Neutral | Odd            |
| 124 | Cloak of Dark Night  | Light Armor | Dark    | 1-8, Even      |
| 125 | Shawl of the Goddess | Light Armor | Light   | Even, Odd      |
| 126 | Zeit Robe            | Light Armor | Chronos | 1-8, Odd       |
| 127 | Pegasus Cloak        | Light Armor | Wind    | Odd, Even      |
| 128 | Silk Robe            | Light Armor | Neutral | 1-8, 1-8       |
| 129 | Robe of Firelight    | Light Armor | Fire    | Even, 1-8      |
| 130 | Sleet Shawl          | Light Armor | Water   | 1-8, 1-8, 1-8  |
| 131 | Mephistopheles Cloak | Light Armor | Dark    | Odd, 1-8, 1-8  |
| 132 | Forseti Robe         | Light Armor | Light   | 1-8, 1-8, 1-8  |

|     |                      |              |         |                |
|-----|----------------------|--------------|---------|----------------|
| 133 | Hamelin Cloak        | Light Armor  | Neutral | Even, Odd, 1-8 |
| 134 | Robe of Morning Cool | Light Armor  | Wind    | 1-8 all        |
| 135 | Siegfried            | Light Armor  | Chronos | O, E, 1-8, 1-8 |
| 136 | Wizard Robe          | Light Armor  | Neutral | E, O, 1-8, 1-9 |
| 137 | Firedrake Robe       | Light Armor  | Fire    | O, E, 1-9, 1-9 |
| 138 | Robe of the Ocean    | Light Armor  | Water   | E, O, 1-9, 7-9 |
| 139 | Venus Garb           | Light Armor  | Neutral | O, E, 1-9, 9   |
|     |                      |              |         |                |
| 140 | Power Helmet         | Heavy Helmet | Neutral | 1-8            |
| 141 | Calm Helmet          | Heavy Helmet | Wind    | Even           |
| 142 | Infinity Mask        | Heavy Helmet | Chronos | 1-8            |
| 143 | Shagreen Helmet      | Heavy Helmet | Water   | Odd            |
| 144 | Flame Helmet         | Heavy Helmet | Fire    | 1-8, Even      |
| 145 | Brave Knight Helm    | Heavy Helmet | Neutral | Even, Odd      |
| 146 | Ruffian Mask         | Heavy Helmet | Dark    | 1-8, Odd       |
| 147 | Gleaming Helm        | Heavy Helmet | Light   | Odd, Even      |
| 148 | Viking Helmet        | Heavy Helmet | Neutral | 1-8, 1-8       |
| 149 | Crystal Helm         | Heavy Helmet | Water   | Even, 1-8      |
| 150 | Phoenix Helm         | Heavy Helmet | Fire    | 1-8, 1-8, 1-8  |
| 151 | Full Helm            | Heavy Helmet | Neutral | Odd, 1-8, 1-8  |
| 152 | Sacred Helm          | Heavy Helmet | Light   | 1-8, 1-8, 1-8  |
| 153 | Skull Mask           | Heavy Helmet | Dark    | Even, Odd, 1-8 |
| 154 | Mithril Helmet       | Heavy Helmet | Neutral | 1-8 all        |
| 155 | Aurora               | Heavy Helmet | Wind    | O, E, 1-8, 1-8 |
| 156 | Ometeotl Gear        | Heavy Helmet | Chronos | E, O, 1-8, 1-9 |
| 157 | Glacial Helmet       | Heavy Helmet | Water   | O, E, 1-9, 1-9 |
| 158 | Prominence Helm      | Heavy Helmet | Fire    | E, O, 1-9, 7-9 |
| 159 | Golden Helm          | Heavy Helmet | Neutral | O, E, 1-9, 9   |
|     |                      |              |         |                |
| 160 | Safety Hood          | Light Helmet | Neutral | 1-8            |
| 161 | Leather Hat          | Light Helmet | Neutral | Even           |
| 162 | Feathered Hat        | Light Helmet | Wind    | 1-8            |
| 163 | Century Veil         | Light Helmet | Chronos | Odd            |
| 164 | Shako                | Light Helmet | Neutral | 1-8, Even      |
| 165 | Will O' Wisp Hat     | Light Helmet | Fire    | Even, Odd      |
| 166 | Frost Cap            | Light Helmet | Water   | 1-8, Odd       |
| 167 | Millinery            | Light Helmet | Neutral | Odd, Even      |
| 168 | Assassin's Hood      | Light Helmet | Dark    | 1-8, 1-8       |
| 169 | Rainbow Straw Hat    | Light Helmet | Light   | Even, 1-8      |
| 170 | Battle Hood          | Light Helmet | Neutral | 1-8, 1-8, 1-8  |
| 171 | Spark Hat            | Light Helmet | Fire    | Odd, 1-8, 1-8  |
| 172 | Crown of Bubbles     | Light Helmet | Water   | 1-8, 1-8, 1-8  |
| 173 | Spark Hat            | Light Helmet | Neutral | Even, Odd, 1-8 |
| 174 | Ghost Cap            | Light Helmet | Dark    | 1-8 all        |
| 175 | Hood of Highlands    | Light Helmet | Light   | O, E, 1-8, 1-8 |
| 176 | Silk Veil            | Light Helmet | Neutral | E, O, 1-8, 1-9 |
| 177 | Heldentum            | Light Helmet | Chronos | O, E, 1-9, 1-9 |
| 178 | Bird Wimple          | Light Helmet | Wind    | E, O, 1-9, 7-9 |
| 179 | Sybil's Crown        | Light Helmet | Neutral | O, E, 1-9, 9   |
|     |                      |              |         |                |
| 180 | Buckler              | Shield       | Neutral | 1-8            |
| 181 | Round Shield         | Shield       | Neutral | Even           |
| 182 | Flame Shield         | Shield       | Fire    | 1-8            |
| 183 | Frozen Shield        | Shield       | Water   | Odd            |
| 184 | Scale Shield         | Shield       | Neutral | 1-8, Even      |
| 185 | Clock Shield         | Shield       | Chronos | Even, Odd      |
| 186 | Tempest Shield       | Shield       | Wind    | 1-8, Odd       |
| 187 | Kite Shield          | Shield       | Neutral | Odd, Even      |
| 188 | Coffin Shield        | Shield       | Dark    | 1-8, 1-8       |
| 189 | Grace Shield         | Shield       | Light   | Even, 1-8      |

|     |                      |              |         |                  |
|-----|----------------------|--------------|---------|------------------|
| 190 | Tower Shield         | Shield       | Neutral | 1-8, 1-8, 1-8    |
| 191 | Battle Shield        | Shield       | Neutral | Odd, 1-8, 1-8    |
| 192 | Whitecap Shield      | Shield       | Water   | 1-8, 1-8, 1-8    |
| 193 | Burning Shield       | Shield       | Fire    | Even, Odd, 1-8   |
| 194 | Platinum Shield      | Shield       | Neutral | 1-8 all          |
| 195 | Flugel Shield        | Shield       | Wind    | O, E, 1-8, 1-8   |
| 196 | Erbschaft            | Shield       | Chronos | E, O, 1-8, 1-9   |
| 197 | Fairy Shield         | Shield       | Neutral | O, E, 1-9, 1-9   |
| 198 | Devil Knight Shield  | Shield       | Dark    | E, O, 1-9, 7-9   |
| 199 | Shield of Hope       | Shield       | Light   | O, E, 1-9, 9     |
|     |                      |              |         |                  |
| 200 | Fire Yell Lv 1       | Yell         | Fire    | E, O             |
| 201 | Aqua Yell Lv 1       | Yell         | Water   | O, E             |
| 202 | Light Yell Lv 1      | Yell         | Light   | E, O             |
| 203 | Dark Yell Lv 1       | Yell         | Dark    | O, E             |
| 204 | Chronos Yell Lv 1    | Yell         | Chronos | E, O             |
| 205 | Wind Yell Lv 1       | Yell         | Wind    | O, E             |
| 206 | Fire Yell Lv 2       | Yell         | Fire    | O, E, 1-8        |
| 207 | Aqua Yell Lv 2       | Yell         | Water   | E, O, 1-8        |
| 208 | Light Yell Lv 2      | Yell         | Light   | E, O, 1-8        |
| 209 | Dark Yell Lv 2       | Yell         | Dark    | E, O, 1-8        |
| 210 | Chronos Yell Lv 2    | Yell         | Chronos | O, E, 1-8        |
| 211 | Wind Yell Lv 2       | Yell         | Wind    | E, O, 1-8        |
| 212 | Fire Yell Lv 3       | Yell         | Fire    | E, O, 1-8, 1-8   |
| 213 | Aqua Yell Lv 3       | Yell         | Water   | O, E, 1-8, 1-8   |
| 214 | Light Yell Lv 3      | Yell         | Light   | E, O, 1-8, 1-8   |
| 215 | Dark Yell Lv 3       | Yell         | Dark    | O, E, 1-8, 1-8   |
| 216 | Chronos Yell Lv 3    | Yell         | Chronos | E, O, 1-8, 1-8   |
| 217 | Wind Yell Lv 3       | Yell         | Wind    | O, E, 1-8, 1-8   |
| 218 | Fire Yell Lv 4       | Yell         | Fire    | O, E, 1-8, 1-9   |
| 219 | Aqua Yell Lv 4       | Yell         | Water   | E, O, 1-8, 1-9   |
| 220 | Light Yell Lv 4      | Yell         | Light   | O, E, 1-8, 1-9   |
| 221 | Dark Yell Lv 4       | Yell         | Dark    | E, O, 1-8, 1-9   |
| 222 | Chronos Yell Lv 4    | Yell         | Chronos | O, E, 1-8, 1-9   |
| 223 | Wind Yell Lv 4       | Yell         | Wind    | E, O, 1-8, 1-9   |
|     |                      |              |         |                  |
| 224 | Broken Earth Sphere  | Item         | Light   | 9                |
| 225 | Ocean Mirror         | Item         | Light   | 9                |
| 226 | Sword of the Heavens | Item         | Light   | 9                |
| 227 | Broken Heaven Sword  | Item         | Light   | 9                |
| 228 | Broken Ocean Mirror  | Item         | Light   | 9                |
| 229 | Escape               | Item         | Neutral | 1-8              |
| 230 | Camera 1             | Item         | Neutral | 1-8              |
| 231 | Camera 2             | Item         | Neutral | 1-8, 1-9         |
| 232 | Camera 3             | Item         | Neutral | 1-8, 1-9, 7-9    |
| 233 | Voice 1              | Item         | Neutral | Odd              |
| 234 | Voice 2              | Item         | Neutral | Even, 1-8        |
| 235 | Voice 3              | Item         | Neutral | Odd, 1-9         |
| 236 | Voice 4              | Item         | Neutral | Even, 1-8, 1-9   |
| 237 | Voice 5              | Item         | Neutral | O, 1-8, 1-9, 7-9 |
| 238 | Voice 6              | Item         | Neutral | E, 1-8, 1-9, 7-9 |
|     |                      |              |         |                  |
| 239 | Fire Burst Lv 1      | Xelha/Mizuti | Fire    | 1-8              |
| 240 | Aqua Burst Lv 1      | Xelha/Mizuti | Water   | 1-8              |
| 241 | Light Flare Lv 1     | Xelha/Mizuti | Light   | 1-8              |
| 242 | Dark Flare Lv 1      | Xelha/Mizuti | Dark    | 1-8              |
| 243 | Chronos Blow Lv 1    | Xelha/Mizuti | Chronos | 1-8              |
| 244 | Wind Blow Lv 1       | Xelha/Mizuti | Wind    | 1-8              |
| 245 | Fire Burst Lv 2      | Xelha/Mizuti | Fire    | 1-8              |
| 246 | Aqua Burst Lv 2      | Xelha/Mizuti | Water   | 1-8              |

|     |                   |              |         |                 |  |
|-----|-------------------|--------------|---------|-----------------|--|
| 247 | Light Flare Lv 2  | Xelha/Mizuti | Light   | 1-8             |  |
| 248 | Dark Flare Lv 2   | Xelha/Mizuti | Dark    | 1-8             |  |
| 249 | Chronos Blow Lv 2 | Xelha/Mizuti | Chronos | 1-8             |  |
| 250 | Wind Blow Lv 2    | Xelha/Mizuti | Wind    | 1-8             |  |
| 251 | Fire Burst Lv 3   | Xelha/Mizuti | Fire    | 1-8, 1-8        |  |
| 252 | Aqua Burst Lv 3   | Xelha/Mizuti | Water   | 1-8, 1-8        |  |
| 253 | Light Flare Lv 3  | Xelha/Mizuti | Light   | 1-8, 1-8        |  |
| 254 | Dark Flare Lv 3   | Xelha/Mizuti | Dark    | 1-8, 1-8        |  |
| 255 | Chronos Blow Lv 3 | Xelha/Mizuti | Chronos | 1-8, 1-8        |  |
| 256 | Wind Blow Lv 3    | Xelha/Mizuti | Wind    | 1-8, 1-8        |  |
| 257 | Fire Burst Lv 4   | Xelha/Mizuti | Fire    | 1-8, 1-8, 1-8   |  |
| 258 | Aqua Burst Lv 4   | Xelha/Mizuti | Water   | 1-8, 1-8, 1-8   |  |
| 259 | Light Flare Lv 4  | Xelha/Mizuti | Light   | 1-8, 1-8, 1-8   |  |
| 260 | Dark Flare Lv 4   | Xelha/Mizuti | Dark    | 1-8, 1-8, 1-8   |  |
| 261 | Chronos Blow Lv 4 | Xelha/Mizuti | Chronos | 1-8, 1-8, 1-8   |  |
| 262 | Wind Blow Lv 4    | Xelha/Mizuti | Wind    | 1-8, 1-8, 1-8   |  |
| 263 | Fire Burst Lv 5   | Xelha/Mizuti | Fire    | 1-8 three, 1-9  |  |
| 264 | Aqua Burst Lv 5   | Xelha/Mizuti | Water   | 1-8 three, 1-9  |  |
| 265 | Light Flare Lv 5  | Xelha/Mizuti | Light   | 1-8 three, 1-9  |  |
| 266 | Dark Flare Lv 5   | Xelha/Mizuti | Dark    | 1-8 three, 1-9  |  |
| 267 | Chronos Blow Lv 5 | Xelha/Mizuti | Chronos | 1-8 three, 1-9  |  |
| 268 | Wind Blow Lv 5    | Xelha/Mizuti | Wind    | 1-8 three, 1-9  |  |
| 269 | Fire Burst Lv 6   | Xelha/Mizuti | Fire    | 1-8 three, 7-9  |  |
| 270 | Aqua Burst Lv 6   | Xelha/Mizuti | Water   | 1-8 three, 7-9  |  |
| 271 | Light Flare Lv 6  | Xelha/Mizuti | Light   | 1-8 three, 7-9  |  |
| 272 | Dark Flare Lv 6   | Xelha/Mizuti | Dark    | 1-8 three, 7-9  |  |
| 273 | Chronos Blow Lv 6 | Xelha/Mizuti | Chronos | 1-8 three, 7-9  |  |
| 274 | Wind Blow Lv 6    | Xelha/Mizuti | Wind    | 1-8 three, 7-9  |  |
|     |                   |              |         |                 |  |
| 275 | Blue Storm        | Kalas        | Wind    | 1-8             |  |
| 276 | Shadow Wings      | Kalas        | Dark    | 1-8, Even       |  |
| 277 | Energy Wave       | Kalas        | Wind    | 1-8, Odd        |  |
| 278 | Flash Explosion   | Kalas        | Fire    | 1-8, 1-8, Even  |  |
| 279 | Water Blade       | Kalas        | Water   | 1-8, 1-8, Odd   |  |
| 280 | Dream Blade       | Kalas        | Chronos | 1-8 all         |  |
| 281 | Fangs of Light    | Kalas        | Light   | 1-8 three, 1-9  |  |
| 282 | Chaotic Illusion  | Kalas        | Chronos | 1-9 three, 7-9  |  |
| 283 | Lord of the Wind  | Kalas        | Wind    | 1-9 two, 7-9, 9 |  |
| 284 | Dance of Light    | Xelha        | Light   | 1-8             |  |
| 285 | Sparkle of Life   | Xelha        | Light   | 1-8, Even       |  |
| 286 | Soul Flash        | Xelha        | Light   | 1-8, Odd        |  |
| 287 | Dancing Flames    | Xelha        | Fire    | 1-8, 1-8, Even  |  |
| 288 | Dark Embrace      | Xelha        | Dark    | 1-8, 1-8, Odd   |  |
| 289 | Whispering Wind   | Xelha        | Wind    | 1-8 all         |  |
| 290 | Bells of Fate     | Xelha        | Chronos | 1-8 three, 1-9  |  |
| 291 | Seal of Water     | Xelha        | Water   | 1-9 three, 7-9  |  |
| 292 | Wheel of Light    | Xelha        | Light   | 1-9 two, 7-9, 9 |  |
| 293 | Dragon Uppercut   | Gibari       | Water   | 1-8             |  |
| 294 | Crystal Shot      | Gibari       | Water   | 1-8, Even       |  |
| 295 | Explosive Paddle  | Gibari       | Fire    | 1-8, Odd        |  |
| 296 | Smash Tackle      | Gibari       | Chronos | 1-8, 1-8, Even  |  |
| 297 | Whirlwind Hit     | Gibari       | Dark    | 1-8, 1-8, Odd   |  |
| 298 | Spiraling Gale    | Gibari       | Wind    | 1-8 all         |  |
| 299 | Pendulum Blast    | Gibari       | Light   | 1-8 three, 1-9  |  |
| 300 | Nemesis Fall      | Gibari       | Dark    | 1-9 three, 7-9  |  |
| 301 | Ultimate Geyser   | Gibari       | Water   | 1-9 two, 7-9, 9 |  |
| 302 | Overture          | Lyude        | Light   | 1-8             |  |
| 303 | Concerto          | Lyude        | Light   | 1-8, Even       |  |
| 304 | Sforzando         | Lyude        | Dark    | 1-8, Odd        |  |
| 305 | Diminuendo        | Lyude        | Dark    | 1-8, 1-8, Even  |  |

