

Baten Kaitos Origins FAQ/Walkthrough

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Baten Kaitos Origins

Spoiler-Free Walkthrough by WishingTikal

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Introduction

Taking place 20 years prior to the original Baten Kaitos, Origins takes you underneath the clouds, before the floating islands. This time around, you'll travel through time and across the world with Sagi, Guillo and Milly. Some characters from the first game make appearance, and you'll recognize most of the emplacements despite a few changes, but you don't need to have played the first game to play the prequel. As I did with the other walkthrough, this one will be spoiler-free too, since the game holds many twists and I wouldn't want to spoil anything. I'm not one to play RPGs for the story anyway, so I'll stay vague on this. Also, you won't find boss strategies in here (except Holoholobird and another boss I won't name for spoiler reasons) as most of them are based on luck and randomness -- and I'm prolly the worst person to turn to for boss strategies. Game basics and side quests will appear in the final version of the FAQ.

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Walkthrough

I. ~~ Dark Service Headquarter ~~

Sagi, the protagonist, wakes up after a strange dream. You are then called for a meeting. Before heading out, get the chest in this room for a Magnus: Will. Then leave this room and climb up the stairs on your left. In the next hallway, enter the first room and open the chest at the back for a Magnus: Leather Vest. Back in the hallway, go right and enter the big door. Take your place in the back of the formation at the right to start the briefing. The captain will inform you of your next mission. Try to exit the room to receive 8 blank magnus, then the control panel will unexpectedly set on fire. Time to put the blank magnus to use. Examine the barrels on the right to capture the essence of the Stale Water into one of your magnus. Then examine the fire and select the water from your inventory with the C stick. The water will put out the fire and you'll receive a Magnus: Herb from the operator for your judicious intervention. Now leave this room and you'll get the Travel Log. Go back to the hallway to make an unfortunate encounter.

After the battle, go down to the first hallway and head through the door at the left end to get your Paramachina, Guillo by examining the second locker. Once you've got it, head back to the second hallway and you'll be stopped by some more soldiers. Fight them, then head right. If you want to do a sidequest here for an item, read this paragraph, otherwise skip to the next. Talk to the soldier next to the save flower and he'll ask you to light up the four torches around the hallways. Start by capturing the essence of four Flame from one of the lights in the rooms, then find the four torches (two on the top hallway,

two on the bottom one) and light them back up using the Flames. When you're done, talk to the soldier again to receive a Magnus Pack Coupon, used to buy items from the shops. Go up the stairway once you're ready to move on.

II. ~~ The Emperor's Residence ~~

Mission starts. After the cutscene, talk to the two soldiers accompanying you to trigger another scene. Fight the guards in the courtyard, then you'll find yourself in the residence's kitchen. Before going any further, head back to the courtyard and open the chest at the right for a Magnus: Toxic Dumpling. Back in the kitchen, either fight the guard by disturbing him twice or sneak past him by walking slowly. In the hall, capture the essence of three Stale Water from the fountain in the middle. Climb up the stairs and go through the right door. Fight the guards in this room to receive a Key. Then pour down some water on the man laying on the ground to wake him up. Get the chest in this room for a Magnus: Flash Dagger, then go back to the hall and examine the crest wall upstairs.

Go back to talk to the man inside the room and pour water on him again. He'll accept to help if you bring him a chunk of rubber. So go back to the hall and this time, go through the door on the left, using the key. Fight the guards or sneak past them, then get the Chunk of Rubber from the pile in the center. Head back to the man's room, pour some more water, then give him the chunk of rubber. Head back to the hall to see the man upstairs. Examine the wall blocking the way and there you go, it's gone. Now head left and open the chest for a Magnus: Cliffsunder. Once that's done, enter the room in the center and watch the cutscene. After this, run right and save your game. If you want to make sure you're at a good level for the boss ahead, fight some soldiers here until you're at least Lv4. Then go through the door and run through the hallway to the next.

Boss

Hideous Beast

Exp: 250

Tp: 83

Gold: 250

Magnus: Flame Sword

III. ~~ Albani Sandhollow ~~

After the battle and the cutscene that ensues, Sagi gets a vision and wakes up elsewhere. Save your game in this new area, then head up to the next area. Follow the path to the rightmost ladder and climb it down. Both ladders ahead too. Then keep heading down the path hidden by the cliff above. Examine the red glow in the rock to capture the essence of Magnetite Waves. You'll fall down below right after.

Climb down the ladder here, then go left and climb up the two ladders. Collect some more Magnetite Waves right here, which will change the path ahead. Head back down and go right to use that new path. Cross it, then you'll see a bird fly away with one of your precious treasure chests. Run up after it to catch him up and fight it to get back the chest containing a Magnus: Purple Beans. Then go up the ladder on your right and another two ladders to reach a chest on the cliff containing a Magnus: Flame Mail. Then go back down and capture the essence of the Magnetite Waves on this side to change back the path to its original positioning.

Go down all the ladders on the right to step up to a huge boulder. Push it down to clear the way, then head left and go back up all the ladders to the path. Keep going up and at the end of the cliff with the red rock, use a Magnetite Wave to create a path. Cross it and go up the ladders back to the entrance of the area. Here head left and down the ladder to reach another red rock. Use a Magnetite Wave to create another path, then cross to the next screen and watch the cutscene.

IV. ~~ Rasalas Village ~~

First thing, save your game and raise your class. Also buy the Ice Dagger from the shop. To trigger the next cutscene and leave the village, you'll need to talk to every single person in the village. Every single. Make sure you talk to everyone outside, as some villagers are hard to spot, especially one near the top-right corner. After you've done this and watched the cutscene, you'll be back to reality.

V. ~~ Residence - Sewers ~~

After the cutscene, grab the chest containing a Magnus: Fate's Cordial, then go up the stairs at the left. Back in the hallway, fight the guards, then head up to a secret room at the end of the hall with two treasure chests containing Magnus: Full Plate and Magnus: Thunder Element. Now go back to the machine room and save. Head down in the sewers using the passage in the floor. Once in the sewers, go right to the next screen. Jump in the water and run right to find a chest floating about. Open it for a Magnus: Weak Attack. Then go back to the previous screen and jump in the water. Run left to find another chest containing a Magnus: Red Beans. Also, you can't open the cells yet, so don't pay attention to them for now. Head all the way right to exit the sewers.

VI. ~~ Mintaka, the imperial capital ~~

Head into the city and Guillo will become an active member of your party, finally. Start by heading left and fight the soldier in front of the house, then go inside and talk to the maid. Once the mother is gone, talk to the maid again to get the Yesterday's News. Talk to her a second time to get a second Yesterday's News (you absolutely need both, even if it's the same). You'll obtain Magnus: Mattress from her. Then examine the counter at the right to capture the essence of Machina Oil.

Now go to the other part of the city for a small cutscene. Talk to the guy blocking the door and he'll ask for Machina Oil, which you -oh coincidence- have on you. Give it to him to receive Magnus: Taunt. Then enter the building and open the chest on the left for a Magnus: Tunder Robe. Also examine the wall at the right of the stairs to find the Sewer Jail Key. You can now go back to the sewers to open the four cells. You'll find a chest containing a Magnus: Long Sword, a soldier who'll give you a Magnus: Medium Attack, an old man (Quzman) who gives you a Magnus: Strong Attack and a chest containing 100G. Back in the two-floor building, head upstairs to the roof, then go left to the next screen. Grab the chest on the balcony for a Magnus: Firewheel, then enter the house and examine the desk at the right to find a Magna Mix Recipe (6). Once you've got all that, go back to the first rooftop and head up to the next roof at the right. Jump to the adjacent roof on your right and open the chest for a Magnus: Fate's Cordial. Walk down to the next screen and jump down the

roof to the street. Go up that street and open the chest for a Magnus: Ice Roue. Before saving, make sure you're around Lv7. Head down for a series of battles, then you'll fight a boss.

Boss

Giacomo

Exp: 500

Tp: 105

Gold: 300

Magnus: Fulgadum, Escape

After this hard fight, head right and enter the big house. Look in the top-right corner of the room to find a chest containing a Magnus: Round Shield. Then leave the house and head for the harbor. Save, then talk to Milly to board the ship.

Hassaleh Port

When you arrive at destination, open the chest on the dock to get a Magnus: Herb. Then leave and walk to the next area on the world map.

VII. ~~ Nusakan Thornwood ~~

After the cutscene, get the chest containing a Magnus: Fate's Cordial, then move on to the next area to get caught in a fight. After you've won, open the chest here for a Magnus: Icefan, then head up and left to a glowing blue light. Capture the essence of the Yesterbean. Then, go right and examine the vine. Use the Yesterbean on it to make it grow into a bridge. Cross to the next screen and go all the way right for a chest containing a Magnus: Whitecap Shield. Then head back left and talk to the man here. Return to the previous area after you've done this and cross back the vine. This time, head down and right, to the next screen. Climb up the cliff on the left to find a thornball. Push it down the cliff. Jump down yourself and leave the ball right where it fell. Don't move it. Now run around the cliff from the other side to trap the gator between you and the thornball, bursting it. It will release the Yesterbean he stole, so you can get it back. Now head back to the vine and cross back to see the man from before.

Use the Yesterbean on the boulder next to him to move it out of the way. To thank you, the man will hand over a Magnus: Power Helm and a Speed Charm. Follow the path to the right now that the boulder is gone and climb up the ladders in the corner. On the cliff, capture the essence of the Thornflower. Go back down and head up to the next screen. After a short cutscene, open the chest for a Magnus: Scension, then leave and head to Sheratan Village.

VIII. ~~ Sheratan Village ~~

Walk up for a cutscene. Then head to the east part of the village for yet another cutscene. After all of this, examine the first bed in Sagi's house to find a Magnus Pack Coupon, and the second bed for a Magna Mix Recipe (2), as well as the table for another Magna Mix Recipe (29). Then talk to Sagi's sister at the right attending the plants for a small sidequest. She needs some Thornflower Nectar. Leave the house and go around the fence to the right. Open the two chests here for Magnus: Fulgadrum and Magnus: Rose Shill. Then go in the house at the right and examine the shelves at the back to find a Magna

Mix Recipe (12). Talk to the woman in this house to capture the essence of the Thornflower Nectar. Take it back to Sagi's sister and she'll give you a Magnus: Nixie Garb and the Element Charm.

