

Baten Kaitos Dungeon/Final Deck Guide

by sabin01

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Baten Kaitos-Eternal Wings and the Lost Ocean
Dungeon Walkthrough Guide/Final Deck Construction Guide
Version 1.5
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**Authorized lists of websites:

- 1) GameFAQs.com
- 2) Neoseeker.com

if you see this FAQ on another web site, please notify me, ASAP.

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I. Version History
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-Version 1.0: 06/15/05.

Just Starting, will get a bunch more done soon.

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-Version 1.1: 06/28/05.

Fixed a "Perkhad" to "Pherkad". Fixed my e-mail address. Changed "Pherkad" to "Sadal Suud". Added the drops for the monsters in the Portal to Another Dimension. Some other fixes as well.

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-Version 1.2: 07/02/05.

Added Small Knife to Unuk. Thanks to Vilurum, and thusly I added Vilurum to the Thanks section. Working on a Weapon Location List. Done with Kalas' sword list, but I haven't started on the others. That should be done around August.

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-Version 1.3: 7/7/05.

Finished with the Cor Hydrae Drops, so anyone looking for those can get them. Added some thanks and some drops, no major changes.

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-Version 1.4: 11/02/05

Been a while since I've updated this thing. Kinda hard to do without a pc, but I'm back, and I've gotten some good ideas from the message boards on how to improve this guide. I'm adding a Farming section to the walkthrough as

per Vilurum's suggestion.

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-Version 1.5: 11/11/09

FOUR YEARS since my last update. I just started playing this again, so I thought I'd take a crack at updating this guide. Nice to see that people still use this guide and still play this game. Also nice to see some of the old familiar faces on the boards. Oh man did I leave off quite a few things. Added experience numbers for some monsters that needed them.

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II. FAQ
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The only question I've gotten from this guide was some confusion about Light and Dark type advantages, so still no questions! Go me for having such a well put together guide!

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III. Walkthrough
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The heart of this Guide. I will walk you through (oh, just got it, walkthrough) the game about what items to pick up and what items enemies drop in the dungeons. Naturally, this guide is a work in progress, but this guide is intended to help players in questions of what to pick up and what to let go in the game. If you are looking for a guide about what to do in the non-battle portion of this game, then you have come to the wrong place. Now some of you might think that because this is a dungeons guide that sidequests located in dungeons would be covered here, well you are wrong. Unless they directly involve getting a treasure also located in the SAME dungeon, I will not cover ANY SIDEQUESTS, although I am not talking about Zosma for the reason that it is just too fun to spoil. Ahh how it reminds me of the good ol days of Zelda.

First I will go over the format of this guide to help facilitate your game playing needs. I was looking at the FAQ for the enemy drop on GameFAQs, and ended up going to the forum to ask further questions about what magnus are good to keep and which ones I should let go, this led me to the creation of this guide. Also I was particularly bored. In going through the walkthrough, understand that this is simply a guide for the dungeons of the game and about what magnus are important for what sections.

First I will list what each enemy drops and some enemy stats as well for your convenience. Then I will outline what is essential and what is nessecary, and what is junk using a 1-10 ranking system. Hopefully this will help you guys out. Let me lay out how my ranking system works.

Say it were possible to fight a large number of the same enemy and they all dropped a different item that the enemy normally drops, and you happen to take a photo of the enemy as well. My ranking system will guide you as to whether of not you should take the item.

So if the item has:

- 10/10: Take this over everything. You need this desperately and should take it over even a Rare shot of someone in your party.
- 9/10: Take it if you like this item, however, most of the time you will end up taking this item unless you get a rare shot of someone in your party.
- 5/10: Take this if you want it, unless you already have a lot of them.
- 1/10: Take this just for collection purposes, if you have one, leave it.
- 0/10: Never take this as they should already be in your inventory and are

just a waste of space.

--/10: These are drops that are automatically taken for you in addition to any other drops you have. Mostly for Boss drops and Constellations.

AC/10: These are items you get "After Cinema."

You noticed that I skipped a few numbers, this is because 11 numbers are too many to assign importance to, but I do use them rarely to emphasize the difference between other drops.

Along the way I will also include a "farming" section under certain areas. I can see that some of you are confused, so let me explain.

Farming: In Baten Kaitos, the repetitive action of fighting the monsters over and over again, until a certain goal has been reached (i.e. level or gain a certain number of magnus for someone.)

So in some dungeons I will make a special note of a farming opportunity. This will give those having trouble progressing through the game some pointers. This is mostly for those people that like to dominate the game on their second or third playthrough. Well with that out of the way, I can finally get started.

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IIIA. Pherkad

IIIA1. Moonguile Forest-

Items: 1st Visit: Voice 1, Leather Hat, Bamboo Shoot, Flame Sword,
Fire Burst Lv 1
2nd Visit: Ice Dagger, Escape

This first dungeon of the game is a good introduction to the battle system. The enemies drop mostly useless items, but look out for Long Swords and Ice Armors. This means you may want to spend some time fighting Unuks til you get sick of it.

Let's Begin. Fight the two Shawra's, hopefully you get a couple Round Shields. Pick up the Voice 1 in the chest, I personally don't like the voice cards, as you can usually find another magnus that helps make the straight and also does more damage than just the 5% increase. Note that by just making a pair you get 10%, so already that's better than Voice 1-5. Moving on to the next screen you can see an Unuk. You might want to fight this guy until you get about 4-5 Ice Armors from him. In order to get him to reappear go back to the previous screen, and reenter. This will give you a great advantage over the boss in the next screen. Pick up the Leather Hat and Bamboo Shoot. You see a chest over a log, but you need a stoked flame quest magnus to get it, so forget it for now. When you are ready fight the boss. You will get a new party member, equip any leather hats you may have on her.

In the next screen, you see a Red flower. This area might be a little difficult to navigate through, so let me say that you can reach the Flame Sword directly, but you need to go up-right, left, down, left, up to reach the red flower. Hope that helps. I got stuck there my first time for about 2 minutes, yeah it was embarrassing, but I got over it. Make sure to pick up the Fire Burst Lv 1 next to the Unuk and put it in Xelha's Deck right away. Make sure to equip any Fire magnus, and take out any water magnus that you can. You may just have to fight LotS with Water Magnus since it is early in the game. Or you can go to the next dungeon and pick up as many Flame Swords as you can, but then where's the challenge?

When you beat the boss you will be introduced to BK's ultimate annoyance. After beating a dungeon, there will sometimes be a treasure that can be seen in the room with the boss, but you cannot pick it up until you leave the dungeon and have to walk all the way back through to get it. We are lucky however, because you need to go back anyway to get the Stoked Flame to get the Ice Dagger. Once you are scoled by the villigers and get your blank magnus,

pick up the stoked flame from the Mayor's House and burn the log down to get the Ice Dagger. Walk all the way to where you fought the boss and pick up the Escape magnus. Essentially a useless magnus if you know how to fight.

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Farming Report:
I would suggest not actually farming until you get to Anuene. If only for the fact that if you gather a lot of long swords, you'll end up throwing them away later. Get some ice Armors and Long Swords, but once you get bored, move on.
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Enemy (HP)	Experience	Drop	Rank
Shawra (15)	2	Round Shield	9
		Leather Vest	5
		Saber	5
		Short Sword	1
		Small Knife	1
		Vela (c)	--
Unuk (23)	4	Long Sword	9
		Ice Armor	9
		Saftey Hood	9
		Bamboo Shoot	6
		Small Knife	1-Vilurum
Sabre Dragon (230)	40	Fire Burst Lvl	--
		Draco (c)	--
		Blue Storm	--
Lord of the Spring(300)	80	Wild Strawberry	--
		Scale Buckle	--

IIIA2. Nunki Valley-

Items: Flame Shield, Frozen Shield, Secret Recipe 1

Pretty much just straight foward; fights, fights and more fights here. The one weird thing here is the waterfall, that you have to wait for in order to jump across. Pick up the Flame Shield, Frozen Shield, and move to the next screen. Use the Explosives that you picked up from Larikush's place and keep moving. In the next screen, walk underneath the waterfall and get the Secret Recipe 1. You will ecounter Doomers, here which are very powerful Fire-based monsters. They drop the very useful Flame Mail, and the not so useful, Flame Sword. You will want to pick some up eventually, but not yet. They change into the pathetic Short Sword after an hour, so make sure to only pick them up when you are sure that you are gonna use them within the hour. Healing Items may still be important if you havent mastered in-battle healing. After leaving you can walk straight throught the valley, no need to reenter it.

However, in this case you will find that you need to come back and fight a boss. When you come back make sure to stock up on some Flame Swords now so this boss will be easier.

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Farming Report:
Hold off until Anuene! If you want an easier time in Diadem, stock up on Flame Swords, but be quick about, only have an hour to make use of it.
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Enemy (HP)	Experience	Drop	Rank
Unuk (23)	4	Long Sword	9
		Ice Armor	9

		Saftey Hood	9
		Bamboo Shoot	6
		Small Knife	1-Vilurum
Doomer (45)	7	Flame Mail	9
		Shish Kebab(small)	6
		Flame Sword	4
Nunkirantula (350)	130	Duel Sword	--
		Light Flare Lv2	--

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 IIIA3. The Lord's Mansion-

Items: Frozen Shield, Chain Mail, Wind Blow Lv 1, Mink Coat, Shadow Wings,
 Shrike Statue, Cronos Blow 1, Ice Dagger, Much later in the game:
 Moon Buckle, Intriguing Mystery.

This dungeon can be exited and reentered by leaving through the way you came,
 however you should note that simply leaving the room does not make the enemies
 reappear, you need to leave the dungeon and come back.