|     |                    |        |         |                 |
|-----|--------------------|--------|---------|-----------------|
| 306 | Intermezzo         | Lyude  | Light   | 1-8, 1-8, Odd   |
| 307 | Crescendo          | Lyude  | Dark    | 1-8 all         |
| 308 | Rhapsody           | Lyude  | Light   | 1-8 three, 1-9  |
| 309 | Presto             | Lyude  | Dark    | 1-9 three, 7-9  |
| 310 | Finale             | Lyude  | Light   | 1-9 two, 7-9, 9 |
| 311 | Burning Arrow      | Savyna | Fire    | 1-8             |
| 312 | Erupting Flail     | Savyna | Fire    | 1-8, Even       |
| 313 | Splash Spear       | Savyna | Water   | 1-8, Odd        |
| 314 | Freezing Axe       | Savyna | Water   | 1-8, 1-8, Even  |
| 315 | Vanish Grenade     | Savyna | Fire    | 1-8, 1-8, Odd   |
| 316 | Hurricane Blade    | Savyna | Water   | 1-8 all         |
| 317 | Inferno Cannon     | Savyna | Fire    | 1-8 three, 1-9  |
| 318 | Hellblood's Hammer | Savyna | Water   | 1-9 three, 7-9  |
| 319 | Deadly Heat Scythe | Savyna | Fire    | 1-9 two, 7-9, 9 |
| 320 | Sorcerer's Chakram | Mizuti | Neutral | 1-8             |
| 321 | Sorcerer's Breath  | Mizuti | Neutral | 1-8, Even       |
| 322 | Sorcerer's Seal    | Mizuti | Neutral | 1-8, Odd        |
| 323 | Heaven's Pillar    | Mizuti | Chronos | 1-8, 1-8, Even  |
| 324 | Shadow Gate        | Mizuti | Dark    | 1-8, 1-8, Odd   |
| 325 | Mega Flood         | Mizuti | Water   | 1-8 all         |
| 326 | Prominence         | Mizuti | Fire    | 1-8 three, 1-9  |
| 327 | Alias Fall         | Mizuti | Wind    | 1-9 three, 7-9  |
| 328 | Planet Soul        | Mizuti | Chronos | 1-9 two, 7-9, 9 |
| 329 | Shining Seraph     | Spirit | Light   | 1-8, 1-9, 7-9   |
| 330 | Demons of Darkness | Spirit | Dark    | 1-8, 1-9, 7-9   |
| 331 | Hellfire           | Spirit | Fire    | 1-8, 1-9, 7-9   |
| 332 | Shining Seraph     | Spirit | Water   | 1-8, 1-9, 7-9   |
| 333 | Lingering Time     | Spirit | Chronos | 1-8, 1-9, 7-9   |
| 334 | Distorting Wind    | Spirit | Wind    | 1-8, 1-9, 7-9   |
|     |                    |        |         |                 |
| 335 | Fire Aura 1        | Aura   | Fire    | 1-8             |
| 336 | Aqua Aura 1        | Aura   | Water   | 1-8             |
| 337 | Light Aura 1       | Aura   | Light   | 1-8             |
| 338 | Dark Aura 1        | Aura   | Dark    | 1-8             |
| 339 | Chronos Aura 1     | Aura   | Chronos | 1-8             |
| 340 | Wind Aura 1        | Aura   | Wind    | 1-8             |
| 341 | Fire Aura 2        | Aura   | Fire    | 1-8             |
| 342 | Aqua Aura 2        | Aura   | Water   | 1-8             |
| 343 | Light Aura 2       | Aura   | Light   | 1-8             |
| 344 | Dark Aura 2        | Aura   | Dark    | 1-8             |
| 345 | Chronos Aura 2     | Aura   | Chronos | 1-8             |
| 346 | Wind Aura 2        | Aura   | Wind    | 1-8             |
| 347 | Fire Aura 3        | Aura   | Fire    | 1-8, 1-8        |
| 348 | Aqua Aura 3        | Aura   | Water   | 1-8, 1-8        |
| 349 | Light Aura 3       | Aura   | Light   | 1-8, 1-8        |
| 350 | Dark Aura 3        | Aura   | Dark    | 1-8, 1-8        |
| 351 | Chronos Aura 3     | Aura   | Chronos | 1-8, 1-8        |
| 352 | Wind Aura 3        | Aura   | Wind    | 1-8, 1-8        |
| 353 | Fire Aura 4        | Aura   | Fire    | 1-8, 1-8, 1-8   |
| 354 | Aqua Aura 4        | Aura   | Water   | 1-8, 1-8, 1-8   |
| 355 | Light Aura 4       | Aura   | Light   | 1-8, 1-8, 1-8   |
| 356 | Dark Aura 4        | Aura   | Dark    | 1-8, 1-8, 1-8   |
| 357 | Chronos Aura 4     | Aura   | Chronos | 1-8, 1-8, 1-8   |
| 358 | Wind Aura 4        | Aura   | Wind    | 1-8, 1-8, 1-8   |
| 359 | Fire Aura 5        | Aura   | Fire    | 1-8, 1-8, 1-9   |
| 360 | Aqua Aura 5        | Aura   | Water   | 1-8, 1-8, 1-9   |
| 361 | Light Aura 5       | Aura   | Light   | 1-8, 1-8, 1-9   |
| 362 | Dark Aura 5        | Aura   | Dark    | 1-8, 1-8, 1-9   |
| 363 | Chronos Aura 5     | Aura   | Chronos | 1-8, 1-8, 1-9   |
| 364 | Wind Aura 5        | Aura   | Wind    | 1-8, 1-8, 1-9   |

|     |                     |              |         |                  |
|-----|---------------------|--------------|---------|------------------|
| 365 | Fire Aura 6         | Aura         | Fire    | 1-8 two, 1-9 two |
| 366 | Aqua Aura 6         | Aura         | Water   | 1-8 two, 1-9 two |
| 367 | Light Aura 6        | Aura         | Light   | 1-8 two, 1-9 two |
| 368 | Dark Aura 6         | Aura         | Dark    | 1-8 two, 1-9 two |
| 369 | Chronos Aura 6      | Aura         | Chronos | 1-8 two, 1-9 two |
| 370 | Wind Aura 6         | Aura         | Wind    | 1-8 two, 1-9 two |
|     |                     |              |         |                  |
| 371 | Wild Strawberry     | Kalas Class  | Neutral | L. of the Spring |
| 372 | Mana Stone          | Kalas Class  | Dark    | Lesser C. River  |
| 373 | Coral Plant         | Kalas Class  | Neutral | L. of the Winds  |
| 374 | Ancient Branch      | Kalas Class  | Neutral | Gnosis           |
| 375 | Azure Sand          | Kalas Class  | Neutral | Celestial Alps   |
| 376 | Shrike Statue       | Xelha Class  | Wind    | Lord's Mansion   |
| 377 | Heron Statue        | Xelha Class  | Wind    | Lesser C. River  |
| 378 | Falcon Statue       | Xelha Class  | Wind    | A.L. of Magic    |
| 379 | Rarebird Statue     | Xelha Class  | Wind    | Goldoba Trio     |
| 380 | Linnet Statue       | Xelha Class  | Wind    | I. Fortress      |
| 381 | Shark Tooth         | Gibari Class | Water   | Iron Beetle      |
| 382 | Scarlet Shell       | Gibari Class | Water   | A.L. of Magic    |
| 383 | Catfish Whiskers    | Gibari Class | Water   | Lava Caves       |
| 384 | Buoy of Light       | Gibari Class | Light   | Greater C. River |
| 385 | Heartlight Candle   | Lyude Class  | Light   | A.L. of Magic    |
| 386 | Platter of Parting  | Lyude Class  | Light   | L. of Duhr       |
| 387 | Jasper Gem          | Lyude Class  | Light   | Phantom Goldoba  |
| 388 | Wild Cherry Bud     | Savyna Class | Neutral | Tree Guardian    |
| 389 | Purple Rose         | Savyna Class | Neutral | Garden of Death  |
| 390 | Dragon Plum Bud     | Savyna Class | Neutral | Nihal Desert     |
| 391 | Pinecone            | Mizuti Class | Neutral | Phantasm         |
| 392 | Shepherd's Purse    | Mizuti Class | Neutral | I.C. of Gomeisa  |
| 393 | Tradescantia Petals | Mizuti Class | Neutral | Zosma Tower      |
|     |                     |              |         |                  |
| 394 | Draco               | Constel.     | N/A     | N/A              |
| 395 | Vela                | Constel.     | N/A     | N/A              |
| 396 | Puppis              | Constel.     | N/A     | N/A              |
| 397 | Aquarius            | Constel.     | N/A     | N/A              |
| 398 | Pyxis               | Constel.     | N/A     | N/A              |
| 399 | Carina              | Constel.     | N/A     | N/A              |
| 400 | Cygnus              | Constel.     | N/A     | N/A              |
| 401 | Hydra               | Constel.     | N/A     | N/A              |
| 402 | Pisces              | Constel.     | N/A     | N/A              |
| 403 | Triangulum          | Constel.     | N/A     | N/A              |
| 404 | Auriga              | Constel.     | N/A     | N/A              |
| 405 | Taurus              | Constel.     | N/A     | N/A              |
| 406 | Equuleus            | Constel.     | N/A     | N/A              |
| 407 | Lupus               | Constel.     | N/A     | N/A              |
| 408 | Perseus             | Constel.     | N/A     | N/A              |
| 409 | Ursa Major          | Constel.     | N/A     | N/A              |
| 410 | Crater              | Constel.     | N/A     | N/A              |
| 411 | Andromeda           | Constel.     | N/A     | N/A              |
| 412 | Corona Borealis     | Constel.     | N/A     | N/A              |
| 413 | Pisces Australis    | Constel.     | N/A     | N/A              |
| 414 | Corona Australis    | Constel.     | N/A     | N/A              |
| 415 | Virgo               | Constel.     | N/A     | N/A              |
| 416 | Hercules            | Constel.     | N/A     | N/A              |
| 417 | Cepheus             | Constel.     | N/A     | N/A              |
| 418 | Capricornius        | Constel.     | N/A     | N/A              |
| 419 | Ara                 | Constel.     | N/A     | N/A              |
| 420 | Lepus               | Constel.     | N/A     | N/A              |
| 421 | Serpens             | Constel.     | N/A     | N/A              |
| 422 | Ophiuchus           | Constel.     | N/A     | N/A              |



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|-----|----------------------|--------------|---------|-----|
| 423 | Cancer               | Constel.     | N/A     | N/A |
| 424 | Lyra                 | Constel.     | N/A     | N/A |
| 425 | Libra                | Constel.     | N/A     | N/A |
| 426 | Delphinus            | Constel.     | N/A     | N/A |
| 427 | Sagitta              | Constel.     | N/A     | N/A |
| 428 | Leo                  | Constel.     | N/A     | N/A |
| 429 | Sagittarius          | Constel.     | N/A     | N/A |
| 430 | Ursa Minor           | Constel.     | N/A     | N/A |
| 431 | Scorpius             | Constel.     | N/A     | N/A |
| 432 | Pegasus              | Constel.     | N/A     | N/A |
| 433 | Aries                | Constel.     | N/A     | N/A |
| 434 | Cassiopeia           | Constel.     | N/A     | N/A |
| 435 | Gemini               | Constel.     | N/A     | N/A |
| 436 | Bottes               | Constel.     | N/A     | N/A |
| 437 | Centarus             | Constel.     | N/A     | N/A |
| 438 | Canus Minor          | Constel.     | N/A     | N/A |
| 439 | Canus Major          | Constel.     | N/A     | N/A |
| 440 | Corvus               | Constel.     | N/A     | N/A |
| 441 | Eridanus             | Constel.     | N/A     | N/A |
| 442 | Aquila               | Constel.     | N/A     | N/A |
| 443 | Cetus                | Constel.     | N/A     | N/A |
| 444 | Aged Buckle          | Kalas Armor  | Chronos | N/A |
| 445 | Scale Buckle         | Kalas Armor  | Neutral | N/A |
| 446 | Silver Buckle        | Kalas Armor  | Neutral | N/A |
| 447 | Crescent Buckle      | Kalas Armor  | Dark    | N/A |
| 448 | Ice Crystal Buckle   | Kalas Armor  | Water   | N/A |
| 449 | Golden Buckle        | Kalas Armor  | Neutral | N/A |
| 450 | Platinum Buckle      | Kalas Armor  | Neutral | N/A |
| 451 | Earth Buckle         | Kalas Armor  | Neutral | N/A |
| 452 | Skull Buckle         | Kalas Armor  | Dark    | N/A |
| 453 | Moon Buckle          | Kalas Armor  | Dark    | N/A |
| 454 | Fancy Anklet         | Xelha Armor  | Neutral | N/A |
| 455 | Anklet of Calm Winds | Xelha Armor  | Wind    | N/A |
| 456 | Silver Anklet        | Xelha Armor  | Neutral | N/A |
| 457 | Magical Anklet       | Xelha Armor  | Neutral | N/A |
| 458 | Water Mirror Anklet  | Xelha Armor  | Water   | N/A |
| 459 | Golden Anklet        | Xelha Armor  | Neutral | N/A |
| 460 | Powder Snow Anklet   | Xelha Armor  | Water   | N/A |
| 461 | Sun Anklet           | Xelha Armor  | Light   | N/A |
| 462 | Skull Anklet         | Xelha Armor  | Dark    | N/A |
| 463 | Pegasus Anklet       | Xelha Armor  | Wind    | N/A |
| 464 | Bamboo Creel         | Gibari Armor | Water   | N/A |
| 465 | Hemp Creel           | Gibari Armor | Water   | N/A |
| 466 | Cypress Creel        | Gibari Armor | Water   | N/A |
| 467 | Bamboo Grass Creel   | Gibari Armor | Water   | N/A |
| 468 | Moonlight Creel      | Gibari Armor | Dark    | N/A |
| 469 | Hermit's Creel       | Gibari Armor | Dark    | N/A |
| 470 | Goldfish Bowl        | Gibari Armor | Water   | N/A |
| 471 | Poseidon's Creel     | Gibari Armor | Water   | N/A |
| 472 | Skull Creel          | Gibari Armor | Dark    | N/A |
| 473 | Creel of the Whale   | Gibari Armor | Water   | N/A |
| 474 | Dark Red Earrings    | Lyude Armor  | Neutral | N/A |
| 475 | Glass Earrings       | Lyude Armor  | Neutral | N/A |
| 476 | Ruby Earrings        | Lyude Armor  | Neutral | N/A |
| 477 | Silver Earrings      | Lyude Armor  | Neutral | N/A |
| 478 | Emerald Earrings     | Lyude Armor  | Neutral | N/A |
| 479 | Gold Earrings        | Lyude Armor  | Neutral | N/A |
| 480 | Amethyst Earrings    | Lyude Armor  | Neutral | N/A |
| 481 | Flashy Earrings      | Lyude Armor  | Neutral | N/A |