Now head back outside and enter the old clock tower on the left. Examine the bed inside to find a Magna Mix Recipe (1) and also open the chest to get a Magnus: Fire Element. Now go back to the west part of the village and enter the big house up the stairway. Talk to the man at the table to obtain the Field Guide and open the chest for a Magnus: Quickfreeze Cap.

Now for another sidequest, talk to Wacho and Tik in Sagi's house to learn that Tik lost his hat. To get it back, talk to the kid at the left of the village's entrance. He seems to know where the hat is, but asks for a password. To find it, go right and examine the barrel full of apples. Capture the essence of the Mountain Apple and bring it to the kid. He'll let you through. Examine the jar behind to finally find Tik's hat. Take it back to Tik to receive a Magnus: Adhesive Bandages. A cutscene will ensue. If you want to do yet another sidequest, go back to the entrance of the village and talk to the man who lost his black caplin. Return to the Nusakan Thornwood from the east side and in the second screen, look around where the red flowers are to find the lost caplin at the bottom of the cliff. Then head back to the village to inform the man of its location. He'll reward you with a Magnus: Blue Beans.

Last thing now, head back inside the old clock tower and talk to the woman praying at the back of the room. Accept to help to open up the next area. Back on the world map, enter the Lake Botein Ruins.

IX. ~~ The Lake Botein Ruins ~~

First thing here, pick up the glowing object on the ground (Item Found at Ruins). Go back to the village and give it to the woman praying in the old clock tower. She'll give you the Magnus Mixer in exchange. Now go back to Sagi's house and after the cutscene, make sure you're ready and head back to the Lake Botein Ruins. Talk to Wacho here, then go at the end of the path and capture the essence of three Photosynth Lily.

There are two paths you can take now. Start with the right one, by jumping over the pillars to reach a door. Inside, go down the ladder and jump in the water. You'll notice a moving crate underwater. Give two Photosynth Liles to the crate to receive 200G. Go back to the surface once in a while or you'll drown. Then back underwater, push the wall at the left until you hear a sound. Head back to the entrance of the ruins and this time, take the left path. Go down underwater and do the same as you did on the other side. Push the right wall and the water from the center will all be drained. Leave the room by the door that was behind the wall to end back near a save flower where the water was previously. Save, then go right to see an unconscious man on the ground. Give him a Photosynth Lily to receive a Magnus: Ice Fruit and 100G. Then go south from the man to find a chest containing a Magnus: Heavenfall under the bridge.

Now go left to find another man. Give him some water (you can get some from the well in Sheratan Village) to receive a Magnus: Lightning Club. There are still more people left to save. Go through the door at the left of the save flower, and inside, fight all the monsters to free the man. He'll give you a Magnus Pack Coupon for your help. Then go in the room at the right of the save flower, where the moving crate was. There's a villager hidden inside. Fight all the monsters in this room too, then talk to the villager to make him come out.

You'll receive a Magnus: Mattress and 200G.

Once you've saved all the villagers here, save your game, then examine the statue in the middle of the area. You'll go down to the depths of the ruins. Being Lv10 here helps.

Boss

Hideous Beast

Exp: 800

Tp: 129

Gold: 300

Magnus: Sevenstar Dust

After the boss battle, give some water (from the well in Sheratan Village, still) to the elder on the ground to receive a Magnus Pack Coupon. Also talk to the woman next to him to receive a Magnus: Potion. You've saved all the villagers now, so talk to the elder a second time to receive the Magnus: Saber and Guard Charm.

Now head back to Sheratan Village for another boss.

Boss

Machina Arma Razer

Exp: 1040

Tp: 166

Gold: 320

Item: Levinsnake's Rise

You can't defeat it, so just resist until the fight ends. After the battle, you'll be back inside the dream. Exit Rasalas Village by the entrance in the top-right corner.

X. ~~ The Sandfeeder's Nest ~~

Climb down the first ladder, then head left down another ladder and grab the chest here for a Magnus: Ice Element. Then go down one more ladder and capture the essence of the Magnetite Waves. Climb down all the way to another chest containing a Magnus: Emerald Thrust, then examine the pink sandfall to capture the essence of the Balmsand. Now climb back up and follow the other path to a huge caterpillar blocking the way. Use the Balmsand on him, then walk past it and go down some ladders to the next screen. Here, head down the ladder and go left. Use a Magnetite Wave on the red rock to cross. Go down the two next ladders, then use a second Magnetite Wave on the red rock here too (you can get Magnetite Waves from the caterpillar's den in the previous area if you need more). This will block the cave where the caterpillar now is below. Head back up, right, and go down and left to find a save flower. Save, then jump down.

Boss

Sandfeeder

Exp: 1250

Tp: 276

Gold: 380

Magnus: Icebloom, Sedna Bridge

After the fight, climb up the ladders behind the sandfeeder's corpse to find a chest at the top containing a Magnus: Crystal Edge. Then head back down and go right for a cutscene. You'll then be back to reality. Head to Hassaleh Port and

talk to the man on the dock to board the ship back to Mintaka.

XI. ~~ Greater Mintaka ~~

Head left once you reach Mintaka and a man will stop you to give you the Coliseum Dog Tags, used for the coliseum. Now leave the city by the southwest exit and on the world map, walk left to Greater Mintaka. There is a bunch of things to get here first.

Enter the house at the right of the save flower and examine the table on your left to find a Magnus Pack Coupon. Then enter the house at the left and go in the bedroom upstairs to find two chests on the balcony, containing Magnus: Weak Attack B and Magnus: Pegasus Jump. Back outside, head up the big stairway in the center and go right to enter the house there. In the room on your right, examine the desk to find a Magna Mix Recipe (44). In the room on your left, open the chest for a Magnus: Chain Mail.

Head back outside and go up to the top of the large stairway. After a cutscene there, help the injured people around the place. Give some water (you can get water from the house where you found the recipe mix) to the girl with the burning bum. Then talk to the people around the collapsed girl who needs medical supplies. Also talk to the guy at the back who wants fruits. Head back down the first stairway and go left. The soldier will now let you inside the house. Examine the wooden crate in the right room to find the Medic Kit for the little girl. Then at the right of the stairway, talk to the man standing there and ask for a fruit fit for an emperor. Head back up the stairway and give the fruit to the man and the medic kit to the girl. Last thing, pour water three times in a row on the burning vehicle to stop the fire.

You've saved everyone now, and will receive a Magnus Pack Coupon for your help. Now head back the stairway and go to the leftmost side of the screen. Talk to the guards and answer "Geldoblame" to gain access.

Quaestor Verus' Residence

Inside, enter the room where Geldoblame is standing by and watch the cutscene. When the cutscene is over, open the two chests in the room to get Magnus: Scension and Magnus: Hermit's Cane. Sleep in the bed, then leave the room and go to the meeting room in the top-left corner. You can get the essence of Foul Air by talking to one of the people at the table.

Then go back to the world map and head to the Nihal Desert.

XII. ~~ The Nihal Desert ~~

Talk to the man at the left to buy some Sparkling Snow if you want to make the travel faster and easier, but it's quite expensive and unnecessary. Instead, bring a lot of water with you, it does about the same as the snow. You can get the water from Greater Mintaka in one of the houses. To use it, press A while in the desert and select the water from your inventory. It will last for a short while until you need to use another one. The path is quite straightforward, there is a shortcut at some point but it doesn't really help all that much. Just start by going south, then east to find an oasis. Refill your water supplies if needed, then head south all the way until you come across a man. He'll ask you to get the Rock Salt for him, which is on the rock at the right. Get it for him, then give him to receive Magnus: Hell-Purged Casque. Then go west, south and talk to the lady who asks you to take the Flame

Ice to her husband. You can do this later if you don't want to travel back all the way to the beginning, her husband being the man selling the snow at the north entrance.

If you decide to do it now, walk directly north all the way, even if this means leaving the path. On the way, capture the essence of the Mother Sunshine. Finally give the Flame Ice to the man to receive Magnus: Black Beans. Once you're done, exit to the world map and enter Azha.

XIII. ~~ Azha Village ~~

Start by entering the house on the left to trigger a scene. Then go up to the second floor and down the tunnel after another cutscene. Open the chest here to get a Magnus: Firewheel. Head up to the third floor for two more chests containing Magnus: Medium Attack B and Magnus: Fate's Cordial. Also examine the large pink vase at the back of the room on the right to find a Magna Mix Recipe (35).

Now go back outside and enter the northern house. There are three tunnels inside. Start with the far left one and press A at the end of it to find a Magnus Pack Coupon. Then go through the middle one and head left in the secret passageway to find a Magnus: Icebloom at the end. Also talk to Mallo who's looking for a boy. This will be a sidequest for later. For now, head through the northern door from the kitchen to end up in a new room. Head all the way right to find another secret passageway with a Magnus: Flamehood at the end. Now head back down and leave the house.

Another thing to do here include giving some Rock Salt (from Nihal Desert's rocks) to the man on the lookout at the entrance of the village (the ladder to reach him is located behind) to receive a Magnus: Scale Mail and then 150G each time. Then enter the mine at the right and head all the way right to the lab. Examine the large tank to find to find a Magna Mix Recipe (15) and the small tank to find another Magna Mix Recipe (27) and also examine the steel part at the bottom-right corner to find yet another Magna Mix Recipe (11). Last thing, examine the desk near the entrance of the room to check under it and find Mallo's assistant. Now that you've found him, go back to see Mallo in the northern house and talk to her to receive a Magnus: Medium Attack B. There's more. Talk to the bug hunter in the lava cave part (where they stock the Flame Ice) of the mine and he'll ask for eau de mouche. To get it, talk to the man in the top-left corner of the lab, but he himself will ask for his favorite food first.

To get this, talk to the messenger girl near the entrance inside the mine to get a Mountain Apple, which happens to be the lab man's favorite food. Give it to the man in question to receive the Eau de Mouche, then give the later to the bug hunter to finally receive your Magnus: Fire Fruit. Once you're done with all those various sidequests, talk to Milly at the entrance inside the mine. Then try to exit the village and a cutscene will take place. Head back to Greater Mintaka, to Verus' residence. Sleep in the bed in your room to trigger a new cutscene. Verus will give you the Machina Communicator and 8 new blank magnus. Now you'll have quite a long quest to do at Azha, so head back there.

