

Skies of Arcadia Legends 100% Completion Guide

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Updated to v1.05 on Jul 12, 2020

This walkthrough was originally written for Skies of Arcadia Legends on the GC, but the walkthrough is still applicable to the DC version of the game.

Skies of Arcadia Legends (GCN) - 100% Completion and Collection Guides

Version 1.04

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Gamefaqs ID: melikevideogames

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|0001 Introduction |

This is my Skies of Arcadia Legends 100% completion and collection guide. I made this guide because I've found no guides that cover all of the sidequests and items in the game. I've found that having some sort of checklist helps tremendously when trying not to miss anything and thus formatted it in a way that it can easily be printed and used as a checklist. Because of my frustration in finding the information on 100% completion of this game I've decided to make a guide to share with everyone. This Guide may contain spoilers and assumes you know how to play the game and know the various locations in the game.

|002. About This Guide |

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The followings Websites may post my guide. Gamefaqs.com, Supercheats.com, Neoseeker.com

If you have any information that would contribute to my guide or any corrections, please email me at Dantehazuki@gmail.com I'd greatly appreciate it and I will be sure to give you credit. Feel free to email me, asking anything, I really don't mind answering questions. Just don't send me spam.

|003. Using This Guide |

This Guide is formatted be to be a printed out checklist, however it works just fine even if you don't print it. If you want to find a section easily use the ctrl+f and type in the section number of the portion you want to find. (example 003 is this section) This guide contains all of the information needed to get the Vyse the Legend Rank, The Three Secrets, as well as whats needed to obtain at least one of every single item. To achieve what I call 100% completion these things must happen:

Vyse the Legend Rank

100% Discoveries
100% Treasure Chests
All Bounties
All Moonfish
Beat Piastol 4 times

The Three Secrets

100% Discoveries
90% Treasure Chests
12 Non-story Ship Battles
Kill all 4 Giant Monsters
All Crew Members
All Moonfish
All Bounties
Beat Piastol 4 times
Kill 2,500+ Enemies

#Note I will assume you can kill the 2,500 Enemies and 12 Non-story Ship Battles on your own.

Additional Things I Cover

1 or More of Each Obtainable Item
All Chams

Optional Things I Don't Cover

0 Deaths (be careful not to fight Ramirez the first two times you can.)
0 Times Running Away
Getting all discoveries before Domingo(just get them as soon as possible)
Leveling all Characters to 99
Learning all Magic Spells on all Characters
Max Stats on all Characters using Seeds

|004. Treasure Chest Chest List |

This List contains all Treasure Chests in the game. Many chests are missable, meaning that once you leave that area or reach a certain point they can no longer be gotten. (Meaning the item is lost and you can no longer get Vyse the Legend) Be sure to get these items at the first opportunity you can. I will not give you the exact spot on the map where an item is located so you will have to search each area thoroughly. These items are listed in the order of when they can be found so if you have skipped an item go back to find it and if it's missable be careful not to go too far ahead.

Alfonso's Ship (All Missable after Fighting Antonio)

-
- [] Sacri Crystal
 - [] Sacri Crystal x2
 - [] 50 gold
 - [] Magic Droplet x2

Pirate Isle

-
- [] 150 Gold
 - [] Sacri Crystal x3
 - [] Sacri Crystal x3
 - [] Moonberry
 - [] Magic Droplet x2

Shrine Island (All Missable after Soltis Rises)

-
- [] Sacri Crystal x2
 - [] Moonberry
 - [] Sacres Crystal x2

Sailor's Island

-
- [] Repair Kit x3
 - [] 200 gold

Lower City Valua (All Missable after Lunar Rains)

-
- [] Sacres Crystal x2
 - [] Moonberry

Valuan Catacombes (All Missable after Lunar Rains)

-
- [] Curia Crystal x3
 - [] Pyri Box
 - [] Assassin Blade
 - [] Heavy Armor
 - [] Sacri Crystal x4
 - [] Magic Droplets x4

Maramba

-
- [] Magic Droplets x3
 - [] Slipara Box
 - [] Nasr Combat Mail
 - [] 300 gold
 - [] Moonberry
 - [] Excavation Arm
 - [] Gem of Fluidity

Temple of Pyrynn

- [] 527 gold
[] Ancient Robe
[] Sacres Crystal x3
[] Dancing Arc
[] 774 gold
[] Moonberry
[] Magic Droplets x5
[] Rune of Ill Omen

Horteka

- [] Moonberry
[] Sacri Crystal x25 (Missable once Centine's Ship leaves Horteka)
[] Sacri Box
[] Paranta Seed

Moon Stone Mountain

- [] Curia Crystal x4
[] 800 gold
[] Zaal Seed
[] 3" Blaster
[] De Loco Drill
[] De Loco Mail
[] Moonberry
[] Glyph of Speed x4
[] Healing Salve x2
[] Glyph of Might x4

Rixis

- [] Risan Crystal x3
[] Stonecutter
[] Sacruken Crystal x2
[] Golden Mask
[] 1186 gold
[] Moonberry
[] Light Coat
[] Ruin Arm
[] Icyl Seed

Desert Island (Missable after going to Yafutoma)

- [] Moonberry
[] 1827 gold

Nasrad

- [] Sylph Seed (Missable after completing Daccat's Island)
[] Moonberry #Note: Available After Nasrad is Destroyed