|     |                    |              |         |                  |  |
|-----|--------------------|--------------|---------|------------------|--|
| 482 | Skull Earrings     | Lyude Armor  | Dark    | N/A              |  |
| 483 | Platinum Earrings  | Lyude Armor  | Neutral | N/A              |  |
| 484 | Rubber Barrete     | Savyna Armor | Neutral | N/A              |  |
| 485 | Feathered Barrete  | Savyna Armor | Wind    | N/A              |  |
| 486 | Butterfly Barrette | Savyna Armor | Wind    | N/A              |  |
| 487 | Silver Barrete     | Savyna Armor | Neutral | N/A              |  |
| 488 | Scorpion Barrete   | Savyna Armor | Neutral | N/A              |  |
| 489 | Golden Barrete     | Savyna Armor | Neutral | N/A              |  |
| 490 | Sunflower Barrete  | Savyna Armor | Light   | N/A              |  |
| 491 | Firedrake Barrete  | Savyna Armor | Fire    | N/A              |  |
| 492 | Skull Barrete      | Savyna Armor | Dark    | N/A              |  |
| 493 | Fairy Barrete      | Savyna Armor | Light   | N/A              |  |
| 494 | Dazed Birdie       | Mizuti Armor | Wind    | N/A              |  |
| 495 | Tongue Birdie      | Mizuti Armor | Wind    | N/A              |  |
| 496 | Mohawk Birdie      | Mizuti Armor | Wind    | N/A              |  |
| 497 | Tearful Birdie     | Mizuti Armor | Wind    | N/A              |  |
| 498 | Birdie Fatale      | Mizuti Armor | Wind    | N/A              |  |
| 499 | Cinderella Birdie  | Mizuti Armor | Chronos | N/A              |  |
| 500 | Girlish Birdie     | Mizuti Armor | Wind    | N/A              |  |
| 501 | Mature Birdie      | Mizuti Armor | Dark    | N/A              |  |
| 502 | Skull Birdie       | Mizuti Armor | Dark    | N/A              |  |
| 503 | Broken Birdie      | Mizuti Armor | Wind    | N/A              |  |
|     |                    |              |         |                  |  |
| 845 | Sabre Dragon       | Picture      | N/A     | Moonguile Forest |  |
| 846 | Lord of the Spring | Picture      | N/A     | Moonguile Forest |  |
| 847 | Thunderfish        | Picture      | N/A     | Lesser C. River  |  |
| 848 | Iron Beetle V      | Picture      | N/A     | Elnath Castle    |  |
| 849 | Lord of the Winds  | Picture      | N/A     | S. of the Winds  |  |
| 850 | Gnosis             | Picture      | N/A     | Outer Dimension  |  |
| 851 | Iron Beetle I      | Picture      | N/A     | Cloud Passage    |  |
| 852 | Iron Beetle II     | Picture      | N/A     | I. Fortress      |  |
| 853 | Tree Guardian      | Picture      | N/A     | Celestial Tree   |  |
| 854 | Magnus Giganticus  | Picture      | N/A     | Mystical Garden  |  |
| 855 | Sikri              | Picture      | N/A     | S. of Spirits    |  |
| 856 | Phantasm           | Picture      | N/A     | L. of Mirrors    |  |
| 857 | Giacomo            | Picture      | N/A     | Lord's Mansion   |  |
| 858 | Ayme               | Picture      | N/A     | Goldoba          |  |
| 859 | Geldoblame         | Picture      | N/A     | Lava Caves       |  |
| 860 | Naiad              | Picture      | N/A     | Diadem Crack     |  |
| 861 | Thalassa           | Picture      | N/A     | Anuenu Crack     |  |
| 862 | Despina            | Picture      | N/A     | Mira Crack       |  |
| 863 | Galatea            | Picture      | N/A     | Alfard Crack     |  |
| 864 | Goddess of Ice     | Picture      | N/A     | Lake of Dragon   |  |
| 865 | Folon              | Picture      | N/A     | A.L. of Magic    |  |
| 866 | Angel of Darkness  | Picture      | N/A     | I. Fortress      |  |
| 867 | Agyo               | Picture      | N/A     | Zosma Tower      |  |
| 868 | Malpercio          | Picture      | N/A     | Algorab Village  |  |
| 869 | Wizard Shadow      | Picture      | N/A     | Zosma Tower      |  |
| 870 | Sibling God: He    | Picture      | N/A     | Cor Hydrae       |  |
| 871 | Sibling God: Che   | Picture      | N/A     | Cor Hydrae       |  |
| 872 | Sibling God: Bo    | Picture      | N/A     | Cor Hydrae       |  |
| 873 | Sibling God: Ar    | Picture      | N/A     | Cor Hydrae       |  |
| 874 | Sibling God: Le    | Picture      | N/A     | Cor Hydrae       |  |
| 875 | Ungyo              | Picture      | N/A     | Zosma Tower      |  |
|     |                    |              |         |                  |  |
| 876 | Imperial Soldier   | Picture      | N/A     | Lord's Mansion   |  |
| 877 | Imperial Elite     | Picture      | N/A     | Elnath Castle    |  |
| 878 | Imperial Blackhelm | Picture      | N/A     | Elnath Castle    |  |
| 879 | Unuk               | Picture      | N/A     | Sadal Suud       |  |
| 880 | Striper            | Picture      | N/A     | Cloud Passage    |  |

|     |                      |         |     |                  |  |
|-----|----------------------|---------|-----|------------------|--|
| 881 | Magma Beast          | Picture | N/A | Lava Caves       |  |
| 882 | Shawra               | Picture | N/A | Sadal Suud       |  |
| 883 | Blood Leaf           | Picture | N/A | Celestial Tree   |  |
| 884 | Badwin               | Picture | N/A | Celestial Alps   |  |
| 885 | Doomer               | Picture | N/A | Nunki Valley     |  |
| 886 | Gormer               | Picture | N/A | Mystical Garden  |  |
| 887 | Floomer              | Picture | N/A | I.C. of Gomeisa  |  |
| 888 | Zelmer               | Picture | N/A | Outer Dimension  |  |
| 889 | Pul-Puk              | Picture | N/A | Lesser C. River  |  |
| 890 | Bar-Mool             | Picture | N/A | L. of Duhr       |  |
| 891 | Gul-Bar-Mool         | Picture | N/A | Zosma Tower      |  |
| 892 | Cancerite            | Picture | N/A | Lesser C. River  |  |
| 893 | Snow Cancerite       | Picture | N/A | I.C. of Gomeisa  |  |
| 894 | Mad Cancerite        | Picture | N/A | L. of Duhr       |  |
| 895 | Albireo              | Picture | N/A | Cloud Passage    |  |
| 896 | Flobo                | Picture | N/A | I.C. of Gomeisa  |  |
| 897 | Mirabilis            | Picture | N/A | Holoholo Jungle  |  |
| 898 | Lanocaulis           | Picture | N/A | Lava Caves       |  |
| 899 | Skeleton Warrior     | Picture | N/A | A.L. of Magic    |  |
| 900 | Undead Swordsman     | Picture | N/A | Holoholo Jungle  |  |
| 901 | Ghoulis Skirmisher   | Picture | N/A | Garden of Death  |  |
| 902 | Master Revenant      | Picture | N/A | Phantom Goldoba  |  |
| 903 | Spell Shellfish      | Picture | N/A | Holoholo Jungle  |  |
| 904 | Magic Shellfish      | Picture | N/A | Mystical Garden  |  |
| 905 | Mysterious Shellfish | Picture | N/A | Zosma Tower      |  |
| 906 | Devil Claws          | Picture | N/A | Celestial Tree   |  |
| 907 | Shadow Claws         | Picture | N/A | Greater C. River |  |
| 908 | Ghost Claws          | Picture | N/A | Outer Dimension  |  |
| 909 | Acheron              | Picture | N/A | Holoholo Jungle  |  |
| 910 | Maw-Maw-Goo          | Picture | N/A | Greater C. River |  |
| 911 | Crystal Spider       | Picture | N/A | L. of Mirrors    |  |
| 912 | Arachnid             | Picture | N/A | I.C. of Gomeisa  |  |
| 913 | Devilish Hands       | Picture | N/A | Mystical Garden  |  |
| 914 | Demonic Hands        | Picture | N/A | Cor Hydrae       |  |
| 915 | Wokoob Kakish        | Picture | N/A | L. of Mirrors    |  |
| 916 | Almanek              | Picture | N/A | Garden of Death  |  |
| 917 | Malfreega            | Picture | N/A | L. of Duhr       |  |
| 918 | Sbarb                | Picture | N/A | Garden of Death  |  |
| 919 | Breacher             | Picture | N/A | Zosma Tower      |  |
| 920 | Bauganum             | Picture | N/A | L. of Duhr       |  |
| 921 | Ceratobus            | Picture | N/A | Lava Caves       |  |
| 922 | Foytow               | Picture | N/A | Lava Caves       |  |
| 923 | Rulug                | Picture | N/A | Celestial Alps   |  |
| 924 | Imperial Walker      | Picture | N/A | Alfard           |  |
| 925 | Corrupted Walker     | Picture | N/A | I. Fortress      |  |
| 926 | Contaminated Walker  | Picture | N/A | I. Fortress      |  |
| 927 | Gagarek              | Picture | N/A | Mintaka          |  |
| 928 | Beberum              | Picture | N/A | Mintaka          |  |
| 929 | Zuzlani              | Picture | N/A | I. Fortress      |  |
| 930 | Laramooga            | Picture | N/A | I. Fortress      |  |
| 931 | Alavarum             | Picture | N/A | Nihal Desert     |  |
| 932 | Diabolos             | Picture | N/A | I.F. of the Book |  |
| 933 | Varalba              | Picture | N/A | Cor Hydrae       |  |
| 934 | Vorleg               | Picture | N/A | I.F. of the Book |  |
| 935 | Wolgarb              | Picture | N/A | Cor Hydrae       |  |
| 936 | Apollion             | Picture | N/A | Cor Hydrae       |  |
| 937 | Cursed Spell Book    | Picture | N/A | A.L. of Magic    |  |
| 938 | Cursed Grimoire      | Picture | N/A | A.L. of Magic    |  |
| 939 | Filler               | Picture | N/A | S. of Spirits    |  |
| 940 | Gray Cancerite       | Picture | N/A | S. of Spirits    |  |

|     |                       |         |     |                  |
|-----|-----------------------|---------|-----|------------------|
| 941 | Ray-Moo               | Picture | N/A | S. of Spirits    |
| 942 | Kulcabaran            | Picture | N/A | I.F. of the Book |
| 943 | Brolokis              | Picture | N/A | Greater C. River |
| 944 | Rampulus              | Picture | N/A | Phantom Goldoba  |
| 945 | Fadroh                | Picture | N/A | I. Fortress      |
| 946 | Sowzana               | Picture | N/A | Nihal Desert     |
| 947 | Imperial Guard        | Picture | N/A | Mintaka          |
| 948 | Elite Imperial Guard  | Picture | N/A | Mintaka          |
| 949 | Slime                 | Picture | N/A | T. of DRUAGA     |
| 950 | Nunkirantula          | Picture | N/A | Nunki Valley     |
| 951 | Tentacle              | Picture | N/A | Celestial Tree   |
| 952 | Picture of Kalas      | Picture | N/A | N/A              |
| 953 | Picture of Xelha      | Picture | N/A | N/A              |
| 954 | Picture of Gibari     | Picture | N/A | N/A              |
| 955 | Picture of Lyude      | Picture | N/A | N/A              |
| 956 | Picture of Savyna     | Picture | N/A | N/A              |
| 957 | Picture of Mizuti     | Picture | N/A | N/A              |
| 958 | Maskless Mizuti       | Picture | N/A | Algorab          |
| 959 | Rare Shot of Kalas    | Picture | N/A | N/A              |
| 960 | Rare Shot of Xelha    | Picture | N/A | N/A              |
| 961 | Rare Shot of Gibari   | Picture | N/A | N/A              |
| 962 | Rare Shot of Lyude    | Picture | N/A | N/A              |
| 963 | Rare Shot of Savyna   | Picture | N/A | N/A              |
| 964 | Rare Shot of Mizuti   | Picture | N/A | N/A              |
| 965 | Mega Rare Mizuti Pic  | Picture | N/A | Algorab          |
| 966 | Unpopular Painting    | Quest   | N/A | N/A              |
| 967 | Popular Pickup Line   | Quest   | N/A | N/A              |
| 968 | Outdated Pickup Line  | Quest   | N/A | N/A              |
| 969 | Girl's Thoughts       | Quest   | N/A | N/A              |
| 970 | Secret Information    | Quest   | N/A | N/A              |
| 971 | Well-known Story      | Quest   | N/A | N/A              |
| 972 | Blank Magnus          | Quest   | N/A | N/A              |
| 973 | Pristine Water        | Quest   | N/A | N/A              |
| 974 | Stagnant Water        | Quest   | N/A | N/A              |
| 975 | Stoked Flame          | Quest   | N/A | N/A              |
| 976 | Weak Flame            | Quest   | N/A | N/A              |
| 977 | Pow Milk              | Quest   | N/A | N/A              |
| 978 | Cloud                 | Quest   | N/A | N/A              |
| 979 | Celestial Flower Seed | Quest   | N/A | N/A              |
| 980 | Celestial Flower Bud  | Quest   | N/A | N/A              |
| 981 | Celestial Flower      | Quest   | N/A | N/A              |
| 982 | Fantail Duck Egg      | Quest   | N/A | N/A              |
| 983 | Boiled Egg            | Quest   | N/A | N/A              |
| 984 | Snow                  | Quest   | N/A | N/A              |
| 985 | Lava                  | Quest   | N/A | N/A              |
| 986 | Pebble                | Quest   | N/A | N/A              |
| 987 | Sea Bream Fillet      | Quest   | N/A | N/A              |
| 988 | Rotten Fillet         | Quest   | N/A | N/A              |
| 989 | Pow Milk Yogurt       | Quest   | N/A | N/A              |
| 990 | Pow Milk Cheese       | Quest   | N/A | N/A              |
| 991 | Rubber Mud            | Quest   | N/A | N/A              |
| 992 | Chunk of Rubber       | Quest   | N/A | N/A              |
| 993 | Gold Beetle Carapace  | Quest   | N/A | N/A              |
| 994 | Gold Nugget           | Quest   | N/A | N/A              |
| 995 | Salty Water           | Quest   | N/A | N/A              |
| 996 | Salt                  | Quest   | N/A | N/A              |
| 997 | Hot Rock              | Quest   | N/A | N/A              |
| 998 | Oil                   | Quest   | N/A | N/A              |

|      |                     |       |     |     |  |
|------|---------------------|-------|-----|-----|--|
| 999  | Pressed Flower      | Quest | N/A | N/A |  |
| 1000 | Mountain Apple      | Quest | N/A | N/A |  |
| 1001 | Apple Vinegar       | Quest | N/A | N/A |  |
| 1002 | Warrior's Memories  | Quest | N/A | N/A |  |
| 1003 | Warrior's Mementos  | Quest | N/A | N/A |  |
| 1004 | Golden Pickaxe      | Quest | N/A | N/A |  |
| 1005 | Diadem Royal Crest  | Quest | N/A | N/A |  |
| 1006 | Picture Book        | Quest | N/A | N/A |  |
| 1007 | Adventure Novel     | Quest | N/A | N/A |  |
| 1008 | Dead Bluebird       | Quest | N/A | N/A |  |
| 1009 | Naughty Novel       | Quest | N/A | N/A |  |
| 1010 | Rock Salt           | Quest | N/A | N/A |  |
| 1011 | Mirage Weed         | Quest | N/A | N/A |  |
| 1012 | Thunderfish Bone    | Quest | N/A | N/A |  |
| 1013 | Mountain Apple Wine | Quest | N/A | N/A |  |
| 1014 | Nameless Flower     | Quest | N/A | N/A |  |
| 1015 | Explosives          | Quest | N/A | N/A |  |
| 1016 | Sparkling Snow      | Quest | N/A | N/A |  |
| 1017 | Terrible Painting   | Quest | N/A | N/A |  |
| 1018 | Delinquency Stone   | Quest | N/A | N/A |  |
| 1019 | Roasted Bird        | Quest | N/A | N/A |  |
| 1020 | Maggot-ridden Meat  | Quest | N/A | N/A |  |
| 1021 | Family Tree         | Quest | N/A | N/A |  |
| 1022 | Treasured Painting  | Quest | N/A | N/A |  |

~-- 15b. SP Combos ~~~~~

Self explanatory. Use the cards next to each other in a battle, go by this, and you're all set.