Walk up the stairs and fight the Gaurds. You can try to get into some of the
 rooms now, but I like going up to get the key first and then going to each
 room one by one. It just seems easier. Anyway, pick up all the items. The
 Frozen Shield in in the crest in front of the stairs. Walk up the stairs to
 the left and pick up the Chain Mail. In this door will be Wind Blow Lv 1 and
 the key to the locked rooms downstairs. A cutscene will ensue. Leave the room
 and go through all the rooms. Pick up any items. Check the table in between
 the two beds for the Mink Coat in the first room. Talk to the husband if you
 talked to the wife earlier in Ceralbai. The second room, pick up Kalas' Level
 2 Finisher, Shadow Wings. This next boss is strong against Dark attacks, but
 it is your strongest attack thus far besides your spirit attack, so I suggest
 putting it in. Pick up Xelha and a couple of Items for her in the next room.
 The last room has two gaurds who attack you. Pick up the Ice Dagger when you
 are done. Level up and Class up for Xelha, up the stairs to your right. Go up
 the stairs to the right when you are all prepared for the boss.

Again you will see a few items that you can't get yet, nor will you be able to
 for a long part of the game. Don't worry. Remember if you want to get some
 Flame Swords before leaving for the next Island that you can do that once you
 defeat the boss, but not once you get on the liner.

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 Farming Report:

Water and Dark spells aren't that good for the next few dungeons, so I'd just
 move on to the boss.

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Enemy (HP)	Experience	Drop	Rank
Imperial Soldier (70)	11	Aqua Burst Lv1	9
		Dark Flare Lv1	9
		Wheat Crackers	8
		Long Sword	6
		Green Bananas	6
		Leather Hat	1
Giacomo (750)	190	Sparkle of Life	--
		Chronos Blow 1	--

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IIIB. Diadem

IIIB1. Lesser Celestial River-

Items: Chaos Edge, Heron Statue, Mana Stone, Stream Blade, Camera 1,

This place is one of the most annoying Dungeons, I think. Mostly because of the damn waterfall, but also because you don't have easy access to a lot of Fire Magnus. Anyways, Pick up the Chaos Edge and move along. You can't get the Heron Statue yet, so just move on. Pick up the Mana Stone and Stream Blade. The Waterfall is on the next screen just after the Cancerite jumps at you. The key is to go as far as you can before you run through. If you are lucky, you will make it through on one try. Good Luck, I finished my Notes on the Cancerite just getting by the Waterfall. After you defeat the boss, you will see the skull of the fish float down river. Before you touch it, go back to the where you fought the boss, and continue the path, across the river to the otherside where more treasures await. Continue past the Hemp Creel, and you will begin to encounter creatures from the section on Cloud Passage. You shouldn't fight them unless you have classed up both Kalas and Xelha. You can manage to get around them to pick up the other items. On your way out you can move the Thunderfish Bone down the river on both screens, so that you can get Xelha's class up item the Heron Statue. Remember that you shouldn't pick the Bone up until someone asks for it, by then you will be able to go back and get it.

A little note on the items, The honey is extremely useful when you get some cucumbers to make melons. Pick up some Chestnut Truffles in order to counter the poison attacks of the monsters. Grapes turn into Wine and then into Vinegar, which is a fairly useful water item magnus that anyone can use, even the non-water users like Lyude and Kalas after the Ice Dagger becomes over-shadowed.

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Farming Report:

Be sure to get some Honey for later and move on. If your Flame Swords haven't turned to short swords by now they will by the next dungeon. Replace them with Long Swords until the next dungeon when they will get replaced by Chaos Edges.

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Enemy (HP)	Experience	Drop	Rank
Pul-Puk (110)	13	Mosquito	9
		Honey	9
		Savings Book	9
		Bamboo Shoot	4
		Chestnut Truffle	4
		Chunk of Ice	1-Vilirum
Cancerite (130)	16	Aqua Yell 1	4
		Shish Kebab (Medium)	4
		Chestnut Truffle	4
		Pine Tree	1
		Rooster	1
		Grapes	1
Thunderfish (1000)	260	Energy Wave	--
		Silver Anklet	--
		Pisces (c)	--

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IIIB2. Cloud Passage-

Items: Cygnus (c), Aqua Burst Lv 2

Not too much to discuss in this dungeon. The creatures here are likely to be a difficult challenge considering that no one has any access to chrono magnus yet. Also, Gibari is likely to have a greater disadvantage because of the resistance to wind that these guys have. Anyways, try to pick up as many Cucumbers as you can. Also get some Dark Flares and Chaos Edges. Make as many Melons as you can before fighting the boss and you'll be fine.

Flower buds turn into Dark Flowers which are handy for when Lyude is lacking in the Dark department.

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Farming Report:

As soon as you get here, try to ignore the Stripers and focus on the Albireos. Get some cucumbers and get to work on making melons. You'll need them until you get to Anuenue. Also replace any short swords still in Kalas' deck with Chaos Edges.

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Enemy (HP)	Experience	Drop	Rank
Albireo (155)	20	Dark Flare Lv 2	9
		Chaos Edge	9
		Cucumbers	9
		Bamboo Shoot	1
		Green Bananas	1
		Triangulum (c)	--
Striper (170)	25	Shako	9
		Flower Bud	6
		Milk	4
		Pine Tree	1
		Small Knife	1
Iron Beetle (1500)	340	Shark Tooth	--
		Soul Flash	--

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IIIB3. Castle Elnath-

Items: Infinity Mask, Dark Sword, Dark Flare Lv 1, Light Flare Lv 1, Magical Anklet, Fading Notebook, Dark Yell Lv 1, Flash Armor, Shadow Suit, Light Yell Lv 1, Wheat Crackers.

The Castle is where we can get the elemental auras, which are useful against certain bosses. After reaching the castle step off the boat and get the chest around the corner. then head into the castle. Talk to the knight who will give you 4 knights and the Diadem Royal Crest Essance. Get the Dark Sword and head down the stairs. You see your first opportunity for an item by assisting the Diadem Knights. First however, head to the right and pick up the Dark Flare Lv 1 in the statue.

Now then let me explain these battles, there are seven of them and require you to deploy the correct amount of knights in order to defeat the Imperial Soldiers. The math goes like this, whichever side has the most points wins:

Knights	Points	Imperial Soldiers	Points
Senior Knight	4	Blackhelm	2
Knight	2	Elite	1
Knight(already engaged)	1		
Apprentice Knight	1		
Squire	.5		

So in the first group there are two elites to the one knight that's already there. So as it stands now the Knight will lose 1 to 2, so you need to deploy enough knights so that your side has more than 2. However you want to save your good knights (knights and Senior Knights) for later so send in the Squire and the Apprentice Knight. The Knight will thank you and give you a Butterfly for Gibari. Pick up the Light Flare Lv 1 in the Statue and move on.

In the next room head straight left and into the room. Here the battle is currently at 2-3, so send in your Knight and you will be rewarded with the

Chronos Aura 1. Pick up the fading Notebook and Magical Anklet. Go back out and head down the Stairs. Head to the left and you will enter the Knights quarters, here you can show knights the Crest and they will be recruited to aid you. Since you only have a Senior Knight, pick up a Knight, an Apprentice and another Squire. Fight the Soldier that is about to slay a Knight, he doesn't give you anything, but a clue about which Soldiers are stonger. Anyways, time for the next group.

Here the battle is 1-2, so deploy the Squire and Apprentice and be rewarded the Fire Aura 1.

The next group is down the strairs to the left. Fight the Elite that attcks you (you may want to take a picture of the two kinds of Imperial Soldiers as they don't appear again). Then engage the next group. For the easy victory deploy the Senior knight. Reward is the Light Aura 1. You should only have a Knight at this point, so go back and pick up a Senior Knight, an Apprentice Knight and another Knight. Lacking an Apprentice, a Squire will do.

Back in the other room, there is a Red Flower and two chests, pick them up and head for the next group to the right. Here the fight is 1-5, so quickly deploy a Senior Knight and an Apprentice Knight. Get the Dark Aura 1.

You only need one more trip back, this time get a Senior Knight and any other Knight you feel like getting, it really doesn't matter. Head across the castle down one flight of stairs and up another to meet your sixth group. The Battle is 2-4, so dispatch either two knights or a knight and whatever else you picked up. Get the Aqua Aura 1, and the Light Yell Lv 1 from the painting in the room. You can't head up the stairs because of the rubble, so head to the right and meet the last group.

The battle is 3-6, so all you need to dispatch is the Senior Knight. For fun you can also go back, pick up any spare knights and send them all to dominate the Imperial Soldiers. You are given the Wind Aura 1 and are ready to fight the boss.

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Farming Report:

Can't farm here, but there isn't anything in here that is needed. Just be sure to get pictures of the enemies if you are going for 100%.

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Enemy (HP)	Experience	Drop	Rank
Imperial Elite (230)	31	Shish Kebab (medium)	4
		Unicorn Horn	1
		Uncooked Rice	1
Imperial Blackhelm (280)38		Dark Flare Lv 2	9
		Shadow Suit	8-Vilirium
		Dark Yell Lv 1	4
Iron Beetle V (1700)	340	Shadow Cornet	--
		Cresent Buckle	--

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IIIB4. Shrine of the Winds-

No items, just a boss. I love this dungeon. A quick note that you can use the magic pen to make The Prophet's Notebook, which informs you of magnus changes.