You'll notice everyone is gone. Use that opportunity to enter the lava cave part, in the mine, where the stocks of Flame Ice is to find a chest you couldn't get before, containing a Magnus: Red Padma. Then, enter the left house and watch the cutscene that ensues. Talk to all the villagers on the first and second floor, don't forget anyone. Especially Bein in the tunnel at the right on the second floor, he's quite hard to find if you don't think about looking

there. Once you've talked to everybody, talk to Nollin in the mine's hall. After this, go back to talk to Lyuvann and he'll give you a set of answers to choose from. Select "investigate bomb site", then head back to Greater Mintaka and head upstairs to the bomb site. A boy here will give you the essence of the Metal Device. Head back to Azha with this and enter the left house. Talk to Mallo on the first floor and show her the Metal Device to turn it into the Bomb Detonator. Now go back to see Lyuvann and tell him you've found evidence. During the cutscene that ensues, show the bomb detonator to the assembly.

After talking to Lyuvann, go back to talk to Nollin in the mine. Ask him about the bomb, then go talk to Mallo to get Mallo's Testimony. Go tell Lyuvann that you know who is the suspect now. During the cutscene, accuse Nollin and present the proof, Mallo's Testimony. After this cutscene, go talk to Almarde. Watch the cutscene, then go talk to Juwar to get his Testimony, then do the same with Bein. Go tell Lyuvann, one more time, that you've found evidence. During the next cutscene, tell the others Juwar wasn't in Mintaka that day. Present the evidence, Juwar's testimony, then after the cutscene, head down for another cutscene with Lyuvann. Then go down again for yet another cutscene.

Now leave the house and head to the Lava Caves inside the mine. A researcher at the entrance of the lab will give you three Eau de Mouche. Talk to the guards at the entrance of the cave, then use the Machina Communicator to gain access to the Lava Caves.

XIV. ~~ The Lava Caves ~~

First, get the chest at the left of the entrance for a Magnus: Crystal Cudge. Then, head right and use an Eau de Mouche on the blue censer to stop the air jet blocking the path. Go right to the next screen once this is done, and you'll come to a fork in the path. Start by going up and use another Eau de Mouche here so you can get the chest for a Magnus: Diamond Drop. Back at the fork, take the south path this time. Open the chest in this area for a Magnus: Middle Potion, then use your last Eau de Mouche on the censer here to kill some rockflies and create a bridge below. Back at the fork one last time, follow the path going right to the next screen. Keep following the path down and cross the lava river using the dead rockflies from before. You'll need more Eau de Mouche now to continue on, so capture the essence of two dead Rockflies and bring them back to the lab.

Talk to the man who gave you the Eau de Mouche before you entered the Lava Caves and trade the Rockflies for more Eau de Mouche (you'll need two - plus a third one for later on). Back in the Lava Caves, return to the rockflies bridge and use another Eau de Mouche on the censer at the left. You can now open the chest below for a Magnus: Twin Ice Auger. Then move up to the next area and use the last Eau de Mouche on the censer here to kill some more rockflies and create another bridge. Cross, then walk left to the next screen and save your game.

Boss

Umbral

Exp: 1250

Tp: 175

Gold: 400

Magnus: Sword of Thirst

XV. ~~ Naos ~~

After the fight, you'll be back in Sagi's vision. You're now on a ship. In the corridor, enter the room at the right and talk to Piedo. Then back in the corridor, talk to Thoran for another cutscene. Head upstairs after this and watch the next sequence. Enter the room on your right and talk to Ven. Now go upstairs to the deck and open the chest on your left for a Magnus: Sevenstar Dust. Save your game, then go right and a last cutscene will ensue.

Lava Caves

After the cutscene, you'll find yourself back in the Lava Caves. Hope you're ready as you'll need to defeat another boss right away, and three times in a row, to that.

Boss

Lord of the Lava Caves

Exp: 1510

Tp: 984

Gold: 500

Magnus: Arabesque, Sedna House 1, Empyreal Wildfire

After the fight, immediatly save your game, then head right to fight him a second time, and a third time further on. After you've finally defeated him, head out of the caves and return to see Verus.

XVI. ~~ Mintaka ~~

Talk with Quaestor Verus in Greater Mintaka, then head for the Mintaka palace in the north-east corner of the city. Inside, enter the first room at the right and look in the bottom corner for a chest containing a Magnus: Icefan. Then examine the guy sleeping at the table to find a Magna Mix Recipe (21). Next, enter the second room, still on your right, and open the chest here for a Magnus: Fulgadrum. Then, leave the room and head left this time. Go inside the second room on this side and open the chest for a Magnus: Taunt. Finally, talk to Shanath in front of the first room to enter. After talking to Baelheit, leave the palace to meet back up with Milly. Last thing, go back to speak with Quaestor Verus one last time, in Greater Mintaka. After the cutscene, Sagi will leave the group to pick up a letter. Enter the shop and read Gena's letter. She's giving you 500G and a Magnus Pack Coupon. Once you're done with this, head to the harbor and board the ship heading to Diadem.

XVII. ~~ Sheliak Town ~~

Before seeing the king, there's a little exploring to do in the town if you want some items. In the east part (where the harbor is), enter the rightmost house and examine the desk in the top-right corner of the room to find a Magnus Pack Coupon. Then go through the door at the left to end up in the neighbor house. Examine the table in the bottom left corner to find a Magna Mix Recipe (13) and also open the chest here to find a Magnus: Heavenfall. Then talk to the woman in red. She asks you to bring her secrets. Go back inside the the house at the right and talk to the woman on the bed to get the Mother-in-law's Secret. Go give it to the woman in red to receive a Magnus: Fate's Cordial.

You're done in here, so head back outside and enter the leftmost house (the clinic). Examine the table in the bottom left corner to find another Magnus Pack Coupon. Then head for the east part of the town and talk to the woman in the street near the entrance. Give her some Eau de Mouche from Azha (get it the same way you did previously) to receive Magnus: Sedna Flower Bed. Then enter the house nearby and in the room at the right, open the chest to get a Magnus: Middle Potion.

If you return to the Magnus Town of Sedna now (through the blue save flower), and give all your Sedna magnus to the lady there, she should give you a Magnus: Migraine Mirror for your help (that, if you collected all the Sedna magnus I mentioned since the beginning).

Done with that, so head back to the harbor and talk to Celsica at the right gate to be introduced inside the castle.

Castle Elnath

Before following Celsica upstairs, enter the room at the right of the stairway to find a chest containing a Magnus: Grappler's Gi. Then, climb up the stairs and enter the room at the right. Open the chest here too for a Magnus: Mattress. Then go left and talk to Celsica. Right after the cutscene, go back to the throne room and examine the throne at the back to find a Magnus: Sedna Monument. Then leave the throne room and go up the stairs on the left. Enter the room at the end of the hallway and open the chest for a Magnus: Battle Shield. If you want more, head to the roof of the castle in the training arena at the left of the dock. Get the two chests here for Magnus: Will and Magnus: Swallowtail.

Now leave Sheliak and head to the Lesser Celestial River.

XVIII. ~~ Celestial River ~ Cloud Passage ~~

After the cutscene, go down and use the cloud machine just as the king and Gibari did to head up to the Cloud Passage. Follow the path up at the right and jump down through the passage in the clouds to end back up in the Celestial River, but on the other side of the river. Go left for a cutscene, then pick up the Royal Mirror the king left on the ground behind him. Put the mirror to use right here, and move the ray onto the rainbow barrier on the left. To make it disappear, hold the ray right on it during a few seconds.

Once the barrier is gone, head back to the Cloud Passage the way you came. This time, follow the path to the left and jump down through the cloud right before where the soldier is standing. Once on the shore of the river, head left and use the Royal Mirror here. There are two barriers to take down here. One up, one down. After you've gotten rid of both, go back up once more to the Cloud Passage. This time, head left, then up to find a chest containing a Magnus: Frozen Suit on your right, hidden amidst the clouds. Then go back down and head left to the next screen. Head left and jump down the passage to end back up on the river side. Get the chest here for a Magnus: Ghostarrow, then go left and use the cloud machine to fly back up to the cloud passage. Head left to the next screen, then jump back down here to reach the river once more. Get the chest on your right for a Magnus: Arabesque, then head left and use the cloud machine to head back up to Cloud Passage.

Here, go left to the next screen and back to the previous area. Follow the path going right to find a chest at the end containing a Magnus: Ascension. Then, go

up and jump down to the river, once more. Head right along the shore to find a chest containing a Magnus: Aqua Hood, then head all the way left to the next screen. Use the Royal Mirror at this emplacement. This time, you'll need to aim the ray at the star-shaped pole to reflect the light at the barrier below. Once it's down, go back up to Cloud Passage and head left to the previous screen.

Head through the path where the barrier was before (obviously, it's supposed to be gone now) and jump down to the Celestial River. Grab the chest on the left first to get a Magnus: Bandages, then go right and talk to the old man who'll teach you how to make clouds (Magna Mix Recipe 16). First, get the essence of the Blaze from the fire and the Pristine Water from the barrels. Mix them in the magnus mixer, then wait about 5 minutes until you hear a sound meaning the mix is ready. Add the Salt the man gave you to the mix and wait 5 more minutes to finally obtain the Diadem Cloud. Show this little baby to the old man to receive a Magnus: Fire-Brewed Tea.

Now go back up to Cloud Passage with the Diadem Cloud and head left to the next screen where the broken path is. Use the Diadem Cloud here to create a new path and go down to exit back to the world map. Enter Nashira.

XIX. ~~ Nashira Village ~~

To save the king, you'll have to get caught on purpose by the guards near the entrance. A cutscene will then ensue and you'll find yourself in a ship. Ladekahn will ask you some questions, to which are the following answers: 3, 5, 2. Leave the ship after this and enter the storehouse. After the others get rid of the soldiers, head downstairs and open the two chests to get Magnus: Strong Attack B and Magnus: Light Element. Then pick back up your Magnus from on the table before leaving. You wouldn't want to forget them here, wouldn't you?

Go back to the village and enter the first house on the right. Climb up the ladder at the back of the room, then talk to the guy and jump up using the column. Open the chest on the left for a Magnus: Dark Element, then head right and jump back down. Get the chest in this room for a Magnus: Sword of Tears, then climb up on the bed to find another chest containing a Magnus: Canyon Wild. Now head into the room at the right. After the cutscene, examine the bucket near the door to find a Magna Mix Recipe (27) and also examine the rubble beside the table to find a Magnus Pack Coupon. Then leave through the hole in the wall. Now you're in the inn. Before going in the secret passageway, leave by the main door and head over to the third dock to find a chest containing a Magnus: Drakeshead Stave. If you want to save your game now (and you'll want to), examine the pillar on this dock to bring the boat closer so you can cross over to the save flower. You might want to make sure you're around Lv20 for the boss ahead. Then go back to the inn and use the secret passageway to leave.