Daccat's Island

- [] Skywing
[] Soul Crystal
[] Sacruken Crystal x2
[] 2001 gold
[] Maiden's Armor x2
[] Magic Droplet x4

- Magic Dew
- Daccat's armor
- Vidal Seed
- Moonberry
- Risan Crystal x2
- Moonberry
- Electrum Box

Grand Fortess (Missable once you fight the Dralkor Tank)

- Moonberry
- Unholy Dagger

Delphinus

- Moonberry

Espenanza

- 2248 gold
- Valuan Uniform x3
- Moonberry

Dark Rift

- Magus Seed
- Moss Armor
- Dream Cutlass
- 2731 gold
- Sacrum Crystal x3
- Moonberry
- Moonberry
- Chalice of Blood
- Aura of Valor

Yafutoma

- 3000 gold
- Moonberry
- Sacruken Crystal x3(Missable)(Only Available While Escaping Yafutoma)

Mount Kazai

- Windsong Orb
- MoonBerry

Ruins of Ice

- Ice Splintter
- Winter Orb
- FrostBlade
- Moonberry
- Moonberry #Note: Available by entering the Ruins of Ice from lower sky

Maw of Tartas

- Dexus Seed
- Moonberry

Dangral Island

- [] Imperial Blade
[] Moonberry
[] Sacrum Crystal x2
[] 4000 gold

Great Silver Shrine (Missable once you enter the Elder's Room)

- [] Silver Armor
[] Moonberry
[] Moonberry
[] Silver Armor

The Hydra (All Missable once you fight Galcian)

- [] X-Cannon
[] Magic Dew x2
[] Moonberry
[] Sacruken Crystal x3

Soltis

- [] Moonberry
[] Moonberry
[] Orb of Serenity

1005.	Discoveries
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This part of the guide is used to find all of the discoveries located through the game's world map. Finding all of the discoveries is a requirement for the Three Secrets and Vyse the Legend so it is a very important part of this guide, I suggest that you find them as soon as the area they are located in is available. It is especially critical to find all discoveries before Soltis appears, as all normal Sky Rifts in the world disappear making many of the directions in this guide harder to follow.

For each discovery I will give you it's altitude. Central Sky being the area where the majority of everything is, Upper Sky being above the cloud ceiling, and Lower Sky being below the cloud floor. Many discoveries are invisible and I will let you know if they are or not. For those that are invisible you must search until your compass spins at which point you will find it by pressing the A Button. Some of the harder discoveries are not invisible, but travel a moving course, these are near impossible to give an exact location for, so instead I will give you the path they travel so that you can locate them easier. In many cases a discovery can be tough to give exact directions to so in these cases I will say something like North and a little East, what this means is you need to position your compass between North and North East. If you can't seem to find a discovery using my directions, I suggest you use this guide along with the discovery map located on gamefaqs that way you can pinpoint the location.

Locations

- [] 1. Pirate's Grave (Central Sky) (Invisible)

You can find the Pirate's Grave as soon as you can explore the world map. It is straight in your path on your way back to pirate Isle on an island just between two mountain ranges.

[] 2. Guidestones (Central Sky) (Invisible)

Head North East from Sailor Isle and it should be located on a small island not far from there.

[] 3. Sky Coral (Central Sky) (Invisible)

Start at Shrine Island and go east through the Stone Reef until you find a green island past one covered in mountains. On top of this green island is the Sky Coral.

[] 4. Silver Moon Pit (Central Sky) (Invisible)

This discovery is located east of Shrine Island. It on the side of island covered with a mountain, just next to the island with the Sky Coral.

[] 5. Topple Rocks (Central Sky) (Invisible)

This Discovery is located on the same island as Maramba. Head South East from Maramba and it should be on the mountain at the edge of the island.

[] 6. Wandering Lake (Central Sky) (Visible) (Moving)

Head east of Maramba and you should see a moving island above the large land mass. That moving island is the discovery.

[] 7. Oasis (Central Sky) (Invisible)

Head directly South East from Maramba and it will be located on the desert just before the huge mountain.

[] 8. Sandfalls (Central Sky) (Invisible)

Head South East from Maramba and it will be on an island just before the Oasis Discovery. It is above the island near the top of the sky.

[] 9. Temple of Pyrynn (Central Sky) (Visible)

Head East of Maramba past the Wandering Lake discovery and you will see a pyramid, this is the discovery.

[] 10. Beak Rock (Central Sky) (Invisible)

Located towards the end of the south ocean near the southern sky rift on a large rock with a point on the end. It is on the point of the island.

[] 11. Sky Anemone (Central Sky) (Invisible)

This can be found near the middle of the south ocean on a medium sized rock close to the southern sky rift.

[] 12. Ixa'taka (Automatic)

You get this automatically after flying through south ocean.

[] 13. Garpa Fruits (Central Sky) (Invisible)

Located on the underside of the island with Horteka.

[] 14. The Great Bird (Central Sky) (Visible)

Head northwest of Horteka and you will eventually see a large clearing in the forest next to the lake. It is on this clearing.

[] 15. The Golden Man (Central Sky) (Invisible)

It is located just west of the King's Hideout, on the high plateau right next to the hideout.

[] 16. Gates of Rixis (Central Sky) (Visible)

After you have completed Moon Stone Mountain and have found both the Great