Enemy (HP)	Experience	Drop	Rank
Lord of the Winds (1900)530		Coral Plant	--
		Magic Pen	--

IIIC. Anuene

IIIC1. Ancient Library of Magic-

Items: Zeit Robe, Sforzando, Will-O'-Wisp Hat, Wave Blade, Kite Shield, Deluxe Shortcake, Falcon Statue, Scarlet Shell, Deluxe Cookies, Magnum Cornet, Silver Sword, Ruby Earrings, Deluxe Bonbon, Taurus (c), Fruity Gelatin, Water Mirror Anklet

This is another standard dungeon with monsters and puzzles. Grab the Ziet Robe and the Geography Section Key, which is the key to the first room to the left. There are two items you need to find here besides the obvious ones, the Philosophy Section Key and the Geography Book. Both are on bookcases on the bottom edge of the room. Arrange the red bookcases so that you can get the items. Head out of the room, and then up the stairs for the next room, which will be the Philosophy Room. Up the Stairs, head into the first door. You will see a key on top of the red bookcase. Knock it over, but don't worry about getting the key just yet. Move past that into the next room, the Philosophy Room. Again there are two key items to get here, the Literature Section Key and the Philosophy Book. They are both in the lower left of the room. Move the Bookcase DOWN to get a place to jump in order to reach the items. Head back out into the larger room and into the Literature Section. Only have to worry about getting the Liturature Book here, as the key for the next section is on the floor. Once you get it, head back out of the large room, and going back into using the other door to pick up the key to the History Section. The History Section is back down the stairs in the other door with the magical seal next to the Geography Section. Pick up the History Book and all the treasures, including the Deluxe Bonbon which is on one of the upper left bookcases by the entrance. Once you have all the books, you need to put them in the large room, where you knocked over the bookcase. Find the right spot for them and the door to the boss will open.

There are a couple of very good drops in this area. First lets start with the Skeleton Warrior. These guys drop Ray of Truth, which is a light sword for Kalas. They are really the only good light sword Kalas has, even with it being a combo 2 sword. Next are Crystal Mail, this armor stayed with me til very near the end of the game, pick up at least 5-10 of them. Strawberries are the new best healing item so pick up a few. I strongly suggest not taking Blue Storm when you see it. Usually if you put more than 1 of the same finisher in a deck, you end up making shorter combos that do less damage. Anyway, The enemies in the bookcases are even better, for one reason, a peach. This item will become a Peach Boy which has 56 Atk, and after 72 hours becomes the Uber Wonder MOMO, healing 2800 and Cure All(100%), SwEeT! Almost all the drops here are worth getting at this point, so stock up. If you are wondering about the silkworm being a rank 9, it's because it turns into Silk which sells for 30k.

Remember to come back after fighting the boss to pick up Xelha's armor.

Farming Report:

Ah, the very best place to begin our farming habits. Plently of good magnus for almost all of your characters. The goal I usually set here is 15 peaches. Once I get 15 peaches from the Cursed Spell Book, I move on. By the time I get 15 peaches, I have enough of everything else that I'm all set til the next dungeon. You may also want to get enough Crystal Mails for your party. I'd say eight is enough. Just be sure to get as many Peaches as you want Wonder MOMOs.

Enemy (HP)	Experience	Drop	Rank
Skeleton Warrior (285)	42	Ray of Truth	9
		Crystal Mail	9
		Flame Helmet	6

		Chump Change	6
		Strawberries	6
		Blue Storm	0
Cursed Spell Book (225)	47	Peach	10
		Black Scepter	9
		Wind Blow Lv 2	9
		Wind Yell Lv 1	6
		Mini Creme Puff	1
		Dance of Light	0
Cursed Grimoire (290)	53	Marvelous Sword	9
		Chronos Blow 2	9
		Shining Horn	9
		Silkworm	9
		Bomb	6
Folon (2300)	880	Heartlight Candle	--
		Devil Euphro	--

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IIIC2. Holoholo Jungle-

Items: Silver Earrings, Ice Crystal Buckle, Brave Knight Helm, Heat Paddle,
Fire Burst Lv 3, Smash Tackle, Wind Yell Lv 1, Equuleus (c)

You need to get the Landmark Stone from the Principle of the school of magic to get through here, so get that. It's kinda hard to describe where to go, so I'll just let you discover that on your own. There is no boss here to worry about and this is one of those dungeons that once you pass through it, you don't need to go back and do it again. The important drops here are the fire items, The next boss will be water-based, so stock up on Flame Spheres for an unnamed character, and Will-O'-Wisp hats for the lady. Skipjacks also are very good sources for healing. Making them Minced will add to their healing aid. Chronos Blow 2 also help in the next area, so pick some up if you didn't do it in the Library. Fighting the Undead Swordsman should prove useful later.

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Farming Report:

My last playthrough I skipped farming here, but if you choose to farm, get as many Chronos Blow 2s as you can and the Will-O-Wisp hats only show up here, so pick one up.

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Enemy (HP)	Experience	Drop	Rank
Acheron (380)	68	Flame Sphere	9
		Aqua Yell Lv 2	6
		Mattress	6
		Shagreen Helmet	4
		Grapes	1
		Plain Pastry	1
Spell Shellfish (180)	60	Chronos Blow Lv 2	9
		Heat Jacket	9
		Skipjack	6
		Shish Kebab (large)	4
		Uncooked Rice	1
		Rooster	1
Mirabilis (450)	87	Fire Yell Lv 2	9
		Pickled Eggplant	6
		Fruity Gelatin	4
		Shortcake (small)	1
		Milk	1
		Pegasus Horn	1

Undead Swordsman (340)	77	Silver Sword	9
		Half Plate	9
		Shadow Cornet	9
		Will-O-Wisp Hat	9
		Green Plums	5
		Chunk of Ice	1

IIIC3. Celestial Tree-

Items: Crater (c), Wild Cherry Bud

This is the simplest dungeon in Anuenue, just climb and fight, climb and fight till you reach the girl, and then climb some more and fight some more. Remember when I said this boss was water-based? Well now is your last chance to stock up on fire magnus.

Farming Report:

Get enough Flametongues and Heat Paddles for Kalas and Gibari. You won't get any better fire weapons until the 2nd disc. I usually pick up around 10 paddles and 6 swords. You will get another chance to pick up flametongues in another dungeon soon.

Enemy (HP)	Experience	Drop	Rank
Blood Leaf (360)	98	Flametongue	9
		Snake Tuba	9
		Shrimp	6
		Green Plums	4
		Butterfly Barrete	1
		Ursa Major (c)	--
Devil Claws (495)	110	Heat Paddle	9
		Magnum Cornet	9
		Pickled Eggplant	4
		Matress	1
		Pegasus Horn	1
Tree Guardian (2700)	1500	Freezing Axe	--
		Dancing Flames	--
Savyna (3300)	0	-----	

IIID. Mira

IIID1. Portal to an Outer Dimension-

Items: None

This technically isn't Mira, but I will include it here anyways. There are a few things that you need to get here for the gathering, make sure you get the rank 10 items. Also if you are going for the complete gathering, make sure to get the pictures of the enemies as well. In fact consider the picture here as a rank 10 item.

Farming Report:

The best way to farm is to not shoot from the Ship at all. This way Mizuti gets too far ahead of you by the last wave and you get to go again, keeping any magnus that you get from battles, not from shooting the waves however. The downside to this is if you are going for 100% completion, you should not farm here.

Enemy (HP)	Experience	Drop	Rank
Ghost Claws (315)	123	Fire Burst Lv3	9
		Green Oak	9
		Crystal Edge	9
		Shrimp	4
		Skipjack	4
		Concerto	0
Zelmer (270)	137	Frost Cap	10
		Aqua Burst Lv 3	9
		Ice Knuckles	9
		Curry	4
		Rooster	1
		Dragon Uppercut	0
Gnosis (3600)	2700	Ancient Branch	--
		Brave Knight Helmet	--
		Andromeda (c)	--

If you are wondering if you did the passage correctly, you should never miss Secret Recipe 4 or the Frost Cap. Each of these items can only be found here, so watch out. If you care about the other items that you can get, then look for them somewhere else, or restart till you get a perfect run. It only took me about an hour, so if you are game.

IIID2. Detourne, The Mystical Garden-

Items: Silver Barrette, Whirlwind Hit

This is one of the more tedious dungeons of the game. A lot of back and forth in this dungeon. Hop over and talk to the woman and ask her about the garden, this will make the golden hero appear later. Enter the maze and fight the two Slime that you can get to. Exit using the top-middle staircase. Hop over to the right side to talk to the golden hero. If you cannot hop over to the right you will need to go back into the maze and exit using the very middle exit and change the scales so that the other block is heavier. Agree to help him and he will give you Jet Boots and a White Sword, which are valuable items. Enter the maze, using the door behind the Hero. defeat the last Slime and you will hear a ring. If you can't get to him because he is behind a flame, go back to the hero and speak to him, he will give you the red necklace, which allows you to walk over the flames. This indicates that the Golden Axe appears in the maze. In order to reach it you need to exit the maze using the lower-middle exit and hop over to the left and enter the maze. Again if you can't, change the scales so that the correct block allows you to jump. After getting the axe, exit the lower middle and use the axe get the key hanging from the middle block. This key allows you enter the locked door within the maze for a boss fight.

Most of the enemies only show up in pairs, so you can imagine how hard it was for me to get this section. Enjoy the fruits of my labor. Don't focus on the Slime's, go and fight the devilish hands for the good stuff. Note that getting meat will allow you to make beef jerky (heal 500) by using a fire spell after.

Farming Report:

It is super hard to farm for the aqua items here, which is why I'd prefer to do my farming for aqua items in the Portal to another Dimension, but that's my opinion. I usually try to get mostly water magnus here, because the Lava Caves are coming up. Although getting light magnus should be a more immediate concern.

Enemy (HP)	Experience	Drop	Rank
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=====
Slime (540)          142          Ox Tongue          5
                   142          Custard Pudding    5
                   142          Squid              5
                   142          Small Fire        5
                   142          Rotten Fish       0
                   142          Overture          0

Devilish Hands (600) 172          Green Oak          9
                   172          Flametongue       8
                   172          Fresh Beef        5
                   172          Ox Tongue        5
                   172          Bacon            5
                   172          Fire Yell Lv 1   1

Magic Shellfish (200) 149          Fire Burst Lv 3   9
                   149          Chronos Armor     9
                   149          Silk Robe        9
                   149          Squid            1

Gormer (450)        159          Crystal Edge      9
                   159          Aqua Burst Lv 3   9
                   159          Ice Knuckles     9
                   159          Cedar Tree       1
                   159          Persimmons       1

Magnus Giganticus(4000) 4700          Emeral Earrings   --
                   4700          Gleaming Helmet   --
=====

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IIID3. Nekton, Shrine of Spirits-

Items: Wind God Blade, Corona Borealis, Water Blade

Fairly Straight-foward dungeon, fight and get the treasures, fight the boss.