Enter Cloud Passage and follow the path.

Boss

Giacomo + 2 Darkservice Swordsmen

Exp: 1660

Tp: 653

Gold: 670

Magnus: Glimmer, Escape

After the fight, head back to Sheliak and go to the Castle. Enter the throne room for a cutscene. To access the next level, head to the right of the throne to find a passage there, that you can't really see. You'll be back on the world

map. Select the Cloudvents.

XX. ~~ The Cloudvents ~~

Wait for the wind blow to stop first, then run up and open the chest for a Magnus: High Potion. Then go up to the next screen and open the chest on the left (when the wind stops, of course) for a Magnus: Levinstake's Rise. Then head left to the next screen and wait for the wind to stop. Get the chest on the left for a Magnus: Sedna Peach Tree. Continue left and at the end of the path, examine the boulder to capture the essence of the Gust Boulder. Back at the fork, head all the way up to the very end of the path to find a hidden chest on the left, containing a Magnus: Empyreal Wildfire. Then head right to the next screen. As soon as the wind stops here, run right. You really have to start running at the right moment or you won't make it in time. In the next area, the wind is too strong, so you'll have to use that Gust Boulder from before, in order to block that hole in the wall. Then go all the way down to find a chest on the cliff containing a Magnus: Fire Element. Head back up and go right to save your game. Then move on to the area above.

Boss

Nasca, Valara, Heughes

Exp: 1567

Tp: 1267

Gold: 1050

Magnus: Rime Blade

* Defeat Valara first

Naos

After battling the boss and watching the cutscene that ensues, you'll be back in Naos. Exit the room you start in and go in the opposite room on the other side of the corridor. Cutscene time, then head back up to the ship's deck and watch another cutscene. Once on the world map, enter Cujam.

XXI. ~~ Cujam Village ~~

Feels familiar. Reminds of Sheratan, doesn't it? At the entrance, head directly right and enter the warehouse (or whatsoever it is) there. Open the chest inside for a Magnus: Strong Attack B. Then go up the large stairway at the entrance of the town and head right to the central part of the place. Enter the Brier Clock and open the chest on the left for a Magnus: Fate Idol. Then climb up all the stairs on the right until you find yourself at the top of the tower. From here, press A on the edge and tell Sagi "Let's Jump". After he asks if he should use the wings, tell him "No way!", then answer "Yes" to his last question. Sagi will jump without the wings -no harm- and then someone will give you the Magnus: Hermit's Cane for your courage. Now enter the house where the orphanage is in Sheratan and open the chest on the left for a Magnus: Medium Attack B. Back outside, go down the south stairway leading to the east part of Cujam where a cutscene will take place. After, head down to the beach area and go right for a chest containing a Magnus: Will.

Then enter the big building for another cutscene. Back to reality.

Boss

Machina Arma: Maurauder

Exp: 1833

Tp: 247

Gold: 0

Magnus: ---

You can't beat it, so resist until the fight is interrupted. After the cutscene, talk to King Ladekahn and ask him about Gibari. Then leave the castle and a knight will stop you at the exit. He wants you to bring him back Celsica's Royal Crest, which we'll be getting in a moment.

Return to the Cloudvents, where the boss fight took place. Open the chest here for a Magnus: Thunderhat, then pick up the shining object on the ground nearby.. Bloodstained Crest. Go give it back to the knight at the castle to receive a Magnus Mixer and a Magnus: Sword of Tears. Then take back the ship in direction of Mintaka and go see Quaestor Verus in Greater Mintaka. After the cutscene, he'll give you Magnus: Battle Suit, Magnus: Sister's Hood and Magnus: Mephistopheles Cloak. Great. Now take back the ship again and head for Sadal Suud on the world map.

XXII. ~~ Pherkad, the Ancient Capital ~~

Start going left to find out there's a wanted poster of Guillo on the wall. After a small argument, capture the essence of the Guillo Wanted Poster. Then go left to the next screen, the town's main street, and go up a little to find another (hard to see) opening in the right wall, similar to the one you just came out from. Enter this area, where you'll meet back up with Milly, and open the chest here for a Magnus: Sevenstar Dust. There's also another wanted poster you'll need to take down in this area. See the well at the back of the place? Go around it to find yourself on the other side and look up on the wall to find Milly Wanted Poster. Once this is done, head back to the main street and take down the other Milly Wanted Poster on the right wall near the opening leading to the port. Then head up all the way to the northern part of the street. Take down the Sagi Wanted Poster on the wall here. Then enter the house at the right. Open the chest inside for a Magnus: Rabbit Dash, then leave this house and head up to the top part of the street (there's a hard to see opening in the wall in the top-right corner, enter there).

Watch the cutscene at Rodolfo's estate, then head back down to the entrance of the city. You can now enter the pub on the left. Also take down the other Guillo Wanted Poster on the wall right next to the pub's entrance. Inside, talk to the barman to relieve him of three Chronic Fatigue (so talk to him three times). They take up space, but they disappear after a while of walking (a long while, but still). To thanks you, he'll give you a Magnus: Brawn Fruit and a Magnus: Sedna Fence. Also examine the crates along the right wall to find a Magna Mix Recipe (32). Now exit the pub and you'll notice you can now enter the last house of the first part of the street. Inside, examine the stack of posters on the ground. The artist will give you a Magnus: Purple Beans. That's all there was to get here, so head to the city's entrance and a woman needing help will stop you and give you a Holy Leaf. Then head out to Nunki Valley on the world map.

XXIII. ~~ Nunki Valley ~~

Go around the cliff, then climb down and head down to the next area. Here examine the blue blow on the side of the path and capture the essence of the Holy Droplet. It only lasts for a few seconds, but while you are still carrying it on you, it will chase the lightbugs away from the path.

Head down around the path and cross the river where the stepping stones are. Then walk up (or right, depending how you see it) to be back at the entrance, but on the other side of the pond. Go around it and open the chest in the alcove behind the waterfall to get a Magnus: Force. Then go back to the previous area and head left. Capture some Holy Droplet here, then chase away the lightbugs and head down the path. In the next path, you can go left for a nice scenery, but there's nothing here so head out to the next area. Get another Holy Droplet here, then hurry across the river and jump over to the other side when the waterfall stops. You'll have to make it fast before the Holy Droplet disappears. Chase the lightbugs here, then cross back the river but using the other part of the path. Once on the other side, head all the way down to find a chest containing a Magnus: Rising Condor hidden in the trees. Now head back to the right side of the river and climb up the path above the waterfall, on the right. Jump across the waterfall, then head to the next screen for a chest containing a Magnus: Arabesque.

As for that other chest in the previous screen, you'll get it later on. For now, head out of Nunki Valley and enter Cebalrai Hamlet.

XXIV. ~~ Cebalrai Hamlet ~~

Feels good to be back here. Enter the house at the left of the stable and examine the bookshelf at the back of the room to find a Magna Mix Recipe (25) and also examine the dresser at the right to find a Magnus Pack Coupon. Then enter the stable and examine the duck at the entrance to find a Magnus: Sedna Weathervane. That's all for here, so now head to the east part of the hamlet. Enter the house at the right and open the chest for a Magnus: Thunder Element. Also examine the shelves on the back wall to find a Magna Mix Recipe (48). Something else to do here is to head to Moonguile Forest at the left of Cebalrai on the world map, which is now a peaceful forest. At the very end of the forest, you'll find a chest containing a Magnus: Sedna Fern. Then head back to Cebalrai and enter the stable again. Talk to the boy in here to receive a Magnus: Heavenbolt Wrap. You can now return to the Magnus Town of Sedna via the save flower and give all your new sedna magnus to the lady to receive a Magnus: Star-Shaped Earring, if you got all the sedna magnus I mentioned so far. Also talk to the Sedna mayor to receive the Immigration Papers, a new sidequest.

Once you're done with all that, head back to Pherkad and enter Rodolfo's Estate after a fight.

XXV. ~~ Rodolfo's Estate ~~

On the bottom floor, head right to find a room with a chest containing a Magnus: Fate Idol. Then go up the stairway to the first floor and enter the first room on your right. Open the chest here for a Magnus: Dragon Claw, then back in the hallway, go right all the way up the stairs to the rooftop. Go to the end of the docking platform for a chest containing a Magnus: Sedna House 2. Then go back down to the second floor and enter the kitchen. Talk to person in here for a short sequence, then you'll find yourself in one of the locked room on the first floor. Talk to the man near the table to learn where the billowsmoke is. Leave this room back to the hallway and go left. Enter the first room on the left and examine the ivy through the window at the back to sneak into the adjacent room. Fight the soldiers here, then examine the wooden crate on the left to capture the essence of the Billowsmoke. Also open the chest on the right for a Magnus: Canyon Wild. Now go back down to the bottom floor where the fountain is in the hall of the estate and go left to find a

room with a save flower.

At the left of the save flower, you'll notice a small ventilation shaft at the bottom of the wall. Use the Billowsmoke here. Then head back to the first floor and head up the stairs on the left.

Boss

Giacomo + 2 Darkservice Swordmasters

Exp: 2173 Tp: 568

Gold: 840

Magnus: Marvelous Sword, Escape

After the fight, enter Rodolfo's office for a cutscene. Then, open the chest for a Magnus: Apostolos. Head back to Nunki Valley now.

XXVI. ~~ Nunki Valley ~~

It changed a bit here since last time. In the first area, head down the cliff and open the chest on the left for a Magnus: Icefan. Then head to the second area and capture the essence of the Flame Ice. Then return to the previous area and head across the pond using the catwalk.

Once on the other side, examine the yellow crane and use the Flame Ice on it to move it. Now go back to the entrance atop the cliff and head down using the crane that now forms a path. You'll now be on the other side. Head to the next screen, get more Flame Ice (you'll need two) across the river, then climb down and use one on the other crane here. Climb up the cliff here to get a chest containing a Magnus: Kusanagi, then head down to the next screen and jump over the waterfall. Climb down the cliff, then cross the river to the save flower and get the chest above containing a Magnus: Emerald Thrust. Then cross back to the other side of the river and use the last Flame Ice on the crane on that side. Cross using it, then continue all the way up to the next screen and open the chest at the very end of the path for a Magnus: Heavenfall. Then go back on your steps to the opening on the left side of the path and go in.