1. Deluxe Sweet Wine + Light Flare Lv 1 = Sun-Dried Wine
2. Japanese Rice Wine + Fire Burst Lv 1 = Lukewarm Rice Wine
3. Japanese Rice Wine + Fire Burst Lv 4 = Hot Rice Wine
4. Holy Grail + Japanese Rice Wine = Sacred Wine
5. Power Helmet + Uncooked Rice + Aqua Burst Lv 1 + Fire Burst Lv 1 = Rice
6. Power Helmet + Uncooked Rice + Aqua Burst Lv 1 + Charcoal + Fire Burst Lv 1 = Extra Fluffy Rice
7. Power Helmet + Uncooked Rice + Aqua Burst Lv 1 + Deluxe Charcoal + Fire Burst Lv 1 = Deluxe Rice
8. Extra Fluffy Rice + Vinegar + Paper Fan = Sushi Rice
9. Squid + Fire Burst Lv 1 + Paper Fan = Roasted Squid
10. Lukewarm Rice Wine + Roasted Squid + The Silent Woman + Light Flare Lv 2 = Model Boat
11. Green Tea + Large Teamug = Deluxe Green Tea
12. Young Wasabi Root + Dark Flare Lv 1 = Wasabi Root
13. Wasabi Root + Mineral Water = Deluxe Wasabi Root

14. Sushi Rice + fish + Deluxe Wasabi Root = Deluxe Sushi
15. Sushi Rice + fish + Deluxe Wasabi Root + Deluxe Green Tea = Sweatband
16. Sushi Rice + Charred/Rotten Fish + Deluxe Wasabi Root = Poisonous Sushi
17. Sushi Rice + Charred/Rotten Fish + Deluxe Wasabi Root + Deluxe Green Tea = Karate Headband
18. Wheat + Mineral Water + Large Fire/Bomb = Freshly Baked Bread
19. Bacon/Beef + Large Fire = Beef Jerky
20. Beef + Charcoal + Large Fire = Grilled Hamburger
21. Rotten Meat + Fire Burst + Birch Sap Gum = Melted Ice Cream
22. Bacon/Beef + Deluxe Charcoal + Fire Burst (Lv 1-4) + Birch Sap Gum = Beef Stew
23. Deluxe Sweet Wine + Cheese = Cheese Fondue
24. Cheese + Fire Burst + Freshly Baked Bread = Cheese Fondue
25. Sun-Dried Wine + Cheese = Green Mold
26. Roasted Squid + Salted Sweetfish + Japanese Rice Wine = Coat of Gallantry
27. Peanuts + Chicken Kebab + Beer = Deluxe Fireworks Set
28. Japanese Rice Wine + wine + Beer = Strange Brew
29. Milk + Strawberries + Sugar = Strawberry Milk
30. Flower Bud + Light Flare Lv 1 = Pretty Flower
31. Dried Flowers + Aqua Burst Lv 2 = Pretty Flower
32. Pretty Flower + Aqua Burst Lv 1 = Root-Rotten Flower
33. Root-Rotten Flower + Aqua Burst Lv 1 = Dead Flower
34. flower + Dark Flare (any) = Dead Flower
35. Pretty Flower x4 = Pretty Flowers
36. Good Fortune + Sugar Cane + Bananas = Pretty Flowers
37. Dead Flower x4 = Dead Flowers
38. Doll + Pretty Flower = Cute Doll
39. Crying Doll/Hate-filled Doll + Light Flare Lv 1 = Doll
40. Doll + Dead Flower = Crying Doll
41. Egg + Fire Burst Lv 1 = Soft-Boiled Egg
42. Egg + Large Fire = Fried Egg

43. Wheat + Uncooked Rice + Egg = Tonguetwister Rogue
44. Orange + Chunk of Ice = Frozen Tangerine
45. Cherries + Strawberries + Orange + Apple + Melon = Pac-Man
46. Chunk of Ice + Grapes = Fruit Sorbet
47. Strawberries + Sugar = Fruit Tart
48. Orange + Apple + Melon + Cherries = Fruit Cornucopia
49. Rotten Fruit x4 = Rotten Cornucopia
50. Frozen Tangerine/Fruit Sorbet x4 = Seed of Headaches
51. Birch + Sculpting Knife = Dog Carving
52. Pine Tree + Sculpting Knife = Monkey Carving
53. Cedar Tree + Sculpting Knife = Pheasant Carving
54. Young Bamboo + knife/sword = Branches
55. wood + Dark Flare (any) = Rotten Wood
56. The Peach Boy + Dog Carving + Monkey Carving + Pheasant Carving = Treasure
57. Chunk of Ice + Sculpting Knife + Strawberries = Strawberry Shaved Ice
58. Chunk of Ice + Sculpting Knife + Melon = Melon Shaved Ice
59. Shrimp + Fishing Rod = Sea Bream
60. Squid + Shrimp + Skipjack x2 = Fresh Sashimi Set
61. Rotten Fish x4 = Old Sashimi Set
62. Model Boat + seafood x4 = Deluxe Sashimi Boat
63. Model Boat + Rotten Fish x4 = Rotten Sashimi Boat
64. Skipjack + Charcoal + Fire Burst Lv 1 = Minced Skipjack
65. Pickled Plums + Eel = Plum & Eel Surprise
66. Rice + Pickled Plums = Rice Ball
67. Rice Ball + Soy Sauce + Fire
68. Eel + Charcoal + Fire Burst Lv 1-4 = Charcoal Broiled Eel
69. Tearless Mermaid + Deluxe Wasabi Root = Mermaid's Tear
70. Dud Bomb + Fire Yell Lv 1 x2 = Fire Yell Lv 2
71. Frozen Tangerine + Aqua Yell Lv 1 x2 = Aqua Yell Lv 2
72. Sacred Wine + Light Yell Lv 1 x2 = Light Yell Lv 2

73. Evil Ashes + Dark Yell Lv 1 x2 = Dark Yell Lv 2
74. Green Mold + Chronos Yell Lv 1 x2 = Chronos Yell Lv 2
75. Pot of Air + Wind Yell Lv 1 x2 = Wind Yell Lv 2
76. Crimson Oak Blossom + Fire Yell Lv 2 x3 = Fire Yell Lv 3
77. Firefighting Medal + Aqua Yell Lv 2 x3 = Aqua Yell Lv 3
78. Sunflower Coin + Light Yell Lv 2 x3 = Light Yell Lv 3
79. Primrose Coin + Dark Yell Lv 2 x3 = Dark Yell Lv 3
80. Amber + Chronos Yell Lv 2 x3 = Chronos Yell Lv 3
81. Rainbow Emblem + Wind Yell Lv 2 x3 = Wind Yell Lv 3
82. Toasted Rice Ball + Fire Yell Lv 3 x4 = Fire Yell Lv 4
83. Mermaid's Tear + Aqua Yell Lv 3 x4 = Aqua Yell Lv 4
84. Sun Coin + Light Yell Lv 3 x4 = Light Yell Lv 4
85. Dark Coin + Dark Yell Lv 3 x4 = Dark Yell Lv 4
86. Forbidden Fruit + Chronos Yell Lv 3 x4 = Chronos Yell Lv 4
87. Swan + Wind Yell Lv 3 x4 = Wind Yell Lv 4
88. Great Fortune + Dried Persimmons + Young Bamboo = Loveletter 1
89. Great Fortune + Dried Persimmons + Green Mold = Loveletter 2
90. Great Fortune + Dried Persimmons + Blue-Only Pencil = Loveletter 3
91. Bad Fortune + Fried Egg + Crimson Oak Blossom = Hate Filled Diary 1
92. Average Fortune + Beetle + Orange = Lovey Dovey Diary 1
93. An Awful Fortune + Rotten Grapes + Charred Meat = Voodoo Doll
94. Straw + Dark Flare Lv 1 = Voodoo Doll
95. Mark of Death + Fire Burst Lv 1 = Evil Ashes
96. Tri-Crescendo Pen + Fire Burst Lv 1 = Evil Ashes
97. Persimmons + Light Flare Lv 1 = Dried Persimmons
98. Small Fire + Mineral Water = Firefighting Medal
99. Forlorn Woman + Endeavoring Woman = Goddess of Victory
100. Secret Recipe 1 through Secret Recipe 9 = Secret Recipe 10
101. Shampoo + Conditioner + Hair Aftercare + Aqua Burst Lv 2 + Hair Dryer =  
Angelic Hair
102. Broken Heart Picture + Dark Flare Lv 2 = Cursed Picture



103. Blank Notebook + Magic Pen = Prophet's Notebook
104. Blank Notebook + Grumble Pen = Director's Notebook
105. Unicorn Horn + Sculpting Knife = Unicorn Blow Horn
106. Rainy Emblem + Light Flare Lv 4 = Rainbow Emblem
107. Pegasus Horn + Long Sword = John Hancock's Pen
108. Divorce Papers + John Hancock's Pen = Consolidation Pay
109. Cedar Tree Sap + Branches = Beetle
110. Skipjack + Fire Burst Lv 2 = Grilled Fish
111. Skipjack + Fire Burst Lv 5 = Charred Fish
112. Large Fire + Aqua Burst Lv 5-6 = Baked Potato
113. Blank Notebook + Monolith Pen = Monolith Brochure
114. Blank Notebook + Tri-Crescendo Pen = Tri-Cres Job Offer
115. Soybeans + Straw = Stinky Beans
116. Avocado + Soy Sauce = Fatty Tuna
117. Custard Pudding + Soy Sauce = Sea Urchin
118. Cheese + Honey = Chestnuts
119. Cucumbers + Honey = Melon
120. Apple + Honey + Curry = Deluxe Curry
121. Pickled Eggplant + Curry + Extra Fluffy Rice = Curry With Rice
122. Deluxe Rice + Deluxe Curry + Deluxe Pickles = Deluxe Curry With Rice
123. rice + Stinky Beans + Egg = Japanese Breakfast
124. Loveletter 1 + Loveletter 2 + Loveletter 3 = Stalker Letter
125. Blank Notebook + pencil = Doodle Book
126. Chunk of Ice + Small Knife + Ice Sculpture
127. Rooster + Large Fire + Paper Fan = Chicken Kebab
128. Rice Paste + Rice Paper = Paper Fan
129. Strawberries + Sugar + Fire Burst Lv 2 = Strawberry Jam
130. Freshly Baked Bread + Strawberry Jam + Milk = Western Breakfast
131. Freshly Baked Bread + Sea Urchin = Sea Urchin Surprise
132. Voodoo Doll + Angelic Hair = Mark of Death

- 133. Rice + Sea Bream = Sea Bream Lunch
- 134. Shampoo + Conditioner + Hair Dyer = Beautiful Hair
- 135. Fresh Meat + Fire Burst Lv 1 + Birch Sap Gum = Vanilla Ice Cream
- 137. Beef + Fire Burst Lv 5 = Charred Meat
- 138. Pretty Flower + Fire Burst Lv 1 = Ashes
- 139. Oakwood + Fire Burst Lv 5-6 = Deluxe Charcoal
- 140. wood + Fire Burst Lv 1 = Charcoal
- 141. Monolith Pen + Tri-Crescendo Pen = Holy Grail
- ~ 15c. Aging Magnus ~~~~~

Alright, so when you leave your game on, activity or no, your magnus will age and become new ones. Sometimes this is good, sometimes this isn't. As you will see.

- A Good Fortune -> 7 seconds = A Great Fortune -> 36 seconds = A Bad Fortune -> 36 seconds = Average Fortune -> 7 seconds = An Awful Fortune -> 72 seconds -> 72 seconds = A Good Fortune
- Any aura -> 5 hours = next level aura
- Any yell Lv 4 -> 20 hours = Lv 3 -> 15 hours = Lv 2 -> 10 hours = Lv 1
- Apple -> 6 hours = Forbidden Fruit -> 30 minutes = Rotten Fruit
- Avocado -> 12 hours = Rotten Food
- Bacon -> 5 hours = Rotten Meat
- Baked Potato -> 15 hours = Rotten Food
- Bamboo Shoot -> 3 hours = Young Bamboo -> 5 hours = Fishing Rod
- Beef -> 2 hours = Beef (Good) -> 2 hours = Beef (Better) -> 2 hours = Beef (Best) -> 2 hours = Rotten Meat [how ironic...]
- Beef Jerky -> 36 hours = Pet Food
- Beef Stew -> 18 hours = Rotten Food
- Birch -> 3.5 hours = Birch Sap Gum
- Bomb -> 3 hours = Dud Bomb
- Cedar Tree -> 3 hours = Cedar Tree Sap -> 12 hours = Amber
- Celestial Flower Seed -> 5 hours = Celestial Flower Bud -> 10 hours = Celestial Flower
- Charcoal Broiled Egg -> 15 hours = Rotten Food
- Cheese Fondue -> 10 hours = Green Mold
- Cherry -> 6 hours = Rotten Fruit
- Chicken Kebab -> 14 hours = Rotten Food
- Chump Change -> 12 hours = Vintage Coins -> 22 hours = Styx Passage Coins
- Chunk of Ice -> 18 minutes = Mineral Water
- Cloud -> 1 hour = Salty Water -> 2 hours = Salt
- Cloudy Emblem -> 30 minutes = Rainy Emblem -> 30 minutes = Cloudy Emblem
- Cucumber -> 3 hours = Pickled Cucumbers -> 15 hours = Deluxe Pickles -> 3 days = Rotten Food
- Curry -> 24 hours = Last Night's Curry -> 5 hours = Rotten Food
- Cute Doll -> 3 hours = Hate Filled Doll
- Delinquency Stone -> 1 hour = Pebble
- Deluxe Bananas -> 6 hours = Rotten Fruit
- Deluxe Fireworks Set -> 1 day = Dud Bomb
- Deluxe Red Wine -> 1 day = Yesterday's Wine
- Deluxe Rice -> 16 hours = Rice Paste
- Deluxe Sashimi Boat -> 5 hours = Rotten Sashimi Boat -> 1 day = Rotten Food