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Farming Report:
The enemies in the next few dungeons are very weak to Light and Chrono, so
the only thing you should farm are Fillers, so just pick up enough mayflys and
Ruffian Masks from the Ray-Moos and focus on the fillers. 2/5 chance to get
something vitally important for either Lyude or Xelha.
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Enemy (HP)	Experience	Drop	Rank
Gray Cancerite (520)	240	Blue Sky Mail	9
		Tekken (Iron Fists)	9
		Frozen Tangerine	5
		Milk	1
Filler (480)	213	Light Flare 3	9
		Brilliant Horn	9
		Skulpting Knife	5
		Uncooked Rice	1
		Rice Paper	1
		Cepheus (c)	--
Ray-Moo (495)	190	Mayfly	9
		Ruffian Mask	9
		Kite Shield	5
		Shrimp	1
		Sugar Cane	1
		Hercules (c)	--
Sikri (3000)	7400	Golden Buckle	--
		Dark Embrace	--

=====
 IIID4. Cocolith, Labyrinth of Mirrors

Items: Heaven's Pillar, Corona Australis (c)

Like the name suggests this dungeon is very hard to navigate through. You should try and head toward the yellow moon as best you can. The enemies here drop powerful spells and magnus for Savyna, Xelha, Mizuti and Gibari. Also you should concentrate on making the fourth best healing item in the game, Sacred Wine. It heals 500 and cures Death 100%. It's not so much the HP that it heals which makes it great, but the ability to cure death 100%. Make it by using Mizuti's Holy Grail and Japanese Rice Wine. You could technically have made this before Nekton by making Holy Grails using the two pens in Reverence, but I'm assuming you didn't use an FAQ to find that out.

=====
 Farming Report:

As I said up above focus on making Sacred Wines. Set a goal and go. The monsters here drop powerful magnus for the next few areas. I would suggest getting a lot of spells for Xelha/Mizuti. You may even want to go back to Nekton and gather some Light Flare Lv 3s for them as you will be heading into the Empire next, and you will be facing a trio that hates the light. Also snag as many Chrono magnus as you can for Xelha/Mizuti and Gibari. You won't get any more for a while, and there will be plenty of monsters weak to it ahead.

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Enemy (HP)	Experience	Drop	Rank
Crystal Spider (540)	278	Wind Blow Lv 3	9
		Arm Bomber	9
		Second Hand	9
		Gleaming Helmet	9
		Pine Tree	1
		Skipjack	1
Sbarb (570)	327	Dark Flare Lv 3	9
		Skulpting Knife	1
		Dark Yell Lv 1	1
		Fading Notebook	1
		Grapes	1
		Deluxe Red Wine	1
Wokko Kakish (600)	386	Chronos Blow 3	9
		Indra Horn	9
		Assassin's Hood	9
		Flower Bud	1
		Persimmons	1
		Dragon Uppercut	0
Phantasm (3000)	10400	Pinecone	--
		Vanish Grenade	--
		Capricornus (c)	--

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IIIE. Alfard

IIIE1. Mintaka, the Imperial Capital-

Items: Intermezzo, Rice Paper, Pretty Flowers, Apple Pie (slice)

This is technically a town, so I won't cover any of the magnus you can get until it becomes a dungeon, which will be when you enter Lyude's house. Even so, you cannot get those items until you reenter Mintaka later. After the scene in Lyude's home you are dropped to the lower level home and exit to

fight your way out of Mintaka and onto the Goldoba. You just fight two kinds of imperial soldiers, much like you did in the castle. Fight your way out to the ship.

Again, gather all the rank 9 items and when you are ready leave on the ship.

*****Special Note*****

You should make a seperate save file before you get on the ship, just in case you find yourself under leveled. It is better to level up in Mintaka because you can heal at the shop for free and without wasting an item magnus or going into battle to try to heal.

=====
Farming Report:

Get as many of the rank nine items as you can. My goals here were, 13 Death Pendulums, 15 White Scepters, 5 Rainbow Straw hats and 5 Veda Cornets. But you might want to skip the Death Pendulums if you will use Lyude instead of Kalas. Your aim in the next two dungeons is to amply prepare your light users for one of the tougher boss battles.

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Enemy (HP) Experience Drop Rank
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Imperial Gaurd (575)	426	Death Pendulum	9
		White Scepter	9
		Rainbow Straw Hat	9
		Chronos Yell Lv 1	1
		Cedar Tree	1
		Strawberries	1
Elite Imp. Guard (630)	475	Veda Cornet	9
		Wind Yell Lv 1	1
		Small Fire	1
		Cucumbers	1
		Squid	1
		Bacon	1

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IIIE2. The Battleship Goldoba-

Items: Rainbow Straw Hat, Sheet Shawl, Grace Shield, Robe of Firelight, Cetaka's Sword, Rice Paperp, Crystal Nails

Now this is a standard dungeon. Only one enemy here, the Imperial Walker. Save if you want and start destroying everything. Pick up all the items in the ship and when you are ready to fight the big three for the first time go to the console and enter the correct code. These codes you can get from defeating Walkers, or you can just look here:

Code	Item/Effect
====	=====
0819*	Assassin's Hood
3291*	Viking Helmet
1324	Cinema
4649	Cinema
1004	Battle
0429	Battle
4653*	Unlocks door to boss.

You only need to unlock the door, but make sure to get the items. Once you enter the code to unlock the door, none of the other codes work. After the boss fight, exit by way of the hanger. Gather some oil essance from the tanks and use the second car to leave.

Again, fight until you get enough of what you want, since these guys reappear you will have plenty of opportunies to get what you want. A quick note on

Jill's Jewelry Box, you can sell it for 5k or it will turn into a Jack-in-the-Box, which allows you to escape from battle. DON'T go looking for Jill.

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Farming Report:

If you still have any Duel Sowsrds or even worse, Long Swords, fight until you get enough Cetaka's Swords to fill up Kalas' deck. Also get some Grace Shields for Kalas and Gibari if you plan to use them against the boss. I actually had enough White Ashes for Gibari, that I decided to use him instead of Lyude! If you didn't farm them, then you should have some Brilliant Horns that will make quick work of the trio.

=====

Enemy (HP)	Experience	Drop	Rank
Imperial Walker (660)	535	Black Ash	9
		Crystal Nails	9
		Cetaka's Sword	9
		Grace Shield	9
		Jill's Jewelry Box	5
		Green Plums	1
Giacomo (3800)	14000	Hermit's Creel	--
Ayme (2400)	10000	Rarebird Statue	--
Folon (2700)	10000		

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IIIE3. Flame Cave-

Items: Dream Blade, Serpens (c), Grumble Pen, Shadow Thruster, Catfish Whiskers, Gold Earrings, Solar Saber

By now, your team should have plenty of Water Magnus, making this dungeon very easy. You can also use Chrono on the flying Foytows, which makes all those Death Pendulums you got from Mintaka very useful. Anyway, head into the cave when the old man opens the door, and make sure to get the items hiding in his place, two are on the upper-left side of his place, and one is behind the machine to the upper-right. Once in the cave, head to the left tunnel. You find that because the Imperial Soldiers knew you were coming, they left a lava surprize. Go back to the old man, and he will tell you to get Flame Ice, this is back in the cave, going to the right where you first went left. Go back once you get it and he will make a Quest Magnus which will allow you to cool the lava so you can walk on it. Grab more from him when you get to the second lava slide. Save at the red flower, a boss fight is through the door.

The monsters here give really nice drops, seriously nice drops. Lyude at this point will become your combo person. All of his offensive magnus will have three spirit numbers to choose from, making straights very easy to pull off. If you happen to come across any solar sabers, make sure you end up using them quickly against the boss. They only last for one hour, so be quick. You may be tempted to use the Green Tea or even Beer if you waited long enough for the wheat, but I strongly urge you to stick with the Sacred Wine. The boss you will be fighting will use an instant KO attack, and it will be hard to beat him without using Sacred Wines.

**Note, try not to use Kalas for the next battle and remove and cards he has from his deck. You may want to remove all the cards from anyone not fighting.

=====

Farming Report:

The Foytows are my farming pick in this dungeon. Kalas will be your dark master if you choose to get enough Shadow Thrusters here for him. I urge against picking up Solar Sabers as, they turn into sabers in an hour.

=====

Enemy (HP)	Experience	Drop	Rank
Ceratobus (760)	780	Crystal Nails	9
		Solar Saber	3
		Wheat	1
		A Good Fortune	1
		Bamboo Shoot	0
		Crystal Shot	0
Foytow (560)	605	Indra Horn	9
		Shadow Thruster	9
		Crimson Oak Blossom	1
		Green Tea	1
		Fire Yell Lv 1	1
		Shadow Wings	0
Mamga Beast (720)	685	Veda Cornet	9
		Black Ash	7
		Sunflower Coin	1
		Green Plums	1
		Uncooked Rice	1
		Sparkle of Life	0
Lanocaulis (750)	890	Panther Claws	9
		Red Oak	9
		Chronos Yell Lv 1	1
		Apple	1
		Grumble Pen	1
		Concerto	0
Geldoblame (5500)	19000	Shadow Gate	--
		Powder Snow Anklet	--

=====
 IIIIF. Interdimensional Cracks

These cracks are located on 4 of the 5 islands you've been to, so it isn't a separate place all together. Note that the Bosses appear in a set order, so it doesn't matter which Island you go to, the same boss will always show up first. Since you have to get 4 members of your team back, I just get the ones I liked the best first. For me that was Gibari, Savyna, Mizuti and Lyude. You can do it differently, but the bosses will still be in the same order.