Boss

Promachina Heughes

Exp: 2100

Tp: 401

Gold: 0

Magnus: ---

Here again, you can't defeat him, so resist until the fight stops. Another boss will follow.

Boss

Malpercio's Afterling

Exp: 2167

Tp: 574

Gold: 650

Magnus: Wickedwing Revels

After the fight, you'll be back in Cujam. Head back to Naos, and after the cutscene, go back to the deck and speak with Seph once you're ready. Head over to Zaurak Keep.

XXVII. ~~ Zaurak, the Brethren's Keep ~~

Head right two screens to the third screen with the colored walls. Climb up the

rightmost one to get a chest containing a Magnus:Ascension. Then climb up the left wall and follow the path until you find a chest at the end containing a Magnus: Evil Mail. Don't worry about leaving Ven there, you'll get him back later. Jump down the cliff at the right in the new area, then go left and climb up the back wall. Jump over the boulder at the right to reach a chest containing a Magnus: Plasma Blade, then go back down and head all the way left. Jump down below to get a chest at the bottom containing a Magnus: Spirilight Quiver.

Go back up and follow the path in the left corner to the next screen. Here, go south all the way to the right edge to find a chest containing a Magnus: Cross Sophia. Then head left to the next area. Examine the device here twice to capture two essences of Light Powder. Use one on the broken bridge above, then examine the handle of the device to rotate it once. This will clear the bottom path. Go through that path to end back up near the entrance. You're going to get back Ven. Head right to the next screen to find him. Then go back to the room with the light device. Rotate it up once to clear the left path this time. Go through that path, then head up to the next area and climb up the wall here to find a chest containing a Magnus: Sigil Cry. Then examine the large boulder blocking the path to have Ven crush it to dust. Head out to the next area. Here, use the remaining Light Power on the broken bridge to complete it. Cross back to the light device now and rotate it one more time to clear the top path. Go through it.

Intermede

Back at Nunki Valley. After the cutscene, head back to where you fought Heughes to find a chest in the top-right corner containing a Magnus: Saber Dragon Horn. Then head back to Pherkad, and finally to Greater Mintaka. Speak with Quaestor Verus, then Giacomo will hand over 8 new blank magnus. Go back to your ship and fly to Anuenue.

Note

Keep a backup save at Mintaka before saving and inserting Disc 2 as there will be a point of no return if you can't beat the boss to come.

XXVIII. ~~ Holoholo Jungle ~~

After the cutscene, talk to all your friends on the ground. Don't save yet, keep your save from Disc 1 in case you can't beat the boss. Being at Lv30 here would help, but at least Lv27 is good. After helping your friends, you'll face one of the hardest boss in the game.

Boss

Holoholobird + 2 Holoholo chicks

Exp: 2360

Tp: 4284

Gold: 670

Magnus: Heavenlapse, Armor of Tonitrus

This boss is the only one I'll provide a strategy for, as I stayed stuck on it for two days. Since I made the mistake of saving with no backup file, I couldn't go back to level-up and my characters were pretty underleved at this point. I even thought about restarting the whole game as I really couldn't beat the bird after several attempts. But I managed to defeat him somehow, so if you're having the same problem I had, use the the strategy below. It works even

for very underleveled characters, but takes a lot of time (about 40 minutes for me) and is not always reliable. The only necessity is that you have at least 2 or 3 Mattress magnus.

Cards to have in your deck:

2 or 3 Mattress

2 or 3 Fate's Cordial

3 or 4 Potions (Medium or High)

Will/Force

Attack cards (fire, thunder, ice)

No armors and not more than 45 cards (approximatively)

It's important that you follow the strategy very closely. At the start of the fight, discard cards until you get the Mattress. It's the most important card of this strategy, so make sure you always have at least one in your current hand. Use the Mattress on the mother to put her to sleep. It doesn't always work, so try more Mattress until she's put to sleep. It's very important that you don't start attacking before she's asleep. Put her to sleep no matter what. It's the priority. Once she's asleep, get rid of both chicks quickly using fire-based cards. Don't attack the mother before the chicks are down, otherwise she'll wake up. She should stay asleep long enough for you to take down the chicks. Once she's alone, use another Mattress to make sure she still stays asleep for a little while. Use the next few turns while she sleeps to fully heal the whole party. Don't be afraid of discarding cards until you get the ones you need. After you're done healing, take a few turns to build a very good hand full of combos if possible. The next turn will be very important since it's the turn you'll use each time to make great damage to the mother. Attack her with your best cards and combos, she's weak to lightning. She'll wake up after this turn and lay her eggs, which will turn into chicks again. Quickly put back the mother to sleep. Then take down the eggs - or chicks. And repeat the process from the beginning. Since she'll always be sleeping, she never will attack and the chicks don't do much damage. Everytime the mother lays down an egg, she loses a bunch of HP. This, plus your turn of attack, will be what will take her down eventually while you stay safe from her attacks.

After this fight of doom, take the left path, then jump across the gap and climb up the little mount on the left to find a chest containing a Magnus: Mirage Turn. Then go left and open the other chest for a Magnus: White Club. Jump across to the left side of the path, then jump up to the cliff at the left. Open the chest here for a Magnus: Icebloom, then go left to the next area. Head left to a fork in the path. You can either jump left, or down. Start by going left to find a chest containing a Magnus: Aqua Camouflage on the other side of the path at the end. Then go back to the fork and jump down. Here again, you can either go left or right. There's nothing on the right, so go left and jump up on the left mount here, then jump over to the one at the right for a chest containing a Magnus: Red Padma. Then head left to the next area and you'll come to a lake with several paths. Jump over to the stone in the middle, then take the top-right path. Open the chest in the next screen for a Magnus: Hot Spring.

Go back to the lake and head through the left path. Examine the sleeping olifant, then press onward to the next area. You'll find yourself circling around the same spot. Head back to the lake and this time, take the top-left path. Examine the flowers here to capture the essence of the Holoflower Nectar. Now go back to the spot with the olifant and examine the tree on its right. Shake it to disturb the flying bird. Then give the Holoflower Nectar to the

olifant to wake him up.

There now is a new path going south. You'll find the Attack Amulet lying on the ground. Go south and head to Komo Mai (or make a detour first to the Ancient Library of Magic and Anuenue Port for a few items).

Ancient Library of Magic

Not much to do in here. Talk to the librarian three times to capture the essence of three Extreme Stress. He won't give you anything right now, but later on (like really later on), he will. Also, if you examine the wall at the very end of the hallway (left side), you will find a Magnus: Ghostarrow.

Anuenue Port

Inside the only house here, examine the large plant on the right to find a Magna Mix Recipe (42). Then head up through the path at the left of the house and go left all the way to the far left side of the screen. Jump over to the left and even though you don't see the character anymore, press A to find a hidden chest containing a Magnus: Force. There will be more to get here later.

XXIX. ~ ~ Komo Mai ~ ~

There are tons of sidequests in Komo Mai, but I'll start with the essential. Head to Corellia's palace and watch the cutscene that ensues. Once you've done that, head out to the School of Magic. Milly won't let you leave until you've talked to specific people inside. Go to both sides of the school, left and right wing, in the last room of both hallway, and talk to all the persons reading books (two in each room). Listen to each's story and once you've listened to all four, Milly will finally let you leave.

Now the sidequests. Let's start with the items.

In the second house from the entrance of the city, talk to the women on the bank at the right several times to eventually receive the Magna Mix Recipe (18) for boiled eggs. Also if you have the Immigration Papers from Sedna, talk to the man on the bank at the left and show him the papers to send him to Sedna. Note that you can also purchase the Magnus: Sedna Mill House from the Komo Mai shop.

The next few items are in the School of Magic. In the first classroom of the right wing, examine the left bookshelf to find a Magna Mix Recipe (17) and the right bookshelf to find another Magna Mix Recipe (20). In the first classroom of the left wing, examine the left bookshelf to find a Magna Mix Recipe (5) and in the room at the end of the hallway, examine the left side of the board at the front of the class to find a Magnus Pack Coupon. Inside Corellia's palace, enter the room at the back of the right hallway (the queen's room) and examine the desk on the left to find a Magnus Pack Coupon and the plant to find a Magna Mix Recipe (22). Also, in the room at the end of the left hallway, talk to the people having a meeting to capture the essence of the Poor Excuse For A Joke. Get two, you'll use them later on.

The big sidequest here involves the Election Ballots, which I'll cover later.

When you're done in Komo Mai, head back to Holoholo Jungle.

West Holoholo Jungle

When you get to the lake, head straight to the bottom-right path in the corner of the screen. Save the Holoholo chick here by battling the two enemies, then catch the chick after the fight to receive a Magnus: Brawn Fruit.

Then head back to the lake and take the top-right path. Fight the enemies here to save the bird, then catch it to receive a Magnus: Chalice of Freedom. Now head back to the lake one last time and head through the middle path at the right. In the next area, jump across the pits directly on you right, to find a hograt stuck in the mud at the end of the path. Help him out to receive a Magnus: Helm of Indra.

After getting those three items, head back to where you left the ship. After the cutscene that takes place here, return to the pond and examine it to find out the stepping stones have disappeared so you can't cross. Head down into the path below where you saved the chick earlier and pick up a stone from the pile near the tree. Then examine the tree and throw the stone at it. It may hit the chick instead, so you'll have to fight him. Throw another stone to knock down the Holoholo Fruit. Capture its essence, then head back to the pond and use the fruit here to bait the pollywhale. Use it to cross over and you'll find a Magnus: White Night Beans on the other side. Now go back to Komo Mai.

Komo Mai

Head over to the palace to see queen Corellia, but it turns out she's absent. To continue, you'll need to enter in possession of the Landmark Stone. Enter the left wing of the School of Magic and talk to the head teacher in the leftmost room. She is the small girl dressed up in pink, in the bottom right corner of the classroom. You won't get the stone right away, you'll first need to obtain some credit.