- Deluxe Sushi -> 4 hours = Rotten Food
- Director's Notebook -> 1 hour = Fading Notebook -> 30 minutes = Blank Notebook
- Doll -> 3 hours = Crying Doll
- Dried Persimmon -> 15 hours = Rotten Food
- Eel -> 5 hours = Rotten Fish
- Egg -> 3 hours = Ugly Duckling -> 4 hours = Swan
- Egg -> 30 minutes = Boiled Egg
- Extra Fluffy Rice -> 8 hours = Rotten Fish
- Flame Sword/Light Saber -> 1 hour = Short Sword [pisses me off]
- Flower Bud -> 3 hours = Dead Flower
- Fresh Beef -> 9 hours = Rotten Meat
- Fresh Sashimi Set -> 5 hours = Old Sashimi Set -> 1 day = Rotten Food
- Freshly Baked Bread -> 10 hours = Rotten Food
- Fried Egg -> 8 hours = Rotten Food
- Frozen Tangerine -> 2.5 hours = Orange -> 8 hours = Rotten Fruit
- Fruit Cornucopia -> 10 hours = Rotten Cornucopia -> 1 day = Rotten Food
- Fruit Sorbet -> 6 hours = Melted Ice Cream -> 10 hours = Rotten Food
- Fruit Tart -> 12 hours = Rotten Food
- Gold Beetle Carapace -> 4 hours = Gold Nugget
- Grapes -> 3 hours = Rotten Grapes -> 3 hours = Deluxe Sweet Wine -> 7 hours = Vinegar
- Green Bananas -> 2 hours = Bananas -> 3 hours = Blackened Bananas -> 7 hours = Rotten Food
- Green Light -> 3 minutes = Yellow Light -> 18 seconds = Red Light -> 2.5 minutes = Green Light
- Green Plum -> 5 hours = Prickled Plum
- Grilled Fish -> 13 hours = Rotten Food
- Grilled Hamburger -> 12 hours = Rotten Food
- Hateful Diary 1 -> 1 day = Hateful Diary 2 -> 1 day = Hateful Diary 3
- Ice Sculpture -> 1.5 hours = Mineral Water
- Intriguing Mystery -> 30 minutes = Unsolved Mystery
- Japanese Breakfast -> 18 hours = Rotten Food
- Jill's Jewelry Box -> 5 hours = Jack-in-the-Box
- Lava + 30 minutes -> Hot Rock -> 10 minutes = Pebble
- Lovey Dovey Diary 1 -> 1 day = Lovey Dovey Diary 2 -> 1 day = Lovey Dovey Diary 3
- Magical Piggybank -> 4 hours = Full Piggybank -> 5 hours = Broken Piggyback
- Maple Leaf -> 3 hours = Bookmark
- Mattress -> 6 hours = Broken Mattress
- Milk -> 4 hours = Cheese -> 17 hours = Green Mold
- Minced Skipjack -> 10 hours = Rotten Fish
- Mirage Weed -> 10 minutes = Blank Magnus
- Melon -> 6 hours = Rotten Fruit
- Melon Shaved Ice -> 4 hours = Melted Ice Cream
- Mountain Apple -> 2 hours = Mountain Apple Wine -> 4 hours = Mountain Apple Vinegar
- Nameless Flower -> 30 minutes = Pressed Flower
- Oakwood -> 12 hours = Doll of Lies
- Ox Tongue -> 4 hours = Rotten Food
- Pac-Man -> 7 hours = Pac-Land -> 7 hours = Pac-Mania
- Peach -> 8 hours = The Peach Boy -> 72 hours = Wonder MOMO
- Peanuts -> 15 hours = Rotten Food
- Persimmon -> 7 hours = Rotten Fruit
- Pickled Eggplant -> 3 days = Rotten Food
- Pine Tree -> 10 hours = Pine Tree Sap
- Popular Pickup Line -> 1 hour = Outdated Pickup Line
- Pork Ribs -> 10 hours = Rotten Meat
- Pow Milk -> 30 minutes = Pow Milk Yogurt -> 1 hour = Pow Milk Cheese
- Pretty Flower -> 5 hours = Dried Flower
- Pretty Flowers -> 10 hours = Dead Flowers

- Prophet's Notebook -> 10 hours = Fading Notebook
- Pudding -> 16 hours = Rotten Food
- Red and Blue Pencil -> 18 hours = Blue Only Pencil
- Red Pickled Veggies -> 3 days = Rotten Food
- Rice -> 4 hours = Rice Paste
- Rice Ball -> 12 hours = Rotten Food
- Roasted Bird -> 1 hour = Maggot-ridden Meat
- Roasted Squid -> 15 hours = Rotten Fish
- Rotten Wood -> 5 hours = Incense
- Rubber Mud -> 30 minutes = Chunk of Rubber
- Sea Bream -> 8 hours = Rotten Fish
- Sea Bream Lunch -> 12 hours = Rice Paste
- Sea Urchin -> 3 hours = Rotten Fish
- Sea Urchin Surprise -> 10 hours = Rotten Food
- Secret Information -> 1 hour = Well-Known Story
- Shrimp -> 8 hours = Rotten Fish
- Shampoo -> 2 weeks = Splendid Hair [yeah, you read that right, have fun]
- Silkworm -> 7 hours = Cocoon -> 16 hours = Silk
- Skipjack -> 8 hours = Rotten Fish
- Slight Debt -> 2 hours = Debt With Interest -> 4 hours = Snowballing Debt -> 8 hours = Debt Hell
- Small Fire -> 1 hour = Large Fire -> 1.5 days = Firefighting Medal
- Soy Beans -> 7 hours = Soy Sauce
- Soft Boiled Egg -> 12 hours = Rotten Food
- Sparkling Snow -> 20 minutes = Pristine Water -> 2 hours = Stagnant Water
- Stinky Beans -> 48 hours = Rotten Food
- Stoked Flame -> 30 minutes = Weak Flame -> 30 minutes = Blank Magnus
- Strange Brew -> 10 hours = Vinegar
- Straw -> 100 hours = Voodoo Doll
- Strawberry -> 5 hours = Rotten Fruit
- Strawberry Jam -> 48 hours = Rotten Food
- Strawberry Milk -> 24 hours = Green Mold
- Strawberry Shaved Ice -> 4 hours = Melted Ice Cream
- Sun Coin -> 6 minutes = Dark Coin -> 6 minutes = Sun Coin
- Sunflower Coin -> 18 minutes = Primrose Coin -> 18 minutes = Sunflower Coin
- Sugar Cane -> 4 hours = Sugar
- Sushi Rice -> 10 hours = Rotten Food
- Sweetheart Picture -> 2 hours = Broken Heart Picture -> 18 hours = Nostalgic Picture
- Toasted Rice Ball -> 20 hours = Rotten Food
- Uncooked Rice -> 3 hours = Japanese Rice Wine
- Unpopular Painting -> 40 hours = Treasured Painting
- Vanilla Ice Cream -> 6 hours = Melted Ice Cream
- Warrior's Mementos -> 50 hours = Warrior's Memories
- Western Breakfast -> 1 day = Rotten Food
- Wheat -> 4 hours = Beer

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 ~~~ ~~~ ~~~ 16. Bosses ~~~ ~~~ ~~~  

For added convenience, you can find strategies in here AND in the main guide. I am really so nice, right?

| | | | | | |
|------------------|--|---|--|---------------------|--|
| ++-----++-----++ | | Boss: Sabre Dragon | | Party: Kalas, Xelha | |
| | | HP: 230 | | Levels: 1 | |
| | | Weakness: Water | | Strength: Fire | |
| ++-----++-----++ | | If you lose this battle... well, let me just say that unless you heal | | | |

|| this (rather ugly) creature, something's a bit wrong with your fighting ||
|| style. :) He can do a normal attack, and breath fire, but otherwise he's ||
|| got very little that he can do to hold a fight. Xelha's cards are miles ||
|| and away better than Kalas's, and this dragon is weak against water, to ||
|| boot. So, try not to use too many Fire Bursts and instead use any Aqua ||
|| Bursts you have while Kalas normally attacks, and you'll win this fight ||
|| without even trying. Oh, and Xelha's Dance of Light is equally sweet. ||
++-----++-----++-----++-----++-----++-----++-----++

++-----++-----++-----++-----++-----++-----++-----++
|| Boss: Lord of the Spring || Party: Kalas, Xelha ||
|| HP: 300 || Levels: 2 ||
|| Weakness: Fire || Strength: Water ||
++-----++-----++-----++-----++-----++-----++-----++

|| Like I've stated before, fire is highly recommended. If Kalas happens to ||
|| have any Ice Daggers, you'll get no less than 80% of the damage chipped ||
|| off, and Aqua Bursts will also do a fifth of the normal power, which is ||
|| why Flame Swords and Fire Bursts are the way to go. Use every single ||
|| attack you have that's related to fire, while making sure you hit R if ||
|| LotS lands too much damage on you, and you should have no problem. Just ||
|| try and watch out for the Thundering Falls attack, as that'll shave off ||
|| some 50 HP or so, and I don't need to tell you that that no good! ||
++-----++-----++-----++-----++-----++-----++-----++

++-----++-----++-----++-----++-----++-----++-----++
|| Boss: Nunkirantula || Party: Kalas ||
|| HP: 350 || Levels: 4 ||
|| Weakness: Fire, Wind || Strength: Water, Chronos ||
++-----++-----++-----++-----++-----++-----++-----++

|| Some people seem to have trouble with this thing, I don't know why. Its ||
|| only moves are Hardening Wax to increase its defense, and an average ||
|| attack that is nothing but normal from its tentacles. Kalas on the other ||
|| hand, has Blue Storm, which will do lots of damage. If you've got any ||
|| fire based attacks at all, use them, since Nunkinrantula has quite the ||
|| weakness. Also, there are the Guardian Spirit attacks, including Shining ||
|| Seraph, Hellfire, Distorting Wind, and Demons of Darkness. If you happen ||
|| to randomly get any of these, especially the middle two, use 'em. ||
++-----++-----++-----++-----++-----++-----++-----++

++-----++-----++-----++-----++-----++-----++-----++
|| Boss: Giacomo || Party: Kalas, Xelha ||
|| HP: 750 || Levels: 5-6 ||
|| Weakness: Light, Water || Strength: Dark, Fire ||
++-----++-----++-----++-----++-----++-----++-----++

|| This is by far the toughest boss fight yet, even if it still isn't very ||
|| difficult at the same time. Giacomo's attacks are fire based, and in a ||
|| few occasions, he'll attack both Kalas AND Xelha. Cheater. When he does ||
|| this, he'll attack the second character with an End Slasher, that being ||
|| one of his finishers, doing about 80-90 damage to you. His other, the ||
|| much cooler Imperial Force, doesn't show its face in this fight, sadly. ||
|| But anyway, make sure that you keep Bananas ready to heal yourself, and ||
|| do so if you crawl below 50-60 HP. Otherwise, use every single Light and ||
|| Water attack you can, try for some combos, and after a bit, you'll win. ||
|| I'll also note: this music is FREAKING AWESOME. I love every bit of it. ||
++-----++-----++-----++-----++-----++-----++-----++

++-----++-----++-----++-----++-----++-----++-----++
|| Boss: Thunderfish || Party: Kalas, Xelha, Gibari ||
|| HP: 1000 || Levels: 6-7 ||
|| Weakness: Fire, Darkness || Strength: Water, Light ||
++-----++-----++-----++-----++-----++-----++-----++

++-----++
|| Don't worry, he may be big, but the part about him that's annoying is a ||
|| Venomous Droplets attack that will cause poison. I hate poison, but my ||
|| Gibari had two Mineral Waters on the first card draw, so that shouldn't ||
|| be a problem. It's recommended you defend against the majority of this ||
|| big fish's attacks, since it has a four-hit combo with a strong attack ||
|| called Thundercloud, which does about 120 damage if you don't guard it, ||
|| but Flame Shields and fire-based robes should prevent it from being too ||
|| nasty. Abuse every Fire Burst Lv 2 spell you have and try to make some ||
|| number combos, and this 1,000 HP will disappear in no time. ||
++-----++

++-----++
|| Boss: Iron Beetle || Party: Kalas, Xelha, Gibari ||
|| HP: 1500 || Levels: 9 ||
|| Weakness: Water, Light || Strength: Fire, Darkness ||
++-----++

|| This is by far the biggest and toughest boss fight yet, but it can be ||
|| made much easier with the preparations I told you a second ago. Xelha ||
|| should have Aqua Burst Lv 2's, Light Flare, Dance/Sparkle of Light/Life ||
|| ready to kick supreme ass, Kalas should have every Ice Dagger available, ||
|| and Gibari ought to have some healing items since he has the most HP. ||
|| While the Iron Beetle is very slow, usually it will use a Nitro Boost at ||
|| the beginning, then unleash a five-hit combo with a Voldocannon that may ||
|| do up to 220+ damage. Guard ALL of these attacks if possible, and heal ||
|| yourself afterwards. While it's strong, it's very slow, so allow your ||
|| numbers and speed to teach it a lesson, but keep an eye on your HP. ||
++-----++

++-----++
|| Boss: Iron Beetle V || Party: Kalas, Gibari, Lyude ||
|| HP: 1700 || Levels: 10 ||
|| Weakness: Water, Light || Strength: Fire, Darkness ||
++-----++

|| That's right, we can't even get the honor of fighting Ayme; we have to ||
|| fight her inside an Iron Beetle. Not to mention Rumbling of the Earth, ||
|| what I can consider to be the worst boss music in the game, plays here ||
|| instead of Chaotic Dance. Damn you, Namco. But anyways, this fight is a ||
|| very long and annoying one, mostly because halfway into the fight, it'll ||
|| use a move called Self-Repair that heals ALL of its HP. Screw that. Not ||
|| to mention that if I had a choice, I'd use Xelha over Gibari, since she ||
|| has more light and water based attacks, although Lyude's still good. ||
|| Anyways, Lyude is very good at dealing light and darkness based damage ||
|| off, making him an extremely useful character during this fight. ||
||

|| When a time to use Concerto comes up, use it, period. He also has many ||
|| awesome healing items to use. Not to say they're not needing it, because ||
|| this evil creature has several hit combos that end in Plasma Cannon or ||
|| Diving Drill, both of which are downright nasty. If you can't block the ||
|| attacks, especially Diving Drill, heal them immediately. After the thing ||
|| uses Self-Repair, you're safe to use all of the finishers you have in ||
|| your arsenal, particularly Crystal Shot and Concerto. An annoying fight, ||
|| but keep an eye on your HP and do number combos ending with finishers, ||
|| and you'll rack damage up very quickly. Also note if it uses Self-Repair ||
|| once, it probably won't use it again for quite a while. ||
++-----++

++-----++
|| Boss: Lord of the Winds || Party: Kalas, Xelha, Lyude ||
|| HP: 1900 || Levels: 12 ||
++-----++

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|| Weakness: Chronos || Strength: Wind ||
++-----++-----++
|| This fight will remind you of the one with Lord of the Spring, but any ||
|| way that you look at it, this fight is slightly annoying but otherwise, ||
|| very easy. I'd recommend Lyude instead of Gibari for this fight; Xelha ||
|| and even Kalas are must-takes. Put as many chronos based pieces of armor ||
|| and spells as possible into your deck, and LotW will go down fast and ||
|| with relative ease. He can poison you around the beginning of this fight ||
|| but if that happens, it's really nothing to worry about. ||
|| ||
|| All that the Lord of the Winds can really do is around the end of the ||
|| fight, using a two hit combo with Slashing Winds at the end, then cheat ||
|| by using a five-hit combo on someone else ending in Miraculous Gale, ||
|| which will put the character to sleep. Ugh. Otherwise, he'll just use a ||
|| regular combo with Slashing Winds, which will do 100 damage at the very ||
|| most. Try not to use Kalas's finishers too much, other than Shadow Wings ||
|| since they're wind based. Anyway, he's not that tough, but when he hits ||
|| critical, try to finish him immediately before he gets too annoying. ||
++-----++-----++

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++-----++-----++
|| Boss: Folon || Party: Kalas, Xelha, Lyude ||
|| HP: 2300 || Levels: 13 ||
|| Weakness: Wind, Light, Water || Strength: Chronos, Dark, Fire ||
++-----++-----++