Also note that the boss prizes indicate which order you should get them in, as the prizes are generally for the person you should be rescuing. In which case the way the game wants you to rescue them is Gibari, Savyna, Mizuti and Lyude, seems familiar doesn't it?

Shrine of the Winds (IC)

Enemy (HP)	Experience	Drop	Rank
Naidd (1400)	5000	Spiraling Gale	--
		Goldfish Bowl	--
		Ophiucus (c)	--

Celestial Tree (IC)

Enemy (HP)	Experience	Drop	Rank
Thalassa (2300)	10000	Hurricane Blade	--
		Golden Barrette	--
		Cancer (c)	--

Duke Calbren's Manor (IC)

Enemy (HP)	Experience	Drop	Rank
Despina (3700)	16000	Mega Flood	--
		Tearful Birdie	--
		Lyra (c)	--

Flame Cave (IC)

Enemy (HP)	Experience	Drop	Rank
Galatea (5600)	21000	Cresendo	--
		Almethyst Earrings	--
		Libra (c)	--

IIIG. Wazn

IIIG1. The Ice Cliffs of Gomeisa-

Items: Leo (c), Forseti Robe, Aqua Burst Lv 4, Tower Shield, Deluxe Pastry, Shepherd's Purse

This dungeon has wind and snow, which slow your progress. Wait for the wind to blow in the direction you are traveling and it will be easier. Explore the area and touch all of the light gates so the gate to Wazn will open. There is something for everyone here, all the enemies drop something good for everyone. Take your time and gather some good magnus before moving on.

Farming Report:

The better enemies to fight here depend on who you like to use. Gibari finally gets a better water magnus. Crystal Mails become replaced by Aqua Jackets. Forseti Robes replace Rainbow Straw hats. You also get a young wasabi root in the city. You can hold off farming here until you get it, and then come back to make Deluxe wasabi roots while you farm.

Enemy (HP)	Experience	Drop	Rank
Arachnid (680)	960	Wave Cutter	9
		Scale Mail	9
		Apple	1
		Red pickled Veggies	1
		Aqua Yell Lv 1	1
		Soul Flash	0
Flobo (720)	1090	Wolf Fangs	9
		Aqua Jacket	9
		Wheat	1
		Eel	1
		Frozen Tangerine	1
		Delphinus (c)	--
Floomer (720)	1570	Aqua Burst Lv 4	9
		Forseti Robe	9
		Beef	5
		Apple	1
		Light Yell Lv 1	1
		Erupting Flail	0
Snow Cancerite (660)	1290	Asura Tuba	9
		Birch	1
		Viking Hemet	1
		Pork Ribs	1
		Chunk of Ice	1

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IIIG2. Kaffaljidhm-

Again, I'm not gonna go over the items, as there is just a boss in here.

Enemy (HP)	Experience	Drop	Rank
Goddess of Ice(--)	30000	Ocean Mirror	--
		Holy Grail	--
		Sacred Wine	--

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IIIH. Alfard II

IIIH1. Mintaka II-

Items: Any you didn't get before

Just fight and exit. Take a picture of the enemy because they don't show up again.

=====
Farming Report:

If you read my posts about Lyude you know I dislike him, so if you use him, then pick up some Golden Bugles to replace any Veda Cornets or lower you have on him. The Battle Shield will not be that useful on Gibari or Kalas later in the game, so I wouldn't farm it, but get a few anyway.

=====

Enemy (HP)	Experience	Drop	Rank
Gagarek (790)	1645	Golden Bugle	9
		Battle Shield	9
		Soy Beans	1
		Cucumbers	1
		Squid	1
		Energy Wave	0

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IIIH2. Imperial Fortress-

Items: Wave Cutter, Light Flare Lv 4, Fire Burst Lv 4, Phoenix Helm, Aqua Yell Lv 1, Aqua Impulse, Deluxe Creme Puff, Wolf Fangs, Scorpius (c), Dark Flare Lv 4, Pot of Air, Aqua Burst Lv 4, Full Helm, Golden Bugle, Inferno Fists, Efreeti Suit, Dragonfly, Asura Tuba, Blood Sword, Birch, Crown of Bubbles, Cute Doll

Wow that's a lot of items. This is definitely one of the longer dungeons. Take care not to get lost. For directions look on the elevator you are traveling. Each elevator only goes to two floors, so if you get stuck, walk across the hall to find another elevator. Make sure to check each passage way, as there are many magnus here to find. Search every cabinet, and behind every object. You need to pick up an elevator key from one of the guards on the toilet on the second floor. In the throne room, search behind the throne to get the Golden Bugle. When you reach the electrified gate, you will need to go back and activate the security system before you proceed. Gather some Water from the Emperor's Room (4 atleast), and head back to the security device. Once it is activated you can save for the boss fight up ahead. It is a rather difficult one so make sure you are ready.

The enemies here drop good defensive magnus. Pick up a lot of them. Also the Iron Beetle II drops Young Wasabi Root. Do some combos to get Deluxe Wasabi Root. Heals 880 and cures death 100%. Woo-hoo! Third best healing item in the game.

=====
 Farming Report:

This place rivals the Ancient Library for farming location. Not so much for the drops, however they are rather good, but because this is usually a place where people tend to be under leveled and need to gain a few before fighting the two consecutive boss fights. Gathering 15 or so Dragonflys will make the first boss a breeze. For the next one, switch in anyone strong in light and chrono. See why I said to get as many second hands as you could back in Cocolith?

=====

Enemy (HP)	Experience	Drop	Rank
Iron Beetle II (960)	1770	Inferno Fists	9
		Aqua Burst Lv 4	9
		Aqua Jacket	9
		Young Wasabi Root	9
		Fresh Beef	1
		Sorcerer's Chakram	0
Beberum (860)	2145	Dragonfly	9
		Phoenix Helm	9
		Spark Hat	9
		Shortcake (small)	1
		Eel	1
		Strawberry	1
Corrupted Walker (820)	1920	Light Flare Lv 4	9
		Inferno Fists	9
		Custard Pudding	1
		Mini Creme Puff	1
		Wind Yell Lv 1	1
		Splash Spear	0
Contaminated Walker(920)	2445	Efreeti Suit	9
		Curry	1
		Plain Pastry	1
		Milk	1
		Flower Bud	1
		Sorcerer's Breath	0
Zuzlani (1000)	2820	Dark Flare Lv 4	9
		Blood Sword	9
		Full Helm	9
		Apple Pie (slice)	5
		Dark Yell Lv 1	1
		Green Bananas	1
Fadroh (7000)	45000	Camera 3	--
		Freezing Axe	--
Angel of Darkness(9000)	--	Broken Ocean Mirror	AC

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IIIJ. Durh

IIIJ1. Labyrinth of Durh-

Items: Cinderella Birdie, Fangs of Light, Metal Knuckles, White Ash, Sun Coin
 Hamelin Cloak, Pegasus (c), Air Slash, Sunflower Barrette, Platter of Parting

Ok, so I tried drawing a map for this place, it didn't work out. I'm sure you can find one if you are so inclined. Make sure you get the Sunflower Barrette and the Platter of Parting before exiting. You know you are exiting if you are walking on a purple cloud.

=====

Farming Report:

Most of the magnus here you could have gotten earlier, so I'd focus on getting Saxolaunchers and Aqua Implulses. Also Chronos Blow 4 is a somewhat commonly missed magnus, so be sure to pick one up, so you don't have to come back.

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Enemy (HP)	Experience	Drop	Rank
Bar-Mool (1040)	3070	Aqua Impulse	9
		Light Flare Lv 4	9
		Saxolauncher	9
		Egg	2
		Curry	1
		Shish Kebab (large)	1
Mad Cancerite (1100)	3420	Dragonfly	9
		Efreeti Suit	9
		Dark Flare Lv 4	9
		Slight Debt	1
		Birch	1
		Smash Tackle	0
Mafreega (1240)	4420	Aqua Jacket	9
		Golden Bugle	9
		Apple Pie (slice)	5
		Peanuts	1
		Small Fire	1
		Solar Saber	1
Bauganum (1170)	3870	Blood Sword	9
		Inferno Fists	9
		Chronos Blow 4	9
		Shaman Hat	9
		Fresh Beef	1
		Diminuendo	0

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IIIIJ2. Capella, Garden of Death

Items: Flashy Earrings, Whitecap Shield, Full Plate, Purple Rose

This place is covered in mud, which makes walking a very slow process. Just keep going till you reach the house. You should have the Broken Earth Sphere after exiting the area. This is the second best healing item, only to the Wonder MOMO, so be happy!

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Farming Report:
Here is the first chance you get to obtain the best weapon for one of your characters. Kalas' Dimension Blade will become his staple chrono attack, so pick up as many as you will need because you won't find a better Chrono sword that you can get more than one of. Also Lyude gets a light weapon upgrade. Also try to make some Pac-Man magnus here, as it is the best normal type attack for most characters (eventually).

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Enemy (HP)	Experience	Drop	Rank
Ghoulis Skirmisher (1120)	5070	Dimension Blade	9
		Wind Blow Lv 4	9
		Sacred Helm	9
		Cherries	1
		Sweethear Picture	1
		Heaven's Pillar	0
Almanek (1300)	5820	Crystal Wing	9
		Ghost Cap	9

Freezing Nails	9
Robe of Morning Cool	9
Glint Cornet	9
Young Wasabi Root	5

=====
 IIIJ3. Zosma, Tower of Stones

Items: Firedrake Barrette, Burning Shield, Rhapsody

Ok, well this dungeon is one of the most fun I had during this game. If you enjoyed the Zelda game puzzles, then you will like these. I won't take away the fun of solving these on your own. Again if you really need help, refer to one of the other FAQs.

=====
 Farming Report:

The enemies here are rather annoying to farm due to all the climbing, but the drops are really helpful for the boss in this area. I'd farm elsewhere though.