Credit in Classics

First, go to Anuenu Port. Talk to the cookie dealer among the crowd on the left and he'll ask you to bring him 10 traditional cookies. Bring him the ten traditional Komo Mai cookies (not necessarily at once) to receive an Election Ballot. Then talk to him a second time to capture the essence of the Good Times. Get three, as you'll need three. Return to the School of Magic's left wing and enter the first classroom. Give the three Good Times to the boring teacher to receive a Magnus: Tower Shield and credit in classics.

Credit in Magic

For this one, head into the School of Magic's right wing. Enter the first classroom and the teacher will ask some questions. Answer the following:

1. Malpercio
2. The End Magnus
3. The Bell Which Tolls Time
4. Children of the Earth
5. The Flight of Time
6. The Dark Brethen

7. Beatrix
8. Five

You'll receive the Magnus: Pegasus Anklet for your good answers as well as credit in magic. While you're in this room, examine the green desk with white drawers on the left side to capture the essence of the Rotten Food.

Credit in Chemistry

Now enter the room at the rightmost end of the hallway and talk to the chemistry teacher in the green dress. Give her the Rotten Food from the previous room to receive a Magnus: Toxic Dumpling and earn credit in chemistry.

You now have all three credits, so go back to the leftmost room and talk to the head teacher to receive the Landmark Stone. With this, head back to Holoholo Jungle.

East Holoholo Jungle

Go back to the ship, and from there, head right to the deepest part of the jungle. Unfortunately for you, a koa monkey will steal the stone... You'll need to find that rascal before you can move on. It will run away everytime you manage to find it and hide somewhere else. You'll need to find it several times before finally catching it, but never leave the screen as it won't either. Here's where it'll hide, approximately (look for something grey):

1. Top middle of area
2. Bottom left corner
3. Middle left
4. Bottom middle
5. Top left corner (with big red flower beside)
6. Right of cliff near top right exit

You'll trap the monkey and get back the Landmark Stone, as well as find a Speed Amulet lying on the ground. Exit to the world map and enter Opu.

XXX. ~~ Opu, the Waterfall Village ~~

Head down to speak with Lolo. After the cutscene, enter the house at the left and examine the jar on the left to find a Magna Mix Recipe (24). Then examine the flower jar at the back to find a Magnus Pack Coupon. Also examine the flower bed at the right to find another Magna Mix Recipe (50).

That's all there is in this house, so leave the house and head down the waterfall. Talk to the little kid in front of the waterfall to receive another Magna Mix Recipe (39). Sidequests here include giving a Holoholo Fruit to the oliphant to receive a Magnus: Classic Cudgel and a Magnus: Sedna Pow House and giving a Poor Excuse For A Joke (you can get this in Komo Mai palace by talking to the people in the meeting room at the left) to the laughing man at the

bottom of the waterfall to receive a Magnus: Citrine Arc. Last thing, enter the house here and open the chest inside for a Magnus: Rabbit Dash.

You're done here, so now head to the Celestial Tree on the world map. Walk up to the tree keepers for a cutscene. You can't do anything here for now, so head back to the Komo Mai palace. Enter and watch the cutscene. Then go back to the Celestial Tree.

XXXI. ~~ Celestial Veinroots ~~

Enter the tree by the northeast entrance, then once inside, head down to the red save flower and through the passage in the southwest corner at the end of the root. In the next screen you'll find out the path has been burned with no way to cross. Exit to fall face to face with Lolo. She'll explain you how to get the dagroots; you'll need five, one of each element. To get them, she'll give you the Woodfella. Head back inside the tree now that you are fully equipped for the quest.

First, you'll want to get the chest on the branch at the right when you enter. Simply walk to the edge of the branch and jump over to the one above. Open the chest for a Magnus: Cliffsunder. Then jump back down and follow the branch right underneath the one you were on to get the chest. Walk up the northern branch and jump over to the one above. Get the chest at the left for a Magnus: Apsu Sophia, then examine the root at the right.

Use the Woodfella and walk him to the dagroots while avoiding enemies. Pick the dagroots up, then walk the Woodfella back to Sagi with the dagroots. There are two you can get here; one on the top branch, one on the bottom one. Get both one after the other. You now have the Fire Dagroot and the Lightning Dagroot. Make sure you have at least five spare blank magnus to capture the daroots' essence. Now, head back to the first screen and head over to the southern branch, on which there are two paths you can take. Start with the one in the bottom-right corner. First, get the chest at the very end of the branch straight ahead for a Magnus: Pyre Frock. Then, head on the branch on the left side of the screen and examine the root at the end. Use the Woodfella and move him over to the dagroot at the end of the branch. Then bring it back to Sagi to obtain the Holy Dagroot. Two more to go.

Now back at the first screen, take the last path, the middle one at the bottom. Examine the root straight ahead and use the Woodfella. Instead of going right to get the dagroots, go left and you'll find a torch on one of the branches. Examine it several times to make it fall over and burn away the roots blocking the path. You can now use that path to get the chest on the left containing a Magnus: Sigil Cry. Then head right to pick up the dagroots yourself. First get the Ice Dagroot, then the Dark Dagroot above. Got 'em all, so head back outside and give all the dagroots to Lolo.

She'll build something so you can cross and will give you a Magnus: Scarlet Crown. Manage your deck, save your game, then hop onto Lolo's newest invention. Move the cable car to the left, past the entrance to the core of the veinroots. Get off the cable car on the opposite extremity and walk left to a secret area. Get the two chests at the back for a Magnus: Sedna Windmill and a Magnus: High Potion. Now head for the core.

Boss

Malpercio's Afterling

Exp: 2500

Tp: 2171

Gold: 700

Magnus: Transcension, Lightendrake's Drop

This boss isn't too hard to defeat, but there is a bit of a strategy involved. If you attack the afterling while its head is down, you will loose after a few turns. Only attack it when its head is up. That's about it. Use the turns its head is down to heal your party and build a combo. Once he raises its head, use combos and you should defeat it within a few turns. Back to the other world.

XXXII. ~~ Zaurak Keep ~~

As you start off, you can either go left, right or straight ahead if you climb up. Start by heading right to a screen with several skeletons circling around a chest. Avoid the skeletons and open the chest for a Magnus: Wickedwing Revels. Then head up two screens and you should be in an area with two huge spiders and a chest. Open the chest for a Magnus: Diamond Drop, then climb up the colored wall to find another chest containing a Magnus: Hidden Sophia. Now head left and Ven will break down the boulder blocking the way. Keep going left two screens and climb up the trail at the end of the path. You'll need to leave Ven here, but we'll get him later. Head up the next colored trail leading to the upper ledge and get the two chests on the left for a Magnus: Force and a Magnus: Spirilight Quiver. Then climb down the leftmost colored wall to be back on the ground-level, but on the other side. Head down one screen and go through the passag on the right. Rotate the device in the center of the area until the light is pointing down to reveal a chest. Fight the enemy guarding the chest, then open it for a Magnus: Negative Hat.

Then rotate the device until the light is pointing up. This will clear the gate with the two save flowers. Now head down and jump up the colored wall on the left. Get the chest in the middle of the skeleton circle for a Magnus: Efreeti Saber, then head down to be back where you started. Go all the way back to the right to reach the area with the two save flowers at the end. The gate is now cleared, but you still need Ven. Head left to go get him and head back right. Save, then go through the gate.

Watch the cutscene.. and boss battle.

Boss

Rudra

Exp: 2733

Tp: 734

Gold: 800

Magnus: Shadowflame Engine

Rudra is weak to lightning and holy elements, so only use these.

After the cutscene, head over to the deck. Once on the world map, return to Cujam. A new location will appear on the map : Atria. Head over there.

XXXIII. ~~ The Battlefields of Atria ~~

Open the chest at the entrance for a Magnus: Sedna Orange Tree. You can also capture the essence of the cactus if you wish. In the next area, open the chest on the right for a Magnus: Sublime Garb. Then get the chest in the top-left corner for a Magnus: Fulgadrum. Then move onward to the next area in the northeast corner. Get the chest here for a Magnus: Hot Srping in the corner, then go left for another chest containing a Magnus: Twelve-Layered Kimono. Head left to the next area and get the two chests near the bottom of the screen for a Magnus: Fair Guardian and a Magnus: Lightendrake's Drop. Keep going left for

another chest containing a Magnus: Chalice of Freedom, as well as a save flower. After saving, head up to the next area for a cutscene.

Back to reality. You'll have a fight against the Machina Arma: Razer, but you can't defeat it, so solely concentrate on staying alive until the fight is interrupted.

Departure

Head back outside the Celestial Tree and open the two chests in the sheds on each side for a Magnus: Warrior's Scarf and a Magnus: Emyreal Wildfire. Also talk to the woman in front of the tree to get the Magna Mix Recipe (33). Now, go back to Komo Mai and speak with Queen Correlia. Still need the Fell-Branches. Head back to the Celestial Tree and inside the Veinroots, head through the southeast path (bottom-right corner). Look on the right for a pile of branches surrounded by a purple aura. It's not guarded anymore, so jump on the root and capture the essence of the Celestial Fell-Branch from the heap. Then head back to Opu and give the branch to Lolo. Talk to her a second time and she'll follow you. Bring her to the ship still in Holoholo Jungle. After Lolo is done repairing the ship, you'll be back in Mintaka, finally.

Head over to Verus' residence and speak with Geldoblame. Afterwards, head back into Greater Mintaka and talk to the soldier guarding the house right before the residence.

After the cutscene that will take place inside, go left to find a chest (in the house) containing a Magnus: High Potion. Then go back to Verus' residence to talk with him. Make sure you are well prepared for a hard fight ahead. When you're ready and have done everything you wanted to do, save, then head back to Geldoblame's house for quite the cutscene.

Boss

Guillo (spoiler)

Exp: 2833

Tp: 477

Gold: 850

Magnus: Zeniver Cascade

Note that you don't have to defeat [enter boss name here] to win the fight. Using a Dragon Claw, you can watch his health. You only need to bring it down to half in order to win. The strategy below is the one I used, you can fight it as a normal fight if you're not having any trouble. Also, he is weak to darkness.

Cards to have in your deck:

2 Wickedwing Revels/1 Shadowflame Engine
Murderous Joker/ Demon Cudgel/ Cross Sophia
5 High Potions/ 2 Hot Springs/ 1 First Aid Kit
a few Fate's Cordial and Fate Idols
3 Force/ a few Will and Taunt
Dark Element
some Attack B cards (but not more than 4 or 6)

(around 45 cards totals)

My strategy with this deck is quite simple. Use the first few turns to build

your deck up to Lv5 (use your Force cards for this) while keeping the party fully healed. You should have enough potions for this. Once the deck is at Lv5, use Guillo with Cross Sophia + Attack 1, 2, 3 and one of the special attacks to make a good combo. Just keep it up like this and eventually you will have him. The trick is just to have more healing cards on you than attack cards, since only the special attacks do great damage in this fight so it's not worth it to waste space in the deck with too many weak attack cards.