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|| If you thought Giacomo was tough, then get a load of this guy. I'm not ||
|| saying he's better looking than Giacomo or anything, because neither of ||
|| 'em look like more than clowns, but Folon is one of the harder bosses in ||
|| this part of the game, even if you overwhelm him. Folon tends to use a ||
|| move called Energy Injection on himself, thus building his power, not to ||
|| mention allowing him to us a five-hit combo with a powerful finisher at ||
|| the end, overall doing tons of damage. I especially hate Chaotic Flames, ||
|| which can and almost certainly will set you on fire. Bah. ||
|| ||
|| Fortunately though, Folon has a major weakness to light. Kalas's Energy ||
|| Wave, as usually, will rack up hundreds of damage. Xelha's got Light ||
|| Flare Lv 2 and Soul Flash, both of which are extremely powerful, and ||
|| while Lyude's best finisher, Sforzando won't be too effective because of ||
|| Folon's resistance to darkness, Overture and Concerto are still sweet. ||
|| You'd better be prepared to block him when he attacks, since he does it ||
|| really fast. Lyude can be replaced with Gibari, if you feel like using ||
|| him for his new stuff, but I still recommend Lyude. If Kalas has Rays of ||
|| Truth ready to use and healing items ready, you'll win with no problem. ||
++-----++-----++

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++-----++-----++
|| Boss: Tree Guardian || HP: 2700 ||
|| Weakness: Fire, Darkness || Strength: Water, Light ||
++-----++-----++
|| Boss: Tentacle x2 || HP: 500 ||
|| Weakness: Fire, Darkness || Strength: Water, Light ||
++-----++-----++
|| Party: Kalas, Xelha, Savyna || Levels: 16-17 ||
++-----++-----++

```

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|| What?! What happened to the "Lord of" stuff? I mean, that's much cooler ||
|| than "Guardian"; this boss should have been called "Lord of the Tree" or ||
|| "Lord of the Wood" or whatnot, but enough of my ranting. This thing has ||
|| three parts, a core of a tree, and two tentacles. They can link several ||
|| attacks up, making them a threat. The Guardian itself... is really not a ||
|| thing to worry about. He can also link attacks up with a laser of his, ||

```

|| but other than that, all he's got is an attack called Banishing Water, ||
|| which isn't that strong even if it might paralyze you. ||
|| ||
|| Handle the Tentacles first, since the damage they do can add up with the ||
|| Guardian's in little time at all. While the Guardian can bring these ||
|| tentacles back to life, that'll take up a turn of the Guardian's, and it ||
|| doesn't exactly take long to take down 500 HP, especially when it has an ||
|| 80% weakness to fire. Use fire and darkness to take both the tentacles ||
|| down quickly, and then the Tree Guardian should be a snap. Kalas and ||
|| Savyna, both who have fire-based finishers, should try and end a combo ||
|| with their finishers, and deal out about 400 damage, which rocks. Not a ||
|| really hard fight, just remember to get rid of the tentacles quickly. ||
++-----++-----++

++-----++-----++
|| Boss: Savyna || Party: Kalas, Xelha, Gibari ||
|| HP: 3300 || Levels: 16-17 ||
|| Weakness: N/A || Strength: N/A ||
++-----++-----++

|| Wow. Never thought you'd end up facing someone who was just a moment ago ||
|| on your side, huh? Problem is, you can't choose your party here, but it ||
|| really doesn't matter; I got Gibari for this fight, but being Savyna has ||
|| no elemental weaknesses or strengths, he's just as good as Lyude anyway. ||
|| So anyway, Savyna does have a six-hit combo in which she likes to end in ||
|| Burning Arrow, but that's the only finisher she'll use in the whole damn ||
|| fight. C'mon, Erupting Flail is much cooler, and stronger. Although she ||
|| can put you under Flames with Burning Arrow, it's still very weak. ||
|| ||
|| Savyna really fits under the "many weak hits" type of battle strategy, ||
|| because she's very quick, but even if she does use Burning Arrow, if you ||
|| use a SINGLE defensive Magnus when she attacks, it'll do about a hundred ||
|| damage at most. She only tends to attack once or twice anyway, taking a ||
|| few dozen hit points off your count. And her deck also includes a single ||
|| healing item called Emergency Capsule, but it only heals 330 HP. So in ||
|| any case, Savyna's high HP will make the fight last long, but unless you ||
|| are intentionally trying to lose, you'll have no problem whatsoever with ||
|| the fight. Just note that you should DEFINITELY take a pic of her here. ||
|| It's one time only, and will fetch an awesome price. That says it all. ||
++-----++-----++

++-----++-----++
|| Boss: Gnosis || Party: Kalas, Gibari, Savyna ||
|| HP: 3600 || Levels: 17-19 ||
|| Weakness: N/A || Strength: All ||
++-----++-----++

|| Man, this is an annoying creature we have ahead of us, even if it isn't ||
|| really a tough boss. The damage of Fire, Ice, Chronos, Wind, and Light ||
|| are halved, and Darkness does NO damage. So basically, Xelha is terrible ||
|| for this fight, Kalas is awesome, Savyna is a must have, and either ||
|| Gibari or Lyude are great for this fight, but I picked Gibari because he ||
|| doesn't have as many darkness based attacks. Also, a note on this boss's ||
|| name is that I believe Namco really wanted to bring rebirth to Xenosaga. ||
|| I have to say Xenosaga wasn't exactly a brilliant game, though. ||
|| ||
|| Anyway, most of Gnosis's attacks are darkness based, including one that ||
|| reminds me of Giacomo's Imperial Force in which we'll meet later, by the ||
|| name of Dark Force. This attack will create paralysis, something that in ||
|| which I hate. But anyway, try and use as few elemental attacks for this ||
|| fight as possible, sticking with Kalas's stuff such as Sabers, and such. ||
|| You really can't give much of a strategy for this, except it's strongly ||

|| recommended to do number combos of Magnus; that way you can take off ||
|| nearly 500 damage if they aren't darkness based or something. ||

++-----++-----++

++-----++-----++

| | | | | |
|--|-------------------------|--|-----------------------------|--|
| | Boss: Magnus Giganticus | | Party: Kalas, Lyude, Savyna | |
| | HP: 4000 | | Levels: 18-20 | |
| | Weakness: N/A | | Strength: All | |

++-----++-----++

|| Well, I'll be damned. Here is a boss that is even more annoying than ||
|| Gnosis was, both in that it's much tougher and it's even resistant to ||
|| every single element, just like Gnosis! Because it doesn't have the ||
|| strength against darkness that Gnosis had, Lyude has a tad bit more use ||
|| here than he did against Gnosis. Like before, Xelha is a no-no. But ||
|| anyway, the Magnus Giganticus is mainly a chronos-based and dark-based ||
|| foe, and relies on Dark Surge and Chronos Cage to confuse you and even ||
|| paralyze you. How extremely annoying. ||

||

|| I'd recommend one character, preferably Savyna or Lyude, to have a huge ||
|| ton of healing items, since Magnus Giganticus can be really demanding of ||
|| HP. Kalas, or whomever has the most HP at the moment, should be equipped ||
|| with a Japanese Rice Wine, the only item at this point that can cure ||
|| Death. But anyways, try and defend with light and wind based armor; that ||
|| will decrease the damage of the finishers. Beat on it with anything you ||
|| have that isn't elemental, and corners of the Magnus will come off. This ||
|| happens every 800 damage, so you'll know what progress you've made. ||

++-----++-----++

++-----++-----++

| | | | | |
|--|--------------------------|--|----------------------------|--|
| | Boss: Sikri | | Party: Kalas, Xelha, Lyude | |
| | HP: 3000 | | Levels: 20-21 | |
| | Weakness: Darkness, Wind | | Strength: Light, Chronos | |

++-----++-----++

|| Savyna was right about this fight not being a pushover... if by that she ||
|| means a pushover! Honestly, this is the easiest boss fight we have been ||
|| encountered with in quite a while, defeating even Savyna for it. But ||
|| anyway, the hardest part is choosing your party. Sikri is weak against ||
|| darkness and wind, making everyone except Savyna really good here. But ||
|| since the darkness weakness is greater, and Lyude has Diminuendo and ||
|| Sforzando, I choose him over Gibari, even if the latter already has his ||
|| level 5 finisher, Whirlwind Hit, but no other wind based finishers. ||

||

|| So anyway, have Lyude abuse any and all darkness based weapons that he ||
|| has, such as Shadow Cornets, and trying to end a number-based combo with ||
|| Diminuendo or at least Sforzando. That'll do over 500 damage to Sikri. ||
|| In addition to that, Xelha should be fully loaded with Wind Blows and ||
|| Dark Flares, while Kalas should have at least one Blue Storm, and an ||
|| Energy Wave. Just do this while blocking Sikri's attacks, especially the ||
|| one that deals paralysis. His attacks are very weak against your 900 or ||
|| so HP anyway, even if he can drain HP. Continue using his weaknesses ||
|| against him, and you'll effortlessly emerge victorious. ||

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|--|--------------------------|--|-----------------------------|--|
| | Boss: Phantasm | | Party: Kalas, Mizuti, Lyude | |
| | HP: 3000 | | Levels: 21-22 | |
| | Weakness: Darkness, Wind | | Strength: Light, Chronos | |

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|| Wow... I'm stuck deciding who is easier, Phantasm or Sikri. They're very ||
|| similar bosses in that they're both absolutely pathetic compared to what ||

|| they were supposed to be, and are both weak against both darkness and ||
|| wind. Because of this, Lyude is very powerful, since you can always use ||
|| Diminuendo. Mizuti should have some Wind Blow Lv 3s, and probably even ||
|| more Dark Flare Lv 3s, if you removed those that Xelha had. Either way, ||
|| I'll give Phantasm some justice because he looks cooler than Sikri, and ||
|| is actually the very final boss of disc 1, sadly and surprisingly. ||

|| Phantasm does have a nasty attack called Eyes of Terror, but note that ||
|| Mizuti makes a great healer, equipped with a wonderful Holy Grail, and a ||
|| slightly more incredible Sacred Wine, which cure death. Lyude can always ||
|| be a good support character, not that you'll need it much. Just keep up ||
|| the attacks against Phantasm, and he'll fall in absolutely no time. Just ||
|| try to block with wind-based armor to decrease the chance of falling ||
|| asleep to Eyes of Terror, and make sure your HP doesn't go too far down. ||
|| A very disappointing end of disc 1 boss fight, but eh, that's life. ||

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|| Boss: Giacomo || HP: 3800 ||
|| Weakness: Light, Water || Strength: Dark, Fire ||

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|| Boss: Ayme || HP: 2400 ||
|| Weakness: Light, Chronos, Fire || Strength: Dark, Wind, Water ||

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|| Boss: Folon || HP: 2700 ||
|| Weakness: Light, Water, Wind || Strength: Dark, Chronos, Fire ||

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|| Party: Kalas, Xelha, Lyude || Levels: 24-26 ||

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|| This is it. What most people, and likely myself including, would likely ||
|| give the title of "hardest battle in the game". It's three on three, one ||
|| side has a brute force and strong guy (Kalas), a magic user (Xelha), a ||
|| support and moderately good attacker (Lyude); the other side has one ||
|| character who's plain strong (Giacomo) and can even attack twice, one ||
|| with frequent but very weak attacks (Ayme), and one with rare but very ||
|| powerful attacks (Folon). All of the enemy has a weakness against light, ||
|| making Kalas, Xelha, and Lyude by far the best party for this brawl. ||

|| The way it was in my game, the turns went in this order, as will follow: ||
|| Ayme -> Kalas -> Xelha -> Lyude -> Giacomo -> Giacomo -> Folon -> Ayme, ||
|| the cycle goes on. That's right, Giacomo gets to act twice. His attacks ||
|| are fire based, but he never attacks the same character twice. Ayme is ||
|| just going to put you to sleep, because she has a NINE-hit combo that ||
|| usually ends in a finisher called Crazy Rabbit, but almost always does ||
|| 200 damage at most, but Folon is the biggest worry. He has Warg Laser, a ||
|| devastating finisher that will end up in about 500 damage, and Chaotic ||
|| Flames, which puts you on fire AND does about 350 damage. Very nasty. ||

|| Therefore, the one you need to go for first is Folon. He's very weak ||
|| against light, and moderately weak against wind and water. Therefore, if ||
|| you get a number combo for Kalas that ends in Water Blade or ultimately, ||
|| Sacred Spring, you may just rack up 1000 damage for the first time on ||
|| this bastard. Lyude should use all the light based weapons in his power ||
|| to quickly eliminate Folon. Remember, Folon must be taken out as fast as ||
|| you possibly can. If he attacks you, try and block every attack that he ||
|| uses, and if he sets you on fire, try and treat it as fast as possible. ||

|| Unfortunately, the fight will likely just get harder when you beat one ||
|| out of these three, unless it's Giacomo you beat first. However, aside ||
|| from finishing Giacomo first, which is completely out of the question, ||

|| defeating Folon first will get you the easier battle of the two. When ||
|| you're done with Folon, you should try and get above 1000 HP as fast as ||
|| possible, so you can take care of Ayme without needing to heal and mess ||
|| things up. Remember, Japanese Rice Wines, Sacred Wines, and Holy Grails ||
|| are quite valuable, but make sure the HP is at 1000 before continuing, ||
|| and while fighting, never let it dwindle below 500, or things are bad. ||
||

|| When you're back in the U.S.S.R., the battle, or whatever, try to take ||
|| Ayme out as quickly as possible. She has less HP than Folon, even if it ||
|| seems to take longer for her. Since you used all the wind and water ||
|| attacks on Folon and tried not to use too many chronos or fire, they'll ||
|| be extremely good for Ayme, since she's weak against them and strong ||
|| against Folon's. ;) Xelha's Dancing Flames is EXTREMELY good for this; ||
|| just keep a lookout for that. Once you're finished with Ayme, you've got ||
|| the second most annoying and second most powerful, but one of the worst. ||
||

|| That's right. The part with only Giacomo alone can be the toughest part, ||
|| since you probably have to shuffle your decks and are out of healing ||
|| items by now, but DON'T GIVE UP. And try not to even get started putting ||
|| his HP below 2400 or so until you're over 800 HP for everyone, I'm dead ||
|| serious. The two attacks in a row can really kill you, I swear. But all ||
|| the same, Giacomo is weak against light and water. Block every attack ||
|| that he uses if you can, and any time you can use Water Blade, Concerto, ||
|| or Soul Flash, IMMEDIATELY use them, if you've got enough HP. The thing ||
|| is, when his HP gets low, he'll begin to use End Slasher and Imperial ||
|| Force after every single attack. All the same, it's an extremely tough ||
|| fight that can and will take you several tries, but you can do it. ||

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||           Boss: Geldoblame           ||           Party: Kalas, Xelha, Gibari   ||
||           HP: 5500                   ||           Levels: 26-27               ||
||           Weakness: Water, Light, Wind ||           Strength: Fire, Dark, Chronos ||
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|| Ugh, just ugh... first of all, that is a huge whooper of an HP count. ||
|| Second of all, this battle is nearly as difficult as the one against the ||
|| trio. I'd recommend that everyone have death resistant armor, that all ||
|| your death recovery items are on Kalas, Xelha, and Gibari, and that you ||
|| are ready with Kalas's Energy Wave and Rays of Truth, Xelha's Soul Flash ||
|| and Light Flare spells, and Gibari's ready with Whirlwind Hit and any to ||
|| all of his wind based paddles, while all of them have any form of death ||
|| resistant Magnus available. Trust me, this is what you need. ||
||

|| First of all, we see that the mutated Geldoblame is ugly. Second, we see ||
|| that he has a Forfeit Your Life attack which instantly kills you. Cheap ||
|| as hell, I say. But anyway, if you can prevent this, then as long as you ||
|| have the needed weaponry, you'll have no problem. Remember to recover a ||
|| character from death as quickly as possible, since six hands are better ||
|| than four. When Forfeit Your Life doesn't work, let me tell you that you ||
|| are a hell of a lucky man; just continue beating on him with anything ||
|| you've got that wind or light based, and you should manage a victory. ||