Enemy (HP)	Experience	Drop	Rank
Gul-Mar-Mool (1150)	7620	Fire Burst Lv 5	9
		Power Blade	9
		Hood of Highlands	9
		Red Impulse	9
		Salted Sweetfish	1
		Oakwood	1
Mysterious Shellfish (550)	6670	Aqua Burst Lv 5	9
		Hades Horn	9
		Apocalypse Sword	9
		Skull Mask	9
		Apple	1
		Flash Explosion	0
Ungyo (7000)	120000	Prominence	--
Angyo (7000)		Posidon's Creel	--
		Gemini (c)	--
		Sword of the Heavens*	AC
Malpercio (10000)	130000	Broken Heaven Sword	AC

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 IIIK. Celestial Alps

IIIK1. Celestial Alps-

Items: Canis Minor (c), Apocalypse Sword, Air Slash, Azure Sand, Chaos Mail, Efreeti Saber, Silk Veil, Avocado, Straw, Skull Buckle, Holy Armor, Milk, Void Phantom

This place is fairly simple, whenever you get blocked go fight the Rulug that is blocking you. Save at the red flower and prepare for a tough battle. If you want to make this fight a lot easier, go Class up for Kalas. Not only will you get better equipment for him going back and forth, you will be able to do nine card combos.

=====
 Farming Report:

Again, here we have another place where Kalas gets another "best sword". You can pick up his best Fire sword, Efreeti Saber unlimitedly. Or if you prefer his water sword, Aqua Truth, you can also get that semi-unlimitedly. The reason I say semi, is because only Rulus drop this sword, and they show up only about 4 times in this place as their own monster. Otherwise you have to hope that they show up with Badwin's and hope that they drop the sword. So

good luck with that. Otherwise, not much to get excited about.

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Enemy (HP)	Experience	Drop	Rank
Badwin (1100)	8000	Efreeti Saber	9
		Fire Burst Lv 5	9
		Seigfried	9
		Small Fire	1
		Squid	1
		Canis Major (c)	--
Rulug (1290)	8000	Aqua Truth	9
		Aqua Burst Lv 5	9
		Robe of Morning Cool	9
		Straw	1
		Water Blade	0
Giacomo (7000)	100000	Chaotic Illusion	AC
Ayme (5000)	50000		
Folon (5500)	50000		

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IIIL. Greater Celestial River

IIIL1. Greater Celestial River-

Items: Power Blade, Buoy of Light, Battle Suit, Corvus (c), Skull Creel

Another simple dungeon. Get the items, Corvus is hidden behind one of the rocks. Fight the Boss, move on. By this point you should have enough Deluxe Wasabi Roots.

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Farming Report:

Seeing as how this is Gibari's side quest you'd expect to find lots of magnus for Gibari, and that is exactly what you get. Again you can choose an element for Gibari to specialize in, either Light or Dark. Dark has better attack, and his finisher that you obtain in this area is a dark type, so it's your call. Also you should pick up some Power Blades if you want some normal power for Gibari.

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Enemy (HP)	Experience	Drop	Rank
Maw-Maw-Goo (1390)	8200	Power Blade	9
		White Ash	9
		Dark Flare Lv 5	9
		Wheat	1
		Apple	1
		Whirlwind Hit	0
Shadow Claws (950)	8600	Bloody Vortex	9
		Light Flare Lv 5	9
		Platinum Shield	5
		Persimmons	1
		Young Wasabi Root	1
Brolokis (13000)	120000	Nemesis Fall	--
		Dragoon Gale	--
		Eridanus (c)	--
		Balgora's Paddle	AC

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IIIM. Anuenue II

IIIM1. Illusory Fortress of the Book-

Items: Apple Pie (full), Aqua Truth, Bloody Vortex, Linnet Statu, Skull Anklet, Silk Veil

The enemies in here do not return after defeating them, so make sure each fight counts. Fortunately these monsters drop very good magnus.

A note that Tumart will only show up if you talk to his son first. Make sure to talk to him before you enter this place. He is back in the Philosophy Room of the Ancient Library.

=====
Farming Report:

Everything here you could have gotten before, so don't worry if these monsters don't respawn, sure they would be the best source for Wind and Chronos Blow 5, but they don't respawn, so it's pointless. I could be wrong about the respawn, but I checked three times after clearing the first time and they never came back. If I were you, I'd try to get as many Wind and Chronos Blow 5 while I was here. I'd also get as many Battle Suits as you can from the Varalbas. This is Gibari's best normal type defensive magnus, and its your only chance to get more than one of them. In fact, lets be drastic and reset everytime you get something other than a battle suit. Well you only really need 4 or 5 at the most, so if you want more, then save and restart otherwise just be glad with what you get and move on.

Enemy (HP)	Experience	Drop	Rank
Alavarum (1420)	8200	Fire Burst Lv 5	9
		Aqua Burst Lv 5	9
		Light Flare Lv 5	9
		Dark Flare Lv 5	9
		Wind Blow Lv 5	9
		Chronos Blow 5	9
Varalba (1650)	8600	Hood of Highlands	9
		Ghost Cap	9
		Battle Suit	9
		Peanuts	1
		Custard Pudding	1
		Dark Embrace	0
Kulcabaran (10000)	120000	Galeos Fangs	--
		Aqua Burst Lv 6	--
		Seal of Water	AC

=====
IIIN. Mira II

IIIN1. Phantom Goldoba-

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

Make sure to get a picture of these guys, as they don't show up again once you beat the boss.

=====
Farming Report:

Chronos Blow 5 can be found elsewhere, but the other two rank 9 items are location exclusives, so stock up on as many as you can. Flugel Shields are especially rare; they are Kalas and Gibari's best wind defense that are obtainable semi-unlimitedly. This really should go on Gibari, since he should be your Wind user. If you are using Kalas as your Wind user...STOP IT!

Enemy (HP)	Experience	Drop	Rank
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Master Revenant (1480)  8400          Varna Horn          9
                        Flugel Shield        9
                        Chronos Blow 5          9
                        Avocado             5
                        Cherries            1
                        Intermezzo          0

Rampulus (13000)      120000             Vishnu               --
                        Apple Pie (full)    --
                        Presto              AC
=====

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 IIIIO. Alfard III

IIIIO1. Nihal Desert-

Items: Skull Barrette, Rooster, Dragon Plum Bud, Centaurus (c), Red Impulse,
 Galeos Fangs, Chaos Mail, Holy Armor

The first 4 items are in the cave, the rest are in the desert. To navigate the
 desert follow these directions, you must have atleast 5 empty magnus:

- From start go:
- Left, then give the guy some water get Red Impulse.
 - Left, fill up on water here.
 - Left, give water to person who signs family tree.
 - Right, back to fill up.
 - Left
 - Up, Give water, get Chaos Mail
 - Up
 - Up, fill up.
 - Right, give water, get Galeos Fangs
 - Right
 - Right, fill up
 - Down
 - Left, give water, get Holy Armor
 - Up
 - Right, Fill Up
 - Left
 - Left, Save
 - Down, fight Boss.

This is kinda long, so If anyone knows a shorter way to do this. please tell.

=====
 Farming Report:
 The only thing you should concern yourself with here is the Erbschaft, and
 that is only for collection purposes. This place is fine if you want to fill
 up Savyna's deck with new weapons, which will get quickly replaced in Cor
 Hydrae, so by all means.
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Enemy (HP)	Experience	Drop	Rank
Laramooga (1510)	8400	Freezing Nails	9
		Erbschaft	9
		Red Impulse	9
		Grapes	1
		Sweetheart Picture	1
		Vanish Grenade	0
Sowzana (12000)	120000	Hellblood's Hammer	--
		Green Light	--
		Phoenix Crest	AC

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IIIP. Duhr II

IIIP1. Zosma, Tower of Stones II

Items: Tradescantia Petals, Aquila (c), Skull Birdie

I'm not sure if the enemies have better items now, so I'll just assume they have the same items, until someone tells me otherwise, or I check it on my next playthrough. Anyway, again more puzzles which are just oodles of fun!

=====
Farming Report:

The Breacher shows up in my final deck construction at least 8 times. He is sadly your best source for Wind and Chronos Blow 5s and your source for female light and dark defense. He also has the Avocado if you didn't get it on the Phantom Goldoba.

Enemy (HP)	Experience	Drop	Rank
Breachers (1600)	8600	Chronos Blow 5	9
		Wind Blow Lv 5	9
		Hood of Highlands	9
		Ghost Cap	9
		Avocado	1
		Shadow Gate	0
Wizard Shadow (--)	120000	Wizard Robe	--
		Fire Burst Lv 6	--
		Crepe Puff	--
		Alias Fall	AC

=====
=====
IIIQ. Cor Hydrae

IIIQ1. Cor Hydrae-

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

I'm not going to point out which way to go in this dungeon, because it is really a matter of preference. Besides if you haven't figured it out, this guide deals more with Monster Drops than anything else anyway, so here they are.

=====
Farming Report:

This is your one stop shop for all your ultimate weapon needs. I would give a farming section here, but it is sorta handled in the section of deck construction. If you have any specific questions e-mail me or im me, or look for me on the boards.