XXXIV. ~~ Vega Building Site ~~

After defeating the boss and watching the cutscene, you will have some choices of answers to make. The only important thing is that you make sure to choose "I will be a part of you". If you don't, it's game over. And you don't that. You will then receive the Magnus: Godling's Rapture. Also, examine the iron block Sagi was tied to to find a Magnus Pack Coupon. Open the two chests for a Magnus: Zelos Kune and a Magnus Mixer, then leave the room.

Outside, capture the essence of the Spark Shroom from the yellow light. Fight the soldier, then get on the flying pod. Use the Spark Shroom to make it move and it will bring you to another landing area. Get the chest on the right for a Magnus: First Aid Kit, then get another Spark Shroom on the left and hop back on the other pod to cross to the next area. Enter the dark building here and go left for a Spark Shroom and right for a chest with a Magnus: Thunderer's Shield. Then use the pod to cross over to the other side. Now you'll need a Jolt Shroom to continue. To get one, either mix two Spark Shroom in the mixer or use the left pod to get to a short-circuited machine from which you can obtain the Jolt Shroom using a Spark Shroom.

Once you have it, use the pod in the middle of the spherical platform and use the Jolt Shroom on it to head down. Go around the platform here to get to a chest containing a Magnus: Efreeti Horn, then use the pod at the right here to go get another Jolt Shroom. Head back after you've got it and use the other pod to reach a new area. Go in the tunnel, then use the pod to cross over to a circular platform. There are two pods here. Start with the left one to reach a big platform with two chests containing Magnus: Rising Condor and Magnus: Ghostarrow. Then go back and use the right pod to reach a platform with a chest containing a Magnus: Rime Blade.

Now head back and examine the red switch in the center of the platform to go up. Boss Time.

Boss

Promachina Shanath

Exp: 933

Tp: 537

Gold: 930

Magnus: Phoenix Dive, Ravensbrood

You won't be able to defeat him the first time, so simply resist until the fight stops. You can use Godling's Rapture to accelerate things, as it's a very powerful attack. You will then fight him a second time in a normal fight where you can actually defeat him. He's weak to holy attacks, so play on that.

After the battle and the cutscene, take the last pod to follow Shanath. Open the two chests in the room at the end for a Magnus: Golden Helm and a Magnus: Golden Armor. Also examine the storage shelf on the left to find a Magnus Pack Coupon. Then talk to Shanath on the floor. After the cutscene, head back to the elevator where you fought him. There will be a new pod on the right. Use it to reach an area with a chest containing a Magnus: Frost Cap. Then go back to the

elevator and use the southmost pod to be brought to the exit.

Enter Mintaka and take the Sfida to Hassaleh.

XXXV. ~~ Sheratan to Cujam ~~

First thing to do, go see Sagi's mother at the orphanage. After the cutscene and everything, there are still a few things you can do here. In the Brierclock, talk to the elder to learn about greythorns and receive the Heart Link. Also, in the west part of the town, enter the doctor's house and talk to the girl near the fireplace in the right room (if you have the immigration papers). Show her the papers to send her to Sedna for the sidequest. Now try to leave the town and the Doc will stop you. Head back to the Brierclock, walk past it a bit in direction of the well, and you'll trigger a cutscene. Choose "I remember" to be brought back in time to Cujam.

There are a few things you can now get in Cujam, if you haven't already done it. There is now a chest containing a Magnus: Weak Attack B upstairs at the left of the big house in the west part. You can also pick up a shining object on the ground upstairs at the right of that same house, which is the Magnus: Sedna Beanstalk.

Now head out to the world map and enter the Matar Highlands on your left.

XXXVI. ~~ Matar Highlands ~~

Start by heading left for a chest containing a Magnus: Crown of Bubbles. Then head down in the pond underneath the cliff you are on and look for a (hard to see) tunnel beneath, which leads to the bottom left corner of the screen. Head through there to the next area. Follow the path quickly up to the lotus leaf to protect you from the pouring rain. Then head left and run down into the pond. Go up through the tunnel and on your left, you'll find several lotus leaves. Examine them to capture the essence of three Lotus Leaf. Everytime you see a brown spot on the ground, plant a Lotus Leaf to grow it so you can hide from the rain.

Now head back to the first area and go down into the pond at the right. In the next area, follow the river to the top right corner where you'll find a chest containing a Magnus: Ascalon. Then go back once more to the first area, but this time, head through the top path at the right, just above the pond. In the next screen, head down at the first fork and go left for a chest containing a Magnus: Armor Alma.

Then go right and take shelter under the lotus leaf before it starts raining. Head up the tree trunk above, then jump on top of the cliff and push down the boulder at the left into the river. You can plant a Lotus Leaf here. Then jump across the gap on your left (where the boulder was) to land on the other cliff at the left. Open the chest here for a Magnus: Elixir.

Now back to the first screen a last time. Head through the north path past the enemy to come to a dried pond. Plant a Lotus Leaf here. To fill up the rest of the pond, you'll need to stand there, under the Lotus Leaf, and wait until it has rained twice. The rain will fill the pond. Once the pond is filled, cross over to the other side using the lily pads. Save your game.

Boss

Hearteater

Exp: 3167
Tp: 483
Gold: 2000
Magnus: Blast Tooth

As for the previous boss, Sagi's Godling's Rapture does massive damage. Fire attacks also work well against him. After the fight, you'll obtain the Magnus: Laevateinn the Flameking. Also examine the glittering plants to capture the essence of two Heartenbrace.

Now return to Sheratan through the Brierclock in Cujam. Give Sagi's mother the Heartenbrace and watch the cutscene that ensues. There are now several things you can do from here before heading back to the Battlefields of Atria (in any order you feel like):

Going to Nekkar
Visiting Duhr
Returning to the Dark Service HQ
Revisiting continents
Finishing off sidequests

I decided to go with Nekkar first since I was craving for a new area. You can access it with the Sfida via the continents world map. It's the small island on the left.

XXXVII. ~~ The Nekkar Quietlands ~~

Move onward and you'll fall down in an underground passage. Capture the Fire Moss essence from the sparkles behind you if you want it, then go left and ignore the first ladder for now. Keep heading left and climb up the second ladder. Get the chest above, which contains a Magnus: First Aid Kit, then head back down and climb up the first ladder to be back above. Head straight ahead and follow the path going left to the next screen. Keep heading left to fall into another hole in the ground. Avoid the large monster down there and go left to find a chest with a Magnus: Sedna Main Gate and a ladder. Climb it up and open the chest above for a Magnus: Anubis Shield. Then head back down and go right. Climb up the ladder here, then head right to the next screen. You'll be back at the entrance.

Head right to find a chest containing a Magnus: Jiraiya's Robe. Keep heading straight right to the next area. After the cutscene, save your game at the red flower, then head up to the last area for a surprise boss.

Boss
Mange-Roches
Exp: 3000
Tp: 451
Gold: 2000
Magnus: Open Your Eyes

After defeating the rockeater, you'll receive the Magnus: Vajra The Indestructible. Now, if you want, there is a sidequest to be done here. Find the three human-shaped rock statues (one in each screen) and push them up to the summit. This will award you the Magnus: Imperial Ward and Life Talisman. It's quite tedious though, you're not forced to do it.

Now head back to the Sfida and fly to Duhr at the bottom of the map. Enter Algorab.

XXXVIII. ~~ Algorab, the Neglectful Village ~~

Watch the cutscene. Then you'll be inside the elder's house. Examine the jar with the wooden cover against the southern wall to find a Magnus Pack Coupon. Leave this house and enter the left house at the back of the village. Examine the shelves at the right of the window inside to find a Magna Mix Recipe (28), then examine the shelves at the left of the window for the Magna Mix Recipe (34). Also give the boy in this house a Cloud (from Pherkad) to receive a Magnus: Hot Spring.

Now enter the house at the right of this one and examine the shelves near the beds to find a Magnus Pack Coupon. Give the man in this house some Pow Milk Yogourt (keep Pow Milk from Cebalrai on you a while to obtain Yougourt) to receive a Magnus: Cross Pendant. Last thing before heading out, purchase the Magnus: Sedna Toadstones 2 from the shop. Now move out to Gemma Village.

XXXIX. ~~ Gemma, the Observant Village ~~

Go up the stairway on the left and enter the house. Examine the jars on the left wall to find the Magna Mix Recipe (8). Then talk to the man sitting on the floor and give him some Mountain Apple Wine (two Mountain Apples + Holy Droplet in the mixer). He will then let you capture the essence of the Ancient Mask. Open the chest behind him for a Magnus: Sedna Pier.

Now go up the stairway on the right of the village and enter the house here. Examine the green jars along the right wall to find another Magna Mix Recipe (3). Then examine the desk against the right wall between the bed and the green jars to find 5000G. Open the chest in the left room to find a Magnus: Freeze Gown. Last thing, head on the roof of the house at the right of Kamroh's manor and show the Immigration Papers to the man standing there to send him to Sedna. Now enter the manor to see the Great Kamroh.

After the cutscene, go inside the room on the left and touch the puppet to be teleported.

XL. ~~ Seginus, the Eldritch Puppet ~~

Follow the path until you find a red glow. Touch it. Now go down into the closed path and follow it up to a chest containing a Magnus: Holy Shroud. Then touch the other red glow here and you will have part of a vision. Now head back to the area with the drawing on the ground and go through the closed path at the left. Head down and touch the red glow here to see another part of the vision. Return to the area with the drawing and go down. Go through the closed path in the bottom left corner and follow the path down to a chest containing a Magnus: Zeniver Cascade. Then touch the red glow at the end of the path.

Go back to the area with the drawing once more and head up straight ahead through the closed path you can now access. Get the chest in the top right corner for a Magnus: Book of Mana. Then touch the last red glow to see the end of the vision. Put the Book of Mana in your deck, then save and head back down to the previous screen.