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||           Boss: Naiad                 ||           Party: Xelha                 ||
||           HP: 1400                    ||           Levels: 28                   ||
||           Weakness: Water, Light       ||           Strength: Fire, Darkness      ||
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|| Yep, this is the single solo boss fight in the whole game, and it also ||
|| turns out to be the easiest. You'd think this thing would be one of the ||

|| longest fights in the game, but this is so quick and easy, I don't even ||
|| know why I'm providing a strategy. Seriously, all it does is strike you ||
|| with its spear for a hundred damage or less, doing very little in the ||
|| meantime. Bring out Aqua Burst Lv 4s, Soul Flash, and any Light Flares ||
|| that you may have, and you'll finish this boss off before you even need ||
|| to heal. Personally, I beat it in two turns and one might be possible. ||

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|| Boss: Thalassa || Party: Xelha, Gibari ||
|| HP: 2300 || Levels: 28-29 ||
|| Weakness: Fire, Light || Strength: Water, Darkness ||

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|| *yawn* This is almost exactly like the previous one; this one does have ||
|| some finishers, I'll admit that much, but this one is almost as easy as ||
|| Naiad past was. Xelha ought to have some good fire magic by now, so use ||
|| those along with Dancing Flames to rid Thalassa of existence. While it ||
|| might look like a lot more, 2300 is not too much more than Naiad's 1400, ||
|| so just overwhelm him with your superior man-and-womanpower, and this ||
|| battle will be over before you know it. I personally nailed him in three ||
|| turns on one game, and two on the other. Let's see your record! ||

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|| Boss: Despina || Party: Xelha, Gibari, Savyna ||
|| HP: 3700 || Levels: 29-30 ||
|| Weakness: Light, Wind || Strength: Dark, Chronos ||

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|| This one is much, much harder than Naiad or Thalassa, because first of ||
|| all, the HP count is far higher. Second of all, it has more powerful ||
|| attacks, including a finisher called Hour of Reckoning. Treat this fight ||
|| like an easier version of Geldoblame, with less HP, chronos-based moves, ||
|| and the same attacks. Protect yourself against death and get the anti ||
|| death Magnus ready, while at the same time, having Xelha fully loaded ||
|| with Light Flares and Wind Blows, as well as Soul Flash and Whispering ||
|| Wind. Gibari is also great, with Spiraling Gale and Whirlwind Hit. ||

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|| Boss: Galatea || Party: Mizuti, Gibari, Savyna ||
|| HP: 5700 || Levels: 29-31 ||
|| Weakness: Light, Chronos || Strength: Dark, Wind ||

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|| Sure, Galatea has even more HP than Despina or Geldoblame, but he's not ||
|| nearly as tough as either. Most of his attacks are wind based, making ||
|| Mizuti incredibly effective here with Heaven's Pillar. This fight will ||
|| take a bit of time because of the long time it takes, but if you outfit ||
|| Mizuti with Xelha's best stuff, such as all the Chronos Blows and Light ||
|| Flares, then you shouldn't have a problem here. Gibari's Smash Tackle is ||
|| incredibly effective, although Savyna will just have to stick with her ||
|| best fire and ice based finishers. Still, this is an easy battle. ||

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|| Boss: Fadroh || Party: Xelha, Lyude, Gibari ||
|| HP: 7000 || Levels: 32-34 ||
|| Weakness: Light, Wind || Strength: Dark, Chronos ||

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|| It's been a while since our last boss fight, if you put out the Goddess ||
|| of Ice. And this battle completely and totally makes up for that, as ||

|| surprising as that might be. First of all, I'd like to state that Fadroh ||
|| is quite nearly as ugly as Geldoblame. Second of all, his NORMAL attacks ||
|| are really pretty average. They do 450-500 damage, and he sometimes uses ||
|| a finisher at the end of that, increasing the damage slightly, but all ||
|| the same, it's not too bad and it's nothing you haven't seen before. By ||
|| now, everyone should have 1800-2000 HP, and he can hit one person. Hah. ||
||
|| However, it all changes when he puts down the mace and uses Orb of ||
|| Magical Offense. Trust me, this is just deadly. His attacks will start ||
|| doing 1200-1300 damage if you don't block them, and about 1000 if you do ||
|| guard. It's almost impossible to win the fight if he immediately uses it ||
|| since I forgot to mention he can also use two attacks in one turn. ;) So ||
|| if he does that, you might as well reset. However, Fadroh is a very slow ||
|| opponent, and if he doesn't use the orb immediately, he probably won't ||
|| use it for several turns. Meanwhile, launch an all-out offensive on his ||
|| somewhat high and annoying HP. ||
||
|| Fadroh has nothing less than an 80% weakness to wind, making that your ||
|| best weapon. If you throw in some high leveled wind magic with Xelha, ||
|| along with Whispering Wind and perhaps a combo, you'll do around 1000 ||
|| damage. Gibari also has lots of wind based paddles and Spiraling Gale, ||
|| making him another dangerous bone in Fadroh's throat. Lyude can't use ||
|| wind attacks, but hey, neither can Savyna, and Mizuti is an obvious no. ||
|| Stick with Intermezzo for Lyude, and just wait until Fadroh doesn't use ||
|| the orb at the beginning of the fight. It all comes down to luck in the ||
|| end. Everyone hates this fight, but just keep trying until he doesn't ||
|| pull off the orb, and you'll pretty much automatically win the fight. ||

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|| This is, in my honest opinion, the hardest fight that we have yet been ||
|| presented with, putting the trio battle aside. Fadroh really wasn't that ||
|| hard as all that, and was based more on luck than skill, but this is a ||
|| battle that can kick your ass in just about any way that you fight it, ||
|| quite sadly. First of all, this is probably the longest and most tedious ||
|| fight in the entire game. You'd think Fadroh had a huge ton of an HP ||
|| overdose, but Kalas has TWO THOUSAND more HP than that. Unbelievable. To ||
|| make things worse when he uses his two finishers. These two are two of ||
|| the most evil things ever: Binding Winds and Fangs of Darkness. ||
||

|| He won't use Fangs of Darkness much until later on, but Binding Winds, ||
|| much as the name implies, is like Galatea's maelstrom in that it will do ||
|| some semi powerful damage, but much worse, will paralyze you. Ugh. Make ||
|| sure you enter this battle with a paralysis resistant armor, or this is ||
|| going to make you hit yourself over the head. Fangs of Darkness, on the ||
|| other hand, is a darkness based finisher in which if you don't block the ||
|| attacks, Kalas will do 596 damage to you while also gaining that HP back ||
|| for himself. He tends to take two turns at once to use these two, both. ||
||

|| So anyways, I'd recommend Lyude ready with Intermezzo, and possibly with ||
|| no Sforzando. Brilliant Horns and other light based weapons are also ||
|| quite highly recommended. Light Flare Lv 4s are extremely useful during ||
|| this battle, although you probably won't have too many at this point in ||
|| the game. Not to mention at least one Soul Flash, which should be ready ||
|| at any time. Gibari can't really outfit himself much better, but with as ||
|| many light based paddles as possible, along with Smash Tackle, will give ||

|| you some hope. And equip a lot, and I mean a LOT, of healing items. ||
||
|| Eventually, Kalas will reach 3000 HP or below, approaching critical. If ||
|| he gets a Binding Winds in on one character, and then starts attacking ||
|| another character, block the attack unless you're using a Holy Grail or ||
|| the Ocean Mirror, or it'd force you to shuffle the deck. You want him to ||
|| recover as little HP as humanly possible. And when he starts doing this, ||
|| hope that he needs to shuffle his deck and can give you an extra turn, ||
|| while Xelha has the Ocean Mirror, Apples, Green Teas, and Sacred Wines, ||
|| ready to do their work. If he's critical (limping) and he shuffles his ||
|| deck, you've probably as good as won the battle. Don't give up, even if ||
|| this stands an incredibly hard fight, but a winnable one. ||
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|| Boss: Agyo || HP: 7000 ||
|| Weakness: Water || Strength: Fire ||
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|| Boss: Ungyo || HP: 7000 ||
|| Weakness: Fire || Strength: Water ||
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|| Party: Kalas, Mizuti, Savyna || Levels: 38-40 ||
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|| Awww, look! They're cute, nice, doggies! They're wagging their tails! Or ||
|| I suppose they're sphinxes or something. Another comment is, a little ||
|| while back, we fought Fadroh, whom we considered had high HP, of 7000. ||
|| And now, we're fighting two bosses in once, that both have 7000 HP. I ||
|| mean, we have improved, and this fight is much easier than Fadroh, but ||
|| anyway... people think this fight is hard, I just have no idea why. This ||
|| is an extremely easy fight if you use Savyna, who controls fire and ice, ||
|| in which Agyo and Ungyo share weaknesses of. Mizuti is also very nice. ||
||

|| Agyo is the red doggie, weak against water, and Ungyo is the blue doggie ||
|| weak against fire. Their fighting styles are completely different; Agyo ||
|| will use Pillar of Flames to set you on fire, while being like Fadroh in ||
|| increasing his attack power, while Ungyo uses Column of Ice to freeze ||
|| you, increasing his defense. Obviously, Agyo is the first target, since ||
|| he's much stronger, will overwhelm you quite quickly, and Ungyo takes a ||
|| freaking LONG time to take down, even with the three to one odds and no ||
|| Agyo to help him out. ||
||

|| To quote Savyna, Aqua Impulse, Ice Knuckles, Freezing Axe, and Hurricane ||
|| Blade are Agyo's first paid ticket to hell, and showing him not to mess ||
|| with Lady Death. I can do about 750+ damage to Agyo with Savyna alone, ||
|| and that puts aside Kalas's attacks and finishers such as Water Blade, ||
|| and especially Mizuti's level 4 Aqua Bursts. Try and defeat Agyo as fast ||
|| as possible, before he uses Seal of Agyo. Once Agyo is gone, Ungyo will ||
|| take a while, but Savyna should have either shuffled her deck or have ||
|| enough fire based attacks to go, so if you can heal the wounds Agyo gave ||
|| you quickly, Ungyo's defense won't keep him going for long. ||
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|| Boss: Malpercio || Party: Kalas, Lyude, Mizuti ||
|| HP: 10000 || Levels: 38-40 ||
|| Weakness: Light, Chronos, Water || Strength: Dark, Wind, Fire ||
++-----++-----++

|| This battle is incredibly similar to the one with Kalas, except this go ||
|| around, we're comparing a boss with powerful attacks but slow speed, and ||
|| is thus not very difficult (Malpercio), to the hardest boss in the whole ||

|| game (Kalas). In both fights, you have a boss that has HP cranked much ||
|| higher than anything you've seen in the past. In both fights, you've got ||
|| a boss that uses a draining move. And in both fights, you have a boss ||
|| with a light and chronos weakness, and a dark and wind resistance. And ||
|| the far tougher boss is the easier boss's servant. Figures. ||
||
|| Regardless, Malpercio is not a very tough boss. The music is good, but ||
|| come on, it should have been called "Deity of the Seven Heavens", not ||
|| "Ruler of the Nine Skies". Any way, Mizuti has a good opportunity to use ||
|| Prominence here, while Lyude's Rhapsody will also be incredibly useful. ||
|| The Heaven Sword, in which you can equip on Kalas, will be EXTREMELY ||
|| powerful here, especially with Rays of Truth to couple it. And that's ||
|| also putting Fangs of Light aside, another extremely powerful attack. ||
|| While Malpercio DOES have a draining move, it's not very annoying or a ||
|| threat compared to Kalas. It'll be a long fight, but not a hard one. ||

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|| Boss: Giacomo || HP: 7000 ||
|| Weakness: Light, Water || Strength: Dark, Fire ||

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|| Boss: Ayme || HP: 5000 ||
|| Weakness: Light, Chronos, Fire || Strength: Dark, Wind, Water ||

++-----++-----++-----++-----++-----++-----++-----++-----++

|| Boss: Folon || HP: 5500 ||
|| Weakness: Light, Water, Wind || Strength: Dark, Chronos, Fire ||

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|| Party: Kalas, Xelha, Lyude || Levels: 45-48 ||

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|| Didn't think this would happen anytime soon, did you... probably one of ||
|| the hardest fights in the whole game, returned to haunt you. However, it ||
|| is not nearly as hard this time around as the last time. Just one note I ||
|| thought I should pick on - after this fight, there's another long scene, ||
|| and then you have to repeat the exact same fight again. Not only was it ||
|| one of the worst ideas Namco has ever cooked up, but there's the simple ||
|| fact that none of us can play for an hour and a half straight, and the ||
|| other fact that although True Mirror - Electric Guitar Version is a very ||
|| good, kick arse song, it doesn't hold a candle to Chaotic Dance. Blargh. ||
||

|| But anyway. All three enemies have more HP, and have undergone changes, ||
|| for better or worse. Ayme has twice as much HP, FAR stronger attacks, as ||
|| well as annoying defense increasing items for herself. Giacomo's HP has ||
|| undergone major change, and he'll also use two Healing Potions a single ||
|| time, to cure Ayme or Folon for 2,000 HP, and his attacking power has ||
|| gone WAY downhill, without Folon to help him. Folon, on the other hand, ||
|| uses attack increasing items on Giacomo, which is very annoying. His HP ||
|| has also increased somewhat, but his Worg Laser/Chaotic Flames/Energy ||
|| Injection are really kinda... meh this time. Sure, they're still quite ||
|| powerful and should be treated, but it's only 700-800 damage. ||
||

|| Anyway, I recommend going for Ayme. If you can take one of these three ||
|| out quickly and can heal afterwards, the fight will be much easier from ||
|| there. Plus, Ayme is much tougher than she was last fight. Although the ||
|| whole party has undergone major change, Kalas has the most. With weapons ||
|| such as Efreeti Saber, Dimension Blade, and others, along with Fangs of ||
|| Light and Dream Blade, and NINE attacks, Ayme should fall in relatively ||
|| short time, coupled with Xelha's Bells of Fate and Dancing Flames, and ||
|| Lyude's Intermezzo and Rhapsody. Make sure you heal yourself and get as ||
|| much used to Kalas's five second I.T. as possible, and Folon should go ||
|| down as quickly as Ayme. Giacomo, without Folon to help him out, will be ||

|| a cakewalk, due to his very low attacking power and such. ||

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|--|-----------------------|--|-----------------------------|--|
| | Boss: Rampulus | | Party: Kalas, Lyude, Gibari | |
| | HP: 13000 | | Levels: 48-51 | |
| | Weakness: Light, Wind | | Strength: Dark, Chronos | |

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|| Another massive health count, eh? Too bad that it's a very easy boss, ||
|| nothing that you haven't seen before. It has the normal chronos and dark ||
|| based attacks, and it has a "Death Count" attack that rarely works, but ||
|| when it does, will you knock you out. Not overall pleasant. It's also a ||
|| bit faster than a few bosses we've fought in the past, but overall, just ||
|| about all that it has going for it is its high HP. Much like Sikri from ||
|| what seems like years ago, isn't it? But anyway, being how you've grown ||
|| like, 10 levels since Malpercio, this shouldn't be too bad. ||
||

|| Rampulus has quite the weakness to light and wind, which makes Kalas and ||
|| Gibari quite good for wind, and Lyude good for light. Not to mention the ||
|| fact that Kalas has Rays of Truth and Fangs of Light, weapons and ||
|| finishers of the wind element, in effect. Gibari should have gotten a ||
|| huge new supply of wind based weapons since the last time you used him ||
|| (unfortunately for me, I rarely use Gibari), so re-equipped him with the ||
|| new gems may be something in order. But either way, as long as Kalas has ||
|| his normal stuff and Lyude's got Rhapsody, you should have no problem. ||

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|--|-----------------|--|-----------------------------|--|
| | Boss: Sowzana | | Party: Kalas, Savyna, Lyude | |
| | HP: 12000 | | Levels: 50-54 | |
| | Weakness: Water | | Strength: Fire | |