Enemy (HP)	Experience	Drop	Rank
Apollion (2700)	15600	Aqua Burst Lv 6	9
		Fire Burst Lv 6	9-Lings
		Apple Pie (full)	5
		Deluxe Shish Kebab	1
		Fresh Beef	1
		Straw	1

Demonic Hands (1900)	9600	Muramasa Blade	9
		Bird Wimple	9-MM3003
		Hendeltum	9-MM3003
		Durandal	5
		Avocado	1
		Flower Bud	1
Diabolos (2000)	10700	Mirage Blade	9
		Spatula	9
		Robe of the Ocean	9
		Firedrake Robe	9
		Chestnut Truffle	1
		Bamboo Shoot	1
Vorleg (2100)	12000	Ravana Pet	9
		Shining Trumpet	9
		Prominence Helm	9
		Glacial Helmet	9
		Fruity Gelatin	1
		Chunk of Ice	1
Wolgarb (2350)	13600	Light Flare Lv 6	9-Lingks
		Dark Flare Lv 6	9
		Efreeti Glitter	9
		Frozen Soul	9
		Green Plums	1
		Wheat Crackers	1
Sibling God-He (14000)	150000	Wheel of Light	--
Sibling God-Che (14000)	150000	Ultimate Geyser	--
Sibling God-Ar (14000)	150000	Deadly Heat Scythe	--
Sibling God-Bo (14000)	150000	Finale	--
Sibling God-Le (14000)	150000	Planet Soul	--
Malpercio (16000)		--	
Malpercio (20000)		--	
End Boss (???)		--	

IV. Final Deck Construction

Final decks can be constructed a variety of ways to maximize the damage, but essentially you want to keep these things in mind:

- 1) Do not have elements that cancel each other.
- 2) Try to vary the numbers so you can make straights more often than pairs.
- 3) The Final Straight Sunrise gives a much better bonus than the Sunset, however, ending a straight with a nine gives a better bonus than not. It should be easier to start a straight with 1 than not.
- 4) Of course considering the weakness of the enemy is important, but at the point where you should be now, it shouldn't really matter b/c most everything will die in one turn anyway.

I will go over what each character's best items are and where to get them. However, In the case that only one of a certain kind of item can be obtained I will include other magnus until it is such that it is possible to obtain an infinite amount of them, and where possible I've put the location that it is easier to obtain them. A quick note, I didn't include healing items because everyone should have Wonder MOMOs and not have a need for cameras. Also I generally only put the best item that can be obtained unlimitedly because why would you have something inferior if you could get something better?

Everyone happy? Good, Let's begin.

A. Kalas-

His deck should contain mostly Swords, as the Swords can be used for Defense as well. You should have about 45 swords, 10 Def and 5 Wonder MOMOs. He works well with a 45/10/5, and even up to 50/7/3, although that may be a bit too many offensive. Just make sure you have a lot of 1 combo attacks. Having Durandals and Dimension Blades won't help anyone.

Normal	Atk/Def	Loc	Enemy
Pac-Mania	150/---	Time-Change from Combo	
Golden Helm	---/186	Cor Hydrae	Chest
Fairy Shield	---/146	Pherkad	Quzman's Wife
Full Plate	---/132	Capella, TGoD	Chest
Mithril Helmet	---/120	Phantom Goldoba	Chest
Platinum Shield	---/112	Greater CR	Shadow Claws
Fire	Atk/Def	Loc	Enemy
Kusanagi Blade	190/123	Church	(c)-#46
Efreeti Saber	173/112	Celestial Alps	Badwin
Prominence Helm	---/215	Cor Hydrae	Vorleg
Water	Atk/Def	Loc	Enemy
Aqua Truth	183/119	Celestial Alps	Rulug
Glacial Helm	---/198	Cor Hydrae	Vorleg
Light	Atk/Def	Loc	Enemy
Durandal	198/128	Cor Hydrae	Demonic Hands
Shield of Hope	---/215	Cor Hydrae	Chest
Holy Armor	---/200	Celestial Alps	Chest
		Nihal Desert	Chest
Sacred Helm	---/123	Capella, TGoD	Ghoulish Skirmisher
Dark	Atk/Def	Loc	Enemy
Muramasa Blade	208/135	Cor Hydrae	Demonic Hands
Chaos Mail	---/183	Celestial Alps	Chest
		Nihal Desert	Chest
Skull Mask	---/135	Zosma, ToS	Mysterious Shellfish
Chrono	Atk/Def	Loc	Enemy
Esperanza	215/139	Cor Hydrae	Chest
Dimension Blade	148/96	Capella, TGoD	Ghoulish Skirmisher
Desperda	---/258	Cor Hydrae	Chest
Ometeotl Gear	---/180	Church	(c)-#41
Erbschaft	---/142	Nihal Desert	Laramooga
Wind	Atk/Def	Loc	Enemy
Void Phantom	225/145	Celestial Alps	Chest
Air Slash	155/101	Labyrinth of Durh	Chest
		Celestial Alps	Chest
Dragoon Gale	---/238	Greater CR	Boss
Aurora	---/165	Pherkad	Quzman
Flugel Shield	---/130	Master Revenant	Phantom Goldoba
Blue Sky Mail	---/103	Nekton	Gray Cancerite

Summary:

Kalas' greatest strengths are Chrono (yes, Chrono), Dark and a toss up in Fire and Water. Fire has better Defense, but Aqua has a little better attack. I prefer to go with Fire, as I like the effect better than Water and there are many others who specialize in water.

Finishers:

I really like Chaotic Illusion. Using Lord of the Wind won't help much unless you can find more Air Slashes. This is really the only finisher I use. He has the Spirit Attacks, which make for his lack of finishers. Fangs of Light is the wrong element. I will sometimes use Dream Blade because it is so cool, but I have a real problem with using something for the same purpose which is weaker than what you already have. The next strongest Finisher you could have is Flash Explosion if you have Chrono/Dark/Fire, and that is too weak even though its a Level 4.

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B. Xelha-

Her deck can be focused in any area, specialize her in anything that isn't already being focused on. Although you may want to choose what her defenses lead to, which is Water, Light and Wind. She should focus on healing as she should be the fastest member of your party. Heal whenever the opportunity presents itself. Her deck should depend on where you are, but 43/12/5 is what I usually use.

Normal	Atk/Def	Loc	Enemy
=====			
Pac-Mania	150/---	Time-Change from Combo	
Venus Garb	---/194	Cor Hydrae	Chest
Sybil's Crown	---/174	Cor Hydrae	Chest
Wizard Robe	---/150	Zosma, ToS	Boss
Silk Veil	---/136	Illusory, FotB	Chest
		Celestial Alps	Chest
Hamelin Cloak	---/112	Labyrinth of Duhr	Chest
Shaman Hat	---/102	Labyrinth of Duhr	Bauganum
=====			
Fire	Atk/Def	Loc	Enemy
=====			
Fire Burst Lv 6	200/---	Cor Hydrae	Apollion
Spark Hat	---/100	Imperial Fortress	Beberum
=====			
Water	Atk/Def	Loc	Enemy
=====			
Aqua Burst Lv 6	200/---	Cor Hydrae	Apollion
Robe of Ocean	---/225	Cor Hydrae	Diabolus
=====			
Light	Atk/Def	Loc	Enemy
=====			
Light Flare Lv 6	211/---	Cor Hydrae	Wolgarb
Hood of Highlands	---/155	Zosma, ToS	Breacher
=====			
Dark	Atk/Def	Loc	Enemy
=====			
Dark Flare Lv 6	211/---	Cor Hydrae	Wolgarb
Ghost Cap	---/140	Zosma, ToS	Breacher
=====			
Chrono	Atk/Def	Loc	Enemy
=====			
Chronos Blow 6	222/---	Cor Hydrae	Chest x2
Chronos Blow 5	163/---	Zosma, ToS	Breacher
Heldentum	---/185	Cor Hydrae	Demonic Hands

Wind	Atk/Def	Loc	Enemy
Wind Blow Lv 6	222/---	Cor Hydrae	Chest x2
Wind Blow Lv 5	163/---	Zosma, ToS	Breacher
Bird Wimple	---/203	Cor Hydrae	Demonic Hands

Summary:

Xelha can be basically a filler for any element that isn't already filled, but going with Water, Wind, and Light is a nice set with Kalas fulfilling the other three elements. Getting her defensive magnus can be tiring, but it is definetly worth it.

Finishers:

Her Finishers are my favorite in the game. Wheel of Light is fantastic. Seal of Water is my all-time favorite finisher, as it has the nifty 100% chance of Death. Simply Awesome. Whispering Wind is nice, but two finishers is more than enough for me.

C. Gibari-

His deck leads to only one conclusion, he is a complicated man , his two best elements being Wind and Dark. Doesn't seem like the "dark" type to me, but oh well. Water not making much presence with attacks above 150, which is where all you cards should be. His Oars can also be used for defense so that makes him useful for being able to lack defensive magnus in favor of offensive magnus. His deck should be 45/10/5 and upwards to 50/6/4.

Normal	Atk/Def	Loc	Enemy
Silver Ash	146/80	Pherkad	Quzman
Power Blade	124/68	Greater CR	Maw-Maw-Goo
Golden Helm	---/186	Cor Hydrae	Chest
Battle Suit	---/174	Illusory, FotB	Varalba
Full Plate	---/132	Capella, TGoD	Chest
Platinum Shield	---/112	Greater CR	Shadow Claws

Fire	Atk/Def	Loc	Enemy
Firefly	213/136	Cor Hydrae	Chest
Fire Yell 4	120/120	Combo	
Prominence Helm	---/215	Cor Hydrae	Vorleg

Water	Atk/Def	Loc	Enemy
Balgora's Paddle	220/141	Greater CR	Boss
Crystal Wing	138/89	Cappella, TGoD	Almanek
Glacial Helmet	---/198	Cor Hydrae	Vorleg

Light	Atk/Def	Loc	Enemy
Rainbow Ash	173/111	Diadem-Castle Anuenue-Port	Sidequest Sidequest
White Ash	145/93	Greater CR	Maw-Maw-Goo
Holy Armor	---/200	Celestial Alps Nihal Desert	Chest Chest
Sacred Helm	---/123	Capella, TGoD	Ghoulis Skirmisher

Dark	Atk/Def	Loc	Enemy
Bloody Vortex	165/106	Greater CR	Shadow Claws
Devil Knight Shield	---/200	Cor Hydrae	Chest

Chaos Mail	---/183	Celestial Alps	Chest
		Nihal Desert	Chest
Skull Mask	---/135	Zosma, ToS	Mysterious Shellfish

Chronos	Atk/Def	Loc	Enemy
Spatula	193/124	Cor Hydrae	Diabolus
Ometeotl Gear	---/180	Church	(c)-#41
Erbschaft	---/142	Nihal Desert	Laramooga

Wind	Atk/Def	Loc	Enemy
Mirage Blade	203/130	Cor Hydrae	Diabolus
Dragoon Gale	---/238	Greater CR	Boss
Aurora	---/165	Pherkad	Quzman
Flugel Shield	---/130	Master Revenant	Phantom Goldoba
Blue Sky Mail	---/103	Nekton	Gray Cancerite

Summary:

Gibari's talent lies in things of the sky, with his biggest damage coming from straights of Wind and Dark. As tempting as the 2 Rainbow Ashes you get are, you may want to consider turning him into the Dark master as his Bloody Vortex is available unlimitedly. Although he is lacking in strong wind defenses, you shouldn't need much more than the few Flugel Shields you find, as his Mirage Blade takes care of the rest. Fill the other element with Water since that is supposed to be his better element. His best shot is 50% wind, 35% dark and 15% water, following the 45/10/5 setup. Personally I actually went with Light until seeing that Bloody Vortex was so much better. Considering that, it's really up to you how to set him up. I like him as 48/8/4 personally.