Boss

Seginus

Exp: 3067
Tp: 439
Gold: 2000
Magnus: Fellstar Gleam

You can defeat this boss with the same strategy you defeated Guillo previously. After the fight, watch the cutscene and Kamroh will hand over the Magnus: Sea Punishment Deluge and Elemental Ward.

For the next part, you'll need to return to one of the continents above the clouds. Enter any shop and check your mail. Your last letter should be from Geldoblame; read it to learn about his request that you return to the Dark Service HQ. Head there. Kept it last since it's quite annoying.

XLI. ~~ Return to Dark Service HQ ~~

Get ready for some fightin'. After the battle at the entrance, head inside the meeting room and fight the paramachinas to save the soldier. Then talk to him to learn about the override codes you will need to find. There is one in each of the four rooms. Also open the two chests in here to get a Magnus: Ravensbrood and a Magnus: Jupiter Sword.

Then back in the hallway, enter the room on the left. The code in this room is on the shelf at the left. Look for a shining object on it. You will get the Override Code A [1]. Then return to the hallway and enter the leftmost room. Look for a shining object on the hanging satchel in the top right corner of the room to find the Override Code C [0]. Go back to the hallway and head downstairs. Enter the right on the right and look on the table between the two beds at the back of the room to find the Override Code B [2]. One more to go. Enter the rightmost room and get the Override Code D [9] on the table at the entrance.

Now return to the meeting room with the codes and enter the password in the panel at the right of the board with the map at the back of the room. Enter the numbers in the order of the letters (A, B, C, D) so 1, 2, 0, 9. Now head to the locker room and defeat all the enemies inside (warning: boring). Once you're done with 'em, open the two chests for a Magnus: Sigil Summon and a Magnus: Pegasus Anklet.

Now the reward. Head to Verus' residence and talk to the guard standing next to the door of Verus' office to receive the Attack Talisman.

Now all that's left if you're done with the sidequests is to defeat these machina bosses you couldn't before. You're more powerful now that your guardian spirit has fused with you.

XLII. ~~ Rematch ~~

There are three to defeat, but it's optional. Do it if you need to level-up as they give ton of Experience Points. The first one is Nasca in the Clouvents (Diadem), then there's Valara in the Veinroots (Anuenue) and Heughes in Nunki Valley (Sadad Suud). They all are at the same emplacement, where you fought the boss of each area.

Cloudvents

Boss

Machina Arma: Marauder

Exp: 4667

Tp: 1638

Gold: 500

Magnus: (none)

Veinroots

If you haven't already picked them up, there are now three chests in the boss area. On the right a chest containing a Magnus: Herb Flower and on the left two chests with a Magnus: Heavenlapse and a Magnus: Thor Sophia.

Boss

Machina Arma: Razer

Exp: 5000

Tp: 590

Gold: 600

Magnus: (none)

Nunki Valley

Boss

Promachina Heughes

Exp: 4500

Tp: 480

Gold: 600

Magnus: (none)

Next step: return to the Battlefields of Atria in the past when you're done with everything in the present. This part is optional too, so you can go directly to the next part.

XLIII. ~~ Return to Atria Battlefields ~~

The flames are now gone, so you can get all the chests you didn't previously. If you go straight to the northeast corner in the second screen, you'll find a chest containing a Crush Talisman. Then travel north to the area with the save flower where you'll find three more chests containing Magnus: Transcension, Magnus: Heavenlapse and Magnus: Spirilight Quiver. Then walk up for two bosses in a row. Make sure you've saved and are at a good level.

Boss

Black Dragon

Exp: 3333

Tp: 503

Gold: 2500

Magnus: Apocalypse Sword

Watch the cutscene.

Boss

Wiseman

Exp: 4000

Tp: 878

Gold: 5000

Magnus: Aphelion Dustwake

If you had trouble with the Black Dragon, don't bother about this fight. Keep leveling-up and come back later. My strategy was to have a deck of only 4 cards in my hand (so about 6 cards total). Most cards are useless against Wiseman, so there's no point in having more cards than you need. Only bring Book of Mana, Elixir, Fate Idol, 1-2-3 attack cards (only 1 of each, so 3 total) and Sagi's Godling's Rapture. Each turn, make a short combo with 1-2-3 to increase your MP. Since you only have 6 cards, they will come back each turn, so always choose 1-2-3 until your MP is at Level 5. Use Book of Mana and Elixir to heal, and Godling's Rapture to attack. About four Godling's Rapture will kill Wiseman.

When you're done with this, or skipped that part, head back to Sagi's house in Sheratan. Watch the short scene, then once you're ready, go back to Verus' residence and talk to him for another cutscene. Board the Sfida and off to Vega.

XLIV. ~~ Vega, Machina Metropolis ~~

Start by going right and talk to the mechanic trying to fix the elevator. Accept to help him, which we'll do in a bit. For now, head up to the save flower. Go right and enter the last house. Examine the desk on the right wall to find a Magnus Pack Coupon. Head back outside and move onward to an intersection. Go left and enter the cafe. Examine the sign at the right of the counter to find another Magnus Pack Coupon. Then open the chest upstairs for a Magnus: Pyre Frock. Before leaving, make sure to talk to the mechanic sitting at the table there.

Now go back to the intersection and go right. Enter the middle house (the bathing) and examine the baths at the back. A guy in one of them will give you the Magnus: Sedna House 3. Then enter the house at the left for a chest containing a Magnus: Trigon Band. Now head back to the elevator from the beginning and talk to the mechanic again. Tell him blue wire, then green. He'll give you the Magnus: Book of Mana for your help. Head down using the elevator and go right into the house there. Examine the rack of plates on the left wall to find a Magnus Pack Coupon.

When you're ready, go left and head up using the second elevator. Enter Tarazed on the right.

XLV. ~~ Tarazed ~~

Head on to the room with the save flowers. There'll be two paths. Go into the left one and open the chest on the left for a Magnus: Idios Pyr. Also read the paper on the floor on your right. Then examine the control panel at the left to activate the elevator. Head inside and select Block A.

The hallways in there are a bit like a maze, but there's always only one path you can follow. Start by heading left and head up the first passage to end up in a room with a soldier. Open the chest for a Magnus: Wild God, then examine the bed and table for more report papers. Once that's done, head back to the hallway and go right. Head up the second passage and talk the moving stairway up to the next level. Here, go left and head up the second passage. Take the stairs up. In the last hallway, go left and up the first passage. You'll be in a room with a big screen and some guards. Pick up the Elite Imperial Crest on the ground on your left, then examine the shut door ahead to open it.

In the next room with the block puzzle, go through the set path while using your wings, and rest on the blue blocks. Not too hard. Simply reach the exit. In the other room, examine the Afterling to save it. The floor will then collapse. Hurry back to the main block.

In the room with the save flowers, go through the door in the bottom of the right wall and examine the control panel to reverse the stairs direction. Then head back to the save flowers and go through the door at the right. Head up the stairway and follow the path until a cutscene occurs. Then open the chest at the end of the path for a Magnus: Elixir. Keep following the path to the elevator room. Read the report paper on the ground on the left, then get in the elevator and choose Block D.

In the hallway, go all the way right and head up the last passage to get inside a room. Read the report paper on the table, then open the chest for a Magnus: Shadowflame Engine. Then back in the hallway, head up the first passage to go up to the next level. Once again, head all the way right and head up the last passage to find yourself in another room with the big screen. Use the crest on the door at the right to open it, then follow the path into another block puzzle room. Same as before, but a little bit harder.

In the next room, save the Afterling, then head back to the main block after the floor collapses. I suppose you got the point of how it works by now. Do the exact same thing with Blocks C and B, freeing the Afterlings at the end. Once you're done with all four Blocks, return to the main block and head back to the hallway with the huge glass window. Enter the first room at the right of the window and examine the control panel in here to activate the elevator in the room. Also open the chest in the left corner for a Magnus: Saint's Armor. Then head down using the elevator and save your game at the save flowers.

Ahead are the final battles of the game, so make sure you're ready. Finish off any sidequests you want, then head back up using the elevator and examine the glass window to break through. Fight the three Imperial Swordguards down there, then read the final report paper on the pedestal at the back of the room. Then go through the door at the left and open the other door at the end to find Baelheit.

Boss

Baelheit

Exp: 6000

Tp: 643

Gold: 3000

Magnus: Prominence Sword, Fate's Kiss

The fight will start with a one on one with Sagi. He's very easy to defeat, with only about 500 HP. Concentrate your attacks on him until he's defeated. You'll get back your other party members for the second part of the fight. Use mainly light attacks, especially Godling's Rapture, as always. He should go down without too much problem.

After the battle, examine Baelheit on the floor for a cutscene. Then hop into the elevator to go down to the core of Tarazed.

XLVI. ~~ Tarazed's Core ~~

Fight the enemies at the entrance, then stand in the middle and jump down to the lower ledge. Go left and open the chest for a Magnus: Phoenix Helm. Go down one more ledge and open the chest for a Magnus: Phoenix Dive. Then head left to

the next room. Move on to an intersection with two beasts. Open the chest at the top for a Magnus: Open Your Eyes, then go left and open the chest for a Magnus: Lightendrake's Drop. Continue left to the next area. Jump down at the left end of the path and open the chest here for a Magnus: Transcension. Then jump down to the save flower and jump down one more time on the pipes below. Go right for a chest containing a Magnus: Book of Mana, then drop down again to the area underneath. Drop down again, then head left and jump up on the pipe on the other side for a chest containing a Magnus: Fellstar Gleam. Then examine the glowing switch in the path below to activate the elevator. Head past the sleeping beast to the end of the corridor to emerge in a room with your final enemy standing before you.

Boss

Machinaguns + Verus

Exp: 13667

Tp: 4368

Gold: 0

Magnus: ---

After defeating a couple of tentacles, the real fight will start. Begin by bringing the four tentacles to low life first (don't kill them, just attack them until they're weak). Then use Aphelion Dustwake to take them down all at the same time. This will leave the main boss vulnerable for a few turns. Attack him with Godling's Rapture. If he revives one of the tentacles, take it down right away and keep attacking until you defeat him. He's not that hard if you follow that strategy.

The real final boss will then come afterwards, and shouldn't pose any problem at this point.

Watch the ending cutscene...

The End

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Disclaimer

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

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

If you wish to contact me about the FAQ, may it be questions, comments or suggestions, please do so using this email address: [wishingtikal\[at\]gmail\[dot\]com](mailto:wishingtikal[at]gmail[dot]com) and precise the subject of your mail.

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