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|| Wow. It's a rehash of Fadroh. That's something we don't see every day. ||
|| Either way, this is the easily one of the most annoying but interesting ||
|| battles in the whole game. While Fadroh used Orb of Magical Offense and ||
|| killed you with two attacks that did 1200+ damage apiece, Sowzana uses ||
|| Orb of Magical Defense, making your attacks do about 300-400 damage at ||
|| the very most. Sure, Sowzana's attacks aren't that powerful, not even ||
|| those annoying darkness based finishers, but this fight will be one of ||
|| the longest in the entire game. I'm talking long like Kalas. Really. ||
||

|| Because of the very little damage you'll do, you need to stick with the ||
|| elements that Sowzana cannot defend against. Fire is a no-no, because he ||
|| has an 80% strength to it. His defense is fire-based, making water quite ||
|| bad. Stick with light, darkness, chronos, and wind based attacks; that ||
|| way, you'll do lots of damage while simultaneously, seeing him uselessly ||
|| defend with fire. Savyna is almost void of use in this fight, but you've ||
|| got to use her, sadly. Anyway, the fight is long, but keep yourself with ||
|| high HP using Peanuts and such, while using Kalas and Lyude mostly, and ||
|| you should win before you go to sleep and let Sowzana get a free turn. ||

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|--|------------------|--|-----------------------------|--|
| | Boss: Kulcabaran | | Party: Kalas, Xelha, Savyna | |
| | HP: 10000 | | Levels: 52-55 | |
| | Weakness: Wind | | Strength: Chronos | |

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|| Well. The Sabre Dragon was the single easiest boss in the entire game, ||
|| and Namco decided to rehash it. It just turns out, that Kulcabaran is ||
|| perhaps the easiest side quest boss, and definitely the easiest boss we ||

|| have fought in a very long time. Much different than Sabre Dragon, and ||
|| not suiting a creature of such proportions, the Kulcabaran is weak to ||
|| wind, and strong against chronos. As for finishers, it's not much, even ||
|| if it's got one that it'll use very rarely, in which it'll steal about ||
|| 600 HP from you. Not too bad, overall. We have beaten Kalas before, ya. ||
||
|| So anyways, since this boss has such a weakness to wind, this makes a ||
|| certain couple here, Kalas and Xelha, very useful, since we practically ||
|| always use the former, and the latter we have to use fort he fight. If ||
|| Kalas has a Void Phantom from the Celestial Alps, you can expect about ||
|| 300 damage from that alone. With the Wind God Blade and Energy Wave, ||
|| along with Xelha's Wind Blow Lv 4s and Whispering Wind, you should get ||
|| this battle over with very quickly. Oh, and also say hello to Savyna's ||
|| nine hit combo. Very suitable for a woman such as herself. ||

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||           Boss: Brolokis           ||           Party: Kalas, Gibari, Savyna ||
||           HP: 13000                 ||           Levels: 53-57              ||
||           Weakness: Fire             ||           Strength: Water           ||
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|| This fight very much reminds me of Malpercio. You have a boss that's ||
|| supposed to be really tough, and have high, but not TOO high, HP. They ||
|| both have quite powerful attacks, but they're both extremely slow. Did I ||
|| mention that this is a rehash of the Thunderfish? Some "Lord" of the ||
|| Celestial River. Anyway, Brolokis has Venomous Droplets, in which he'll ||
|| always use twice, on two different characters. He also has Frost Cloud, ||
|| fitting in with every single other water based boss in that they just ||
|| have to freeze your characters. He'll rarely use that, however. ||

|| Anyway, Brolokis has a major weakness to fire, as you may be able to ||
|| guess. This makes Savyna a great choice, and obviously, Gibari has to go ||
|| since this is his side quest. Anyway, use Savyna's best finishers and ||
|| best weapons for this fight, especially Vanish Grenade and Red Impulses. ||
|| Kalas should have Kusanagi Blades and Efreeti Sabers, both of which will ||
|| deal out massive amounts of damage. You may have to throw in a bit of ||
|| defense here, since Brolokis's attacks will do about 800-900 apiece. But ||
|| anyway, just attack and defend well, and this fight will be over before ||
|| you know it. Also, shouldn't the boss be named Balgora? Just wondering. ||

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||           Boss: Sibling God Ar      ||           Party: Kalas, Mizuti, Savyna ||
||           HP: 14000                 ||           Levels: 56-61              ||
||           Weakness: Water           ||           Strength: Fire             ||
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|| Well, 'tis been a while since the last boss fight, considering the Zosma ||
|| Tower and all. Anyway, Ar is a huge fire based user, with no less than a ||
|| 100% weakness to water, and no more than a 100% strength to fire. This ||
|| makes fire almost completely obsolete, so hopefully you have an Aqua ||
|| Burst Lv 6 for Mizuti, and Savyna's ready with Hellblood's Hammer, Aqua ||
|| Impulse, and any and all other water based weapons that she has. Kalas ||
|| will also be good with an Aqua Truth or two, as well as the Water Blade ||
|| finisher ready, while Efreeti Sabers, Kusanagi Blades, etc. are gone. ||

|| Ar isn't really too powerful; he'll attack six or seven times and often ||
|| finish with a fire based attack that'll usually set you on flames. This ||
|| is strong, but really just... not as great as it sounds. I mean, the ||
|| attack will only do about 900-1000 damage; that's just not much at this ||
|| extremely late point of the game. He'll use "Seal of Health" when he ||

|| reaches critical HP, healing 2100 HP to himself, but it's not much to ||
|| worry about, since I managed to do about 1500 damage a turn if I threw ||
|| some number combos and water attacks in there. Not a hard battle. ||

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|| Boss: Sibling God Bo || Party: Kalas, Mizuti, Savyna ||
|| HP: 14000 || Levels: 57-61 ||
|| Weakness: Fire || Strength: Water ||

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|| Obviously, this is an extremely similar fight to the one with Ar, cuz ||
|| this god is weak against fire and strong against water, while Ar was ||
|| strong against fire and weak against water. Anyway, Bo also has many of ||
|| the same attacks as Ar, although obviously, to fit in with his brothers ||
|| from the rest of Cor Hydrae, he has to have an attack that can freeze ||
|| you, something that doesn't help to make him a likeable boss. What's ||
|| more, I believe Ar to occasionally use an attack called Seal of Sanity, ||
|| but Bo seems to use it far more. This may confuse you, so stay alert. ||

||

|| Anyway, this fight will probably be even easier than the one against Ar, ||
|| mainly because Savyna has Deadly Heat Scythe. That's an incredibly ||
|| powerful fire based attack, 275 power to be exact, so you should be able ||
|| to pull off about 2000 damage with that. Kalas has Lord of the Wind, ||
|| which isn't Bo's weakness, but still does tons of damage nonetheless. ||
|| Plus, Mizuti is likely to have more Fire Burst Lv 6s than Aqua Burst Lv ||
|| 6s anyway; plus, Prominence is stronger than Mega Flood. Just tolerate ||
|| the very annoying status effects, and this'll be an easy victory. ||

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|| Boss: Sibling God Che || Party: Kalas, Mizuti, Gibari ||
|| HP: 14000 || Levels: 58-62 ||
|| Weakness: Wind || Strength: Chronos ||

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|| This is by far the toughest of the three gods, likely because Che seems ||
|| to want to keep his defense boosted as high as he can, and his attacks ||
|| also just plain hurt. It may have just been me, but Che took much longer ||
|| to take down than Ar or Bo, even it may have had something to do with ||
|| there being far less wind based attacks than water or fire. Anyway, Che ||
|| has one chronos based finisher which does a LOT of damage, plus it'll ||
|| even paralyze you. Not fun. Did I mention that he has Seal of Sanity, ||
|| ready to use any time? Che must have been a psychiatrist in his time. ||

||

|| However, you still have the super power that is Kalas for this fight. ||
|| Trust me in that Kalas has never been this strong, if you have a nice ||
|| Void Phantom or a few Air Slashes or Wind God Blades ready in your deck. ||
|| Plus, there's Lord of the Wind; couple that with your wind based weapons ||
|| and you'll be taking out that large HP like mad. Gibari also has weapons ||
|| such as Mayflies, Dragonflies, Butterflies, etc., as well as a wind based ||
|| finisher to boot. Make sure Mizuti is cranked full up with wind spells, ||
|| and especially Alias Fall. Since Che uses Seal of Health, this will be ||
|| quite a long fight, but be as aggressive as possible for this. Really. ||

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|| Boss: Sibling God Le || Party: Kalas, Mizuti, Gibari ||
|| HP: 14000 || Levels: 59-63 ||
|| Weakness: Chronos || Strength: Wind ||

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|| Le is hands down, the longest of the five fights against the gods, but ||

|| supposing you've made the preparations I've told you to, with Kalas ||
|| having Chaotic Illusion, Esperanza, Dimension Blades, and Dream Blade ||
|| ready to rock you (to quote Queen), Mizuti with any and all Chronos Blow ||
|| spells that you have over the level of three, along with Heaven's Pillar ||
|| and especially Planet Soul, and Gibari ready to go with any chronos ||
|| weapon that he's got, together with Smash Tackle, and you hold a bit of ||
|| chance to get this battle over with quickly. ||

|| While the fight IS quite long because of there being fewer chronos based ||
|| attacks than that of any element in the entire game, Le isn't nearly as ||
|| difficult as Che, because he simply doesn't have as many powerful ||
|| attacks. While he does have Seal of Sanity and Seal of Health, both in ||
|| which every other god has, he's still not that bad, despite having some ||
|| finishers ready to annoy you. But anyway, to quickly do the most damage ||
|| you can, concentrate on doing number combos with any time based cards ||
|| that you've got, and eventually, you'll get finished with the fight. ||

++-----++-----++-----++
|| Boss: Sibling God He || Party: Kalas, Xelha, Lyude ||
|| HP: 14000 || Levels: 61-64 ||
|| Weakness: Dark || Strength: Light ||

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|| Well... Ar wasn't bad, Bo was quite easy, Che was hard, and Le was long, ||
|| I suppose He is right there with Bo in terms of easiness. Obviously, he ||
|| has his share of light based attacks. Oh, that reminds me, He is a light ||
|| based god. Besides Malpercio, there's no darkness based god, for some ||
|| reason. Which is a real pity; finding some secret forgotten god after ||
|| getting through with this fight wouldn't be too bad. But anyways, He is ||
|| no different than all the other gods. He has Seal of Health and Sanity, ||
|| as well as a light based finisher, but otherwise... meh. ||

|| I've found that He seems to be able to add onto the damage quickly, so ||
|| you may want to try and get finished with He quickly. Lyude makes this ||
|| quite easy; you'll never find as much use for Lyude as you will in this ||
|| fight, what with the Devil Euphos and all. Using Presto and a bunch of ||
|| darkness based attacks in a combo will quickly put He right back in His ||
|| (alright, I won't start making religious jokes =P), place. While Kalas ||
|| happens to be quite limited in darkness based finishers, throw his best ||
|| darkness based weapons in there, and the fight will end in your favor. ||

++-----++-----++-----++
|| Boss: Malpercio || Party: Kalas, Xelha, Lyude ||
|| HP: 16000 || Levels: 62-66 ||
|| Weakness: Light || Strength: Dark ||

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|| Here we are with Malpercio, the ultimate god, a cross between Ar, Le, ||
|| Che, Bo, and He... but who is a little juiced up since the fight inside ||
|| Algorab. Malpercio now has a laser like attack in which will deal out a ||
|| large piece of damage, and he'll try to poison one character, then put ||
|| another one to sleep. As well as that, his (incredibly slow) attacks ||
|| will do up to 1500-2000 damage unguarded, but Malpercio is way too slow ||
|| to pose much threat with that. His biggest threat is the draining attack ||
|| which will obviously drive you nuts. ||

|| Being of the sense of darkness, however, two characters with level 9 ||
|| light based finishers, along with Kalas's extremely powerful attacks, ||
|| this fight won't take too long. In fact, in some attacks by Xelha or ||
|| Lyude, I topped the average damage that Malpercio did. ;) While Kalas ||

|| got stuck with a bunch of armor and NEVER got attacked (seriously), the ||
|| fight could probably be won with only Xelha and Lyude. Just make sure to ||
|| pull as many combos with light based finishers such as Soul Flash, Wheel ||
|| of Light, Rhapsody, and Finale as possible, and the fight will be over ||
|| before you know it, even putting aside the very high HP. ||

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||           Boss: Malpercio II           ||           Party: Kalas, Xelha, Lyude           ||  
||           HP: 20000                     ||           Levels: 65-70                     ||  
||           Weakness: Light                 ||           Strength: Dark                     ||  
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|| This is right up there with the final fight against Giacomo, Ayme, and ||
|| Folon, Fadroh, and Kalas with the hardest fights in the entire game. In ||
|| fact, it may just be the toughest boss in the whole game, making quite a ||
|| perfect final boss. Malpercio is just like his former form (haha), that ||
|| he's extremely powerful, but kind of slow. This time, his attacks can, ||
|| and will deal over 1500 damage if you don't block them, and around that ||
|| much if you do. But Malpercio goes much deeper than that this time. He's ||
|| actually a huge challenge, and you'll learn why in just a second. ||

|| Try and get off your Light Flare Lv 6s, Finales, and Wheels of Light at ||
|| the very beginning of the fight, or they may quickly become obsolete. ||
|| That's because Malpercio has a move on himself called Seal of Entropy, ||
|| which will change his elemental strength and weakness. That's right; he ||
|| has a whole new weakness in which you have to deal with. However, it's ||
|| very important to see what it is. If blue bubbles emerge, he changed to ||
|| water. If red flames did, he changed to fire. If to green or aqua rays, ||
|| then to chronos or wind. Or if white or black, then light or darkness. ||

|| The worst part is, Malpercio will end this with a Dark Arrow attack, ||
|| which not only does about 2000 damage, but will cause status effects, ||
|| such as flames and confusion. Not only that, but once he gets below the ||
|| halfway mark, he uses a very powerful draining attack that does about ||
|| 1600-1700 damage called Enchanted Blade, on ALL THREE CHARACTERS. You ||
|| read me right; he uses it three times, and then will likely start doing ||
|| his extremely powerful attacks on all three characters. That's just ||
|| brutal. Just... crank up on the healing items, I tell you. ||

|| Malpercio tends to change to water first, so get the fire cards ready. ||
|| You'll have to even out whether you attack or heal very well, but if you ||
|| crawl below 1500 HP, immediately use an Avocado, Peanuts, or the Broken ||
|| Earth Sphere, trust me. You'll need all the HP you can get, so heal even ||
|| if you don't need to. Having below 2500 HP is worth healing. You cannot ||
|| be too careful during this fight, so having one character with ONLY ||
|| healing items is worth it. Meanwhile, you'll need to do the most damage ||
|| you can possible do in a short amount of time, trying to finish the ||
|| battle immediately after the Enchanted Blade episode. It'll be a tough ||
|| fight and one that'll take several tries, but it's not impossible. ||

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~ ~ ~ ~ ~ 17. Outro/Credits ~ ~ ~ ~ ~  
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Well, goodbye to y'all who wasted your time (or not) to read this guide. Hope you enjoyed reading it; I certainly enjoyed writing it, since I was writing in a race for a \$50 gift certificate bounty for this game's guide completion. You'll see more FAQs from me in the future, let me promise you that, since Tales of Symphonia WILL be completed soon...

There are a few shout-outs I have to give to people who have supported the FAQ, and some people who helped this guide in some ways they probably don't know about either way. In any case, here they are.

- Jeff "CJayC" Veasey: For running the whole site of GameFAQs, the main site that I work for. It's an awesome site, and I must commend CJayC for running this great site for 6 whole years and posting this guide.

- Stephen Ng: For being the FAQ editor for IGN, which is the other site that I write for. I am honored to write for IGN, since it is a great site. I was also very glad to do an exclusive for IGN.

- wishingtikal: I actually used her IGN exclusive FAQ a few times during the course of the game, especially during the revisit to Zosma Tower. Extremely detailed and useful, so thank you very much.

- Astro Blade: He's awesome, not to mention he gave me a very nice tip for the battle system in that I should win battles, so many thanks. With him credited, I've perfected the finished guide. ;)

- Led Zeppelin, Pink Floyd, U2, The Eagles, Queen, Van Halen, The Beatles, and many others: You probably know why I'm thanking you, but I don't believe this guide would be up as quickly if it weren't for all of you.

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