Finishers:

Gibari's Finishers set up nicely for his deck. Ultimate Geyser and Nemesis Fall should have all the power you need. If you need a 4 combo finisher, put in Spiraling Gale.

D. Lyude-

The Light/Dark Guy, he is able to combo almost anything after reaching Mintaka. He starts off not having too much in his corner, but he really stretches out once he gets past Mintaka. His deck needs to fulfill the role of situational reliever. Whenever you run into a Strong light or dark enemy, I think there are like 4 of them all together, which is why I didn't use him that much.

Normal	Atk/Def	Loc	Enemy
Vishnu	170/---	Phantom Goldoba	Boss
Brahma Eupho	162/---	Cor Hydrae	Chest
Pac Mania	150/---	Combo/Time	
Agni Tuba	138/---	Phantom Goldoba	Chest
Varna Horn	130/---	Phantom Goldoba	Master Revenant
Saxolauncher	106/---	Labyrinth of Duhr	Bar-Mool
Golden Helm	---/186	Cor Hydrae	Chest
Full Plate	---/132	Capella, TGoD	Chest
Mithril Helmet	---/120	Phantom Goldoba	Chest
Scale Mail	---/94	Ice Cliffs of Gomesia	Arachnid

Fire	Atk/Def	Loc	Enemy
Fire Yell 4	120/120	Combo	
Prominence Helm	---/215	Cor Hydrae	Vorleg

Water	Atk/Def	Loc	Enemy
Aqua Yell Lv 4	120/120	Combo	
Glacial Helmet	---/198	Cor Hydrae	Vorleg
Light	Atk/Def	Loc	Enemy
Shining Trumpet	193/---	Cor Hydrae	Vorleg
Holy Armor	---/200	Celestial Alps	Chest
		Nihal Desert	Chest
Sacred Helm	---/123	Capella, TGoD	Ghoulis Skirmisher
Dark	Atk/Def	Loc	Enemy
Ravana Pet	183/---	Cor Hydrae	Vorleg
Chaos Mail	---/183	Celestial Alps	Chest
		Nihal Desert	Chest
Skull Mask	---/135	Zosma, ToS	Mysterious Shellfish
Chronos	Atk/Def	Loc	Enemy
Chronos Yell 4	158/158	Combo	
Ometeotl	---/180	Church	(c)-#41
Chronos Armor	---/ 94	Detourne, TMG	Magic Shellfish
Wind	Atk/Def	Loc	Enemy
Wind Yell Lv 4	158/158	Combo	
Dragoon Gale	---/238	Greater CR	Boss
Aurora	---/165	Pherkad	Quzman
Flugel Shield	---/130	Master Revenant	Phantom Goldoba
Blue Sky Mail	---/103	Nekton	Gray Cancerite

Summary:

Lyude is better suited for the Light than Dark, but it really doesn't matter as his dark attacks aren't that bad either. Kalas and the spell casters can beat him though. I try not to use the specialists (Lyude and Savyna), unless I have to, I try to put them to good use, but my team of Kalas, Xelha and Gibari serves me well. Still if you like a two song jukebox, Lyude is your guy.

Finishers:

I'm not even gonna dignify this with a response. Ok I am, use the best for whatever element you are focusing on.

E. Savyna-

Another two-hit wonder. Brady seems to be in love with her as they talk about her powerful attacks. Personally she never broke 10k, which I use as a benchmark. They must have stocked up on her items in the Desert and in Cor Hydrae, as that is where most of her items are located in these two areas.

Normal	Atk/Def	Loc	Enemy
Dragon Claws	128/---	Church	(c)-#45
Metal Knuckles	104/---	Labyrinth of Duhr	Chest
Wolf Fangs	82 /---	Ice Cliffs of Gomesia	Flobo
Fairy Shield	---/146	Pherkad	Quzman's Wife
Silk Veil	---/136	Illusory, FotB	Chest
		Celestial Alps	Chest

Platinum Shield	---/112	Greater CR	Shadow Claws
Fire	Atk/Def	Loc	Enemy
Phoenix Crest	220/---	Nihal Desert	Boss
Efreeti Glitter	200/---	Cor Hydrae	Wolgarb
Efreeti Suit	---/148	Labyrinth od Duhr	Mad Cancertite
Water	Atk/Def	Loc	Enemy
Mermaid Nails	210/---	Cor Hydrae	Chest
Frozen Soul	190/---	Cor Hydrae	Wolgarb
Aqua Jacket	---/133	Ice Cliffs of Gomesia	Flobo
Light	Atk/Def	Loc	Enemy
Light Yell Lv 4	139/139	Combo	
Hood of Highlands	---/155	Zosma, ToS	Breacher
Dark	Atk/Def	Loc	Enemy
Poisonous Sushi Boat	163/---	Combo	
Dark Yell Lv 4	139/139	Combo	
Ghost Cap	---/140	Zosma, ToS	Breacher
Chronos	Atk/Def	Loc	Enemy
Chronos Yell Lv 4	158/158	Combo	
Heldentum	---/185	Cor Hydrae	Demonic Hands
Wind	Atk/Def	Loc	Enemy
Wind Yell Lv 4	158/158	Combo	
Bird Wimple	---/203	Cor Hydrae	Demonic Hands

Summary:

Read Lyude's, substitute Fire/Water for Light/Dark.

Finishers:

Again, read Lyude's.

F. Mizuti-

Ahh Mizuti....The substitute Xelha. For all intents and purposes you can go the entire game without having to use her. Except for the sidequest involving Mizuti, where you don't even need to have anything in Mizuti's deck, you can go without her the entire game. I could copy and paste Xelha's, but I'm nice and will note the few differences between them.

Some people have complained that Mizuti is, in fact, better than Xelha, so I'll be nice and say that she might be "stronger" with a higher magic atk/def attribute. HOWEVER, her speed is much slower than Xelha, and I value speed greatly. Toss up for debate, but imo Xelha wins just for having better speed.

Normal	Atk/Def	Loc	Enemy
Pac-Mania	150/---	Time-Change from Combo	
Venus Garb	---/194	Cor Hydrae	Chest
Wizard Robe	---/150	Zosma, ToS	Boss
Silk Veil	---/136	Illusory, FotB	Chest
		Celestial Alps	Chest

Hamelin Cloak	---/112	Labyrinth of Duhr	Chest
Shaman Hat	---/102	Labyrinth of Duhr	Bauganum
=====			
Fire	Atk/Def	Loc	Enemy
=====			
Fire Burst Lv 6	200/---	Cor Hydrae	Apollion
Firedrake Robe	---/205	Cor Hydrae	Diabolus
=====			
Water	Atk/Def	Loc	Enemy
=====			
Aqua Burst Lv 6	200/---	Cor Hydrae	Apollion
Robe of Ocean	---/225	Cor Hydrae	Diabolus
=====			
Light	Atk/Def	Loc	Enemy
=====			
Light Flare Lv 6	211/---	Cor Hydrae	Wolgarb
Hood of Highlands	---/155	Zosma, ToS	Breacher
=====			
Dark	Atk/Def	Loc	Enemy
=====			
Dark Flare Lv 6	211/---	Cor Hydrae	Wolgarb
Ghost Cap	---/140	Zosma, ToS	Breacher
=====			
Chrono	Atk/Def	Loc	Enemy
=====			
Chronos Blow 6	222/---	Cor Hydrae	Chest x2
Chronos Blow 5	163/---	Zosma, ToS	Breacher
Heldentum	---/185	Cor Hydrae	Demonic Hands
=====			
Wind	Atk/Def	Loc	Enemy
=====			
Wind Blow Lv 6	222/---	Cor Hydrae	Chest x2
Wind Blow Lv 5	163/---	Zosma, ToS	Breacher
Bird Wimple	---/203	Cor Hydrae	Demonic Hands

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Summary:

Ooooo! Look at that Firedrake Robe, it just begs to be used. If you are gonna use Mizuti she has to have all the Fire Spell magnus you have. More than likely you will have leveled Xelha far more than Mizuti, thus anything Mizuti can do Xelha can do better (except for Fire Defense).

Finishers:

Suprise me!

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V. Thanks

I'd like to thank those people that helped in the creation of this guide:

Mega Mage3003/Moschia9-For being the guy that chases me with a stick.
Vilurum-Letting me know that Unuk drop Small Knife.
Vilurum-Letting me know that Pul-puk drop Chunk of Ice.
Vilurum-Reminder on Shadow Suit.

Mega Mage3003/Moschia9 and Lingks for the reminders on the Cor Hydrae drops.

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You're Still here??? Go Home the guide is over! Go on now! Go!

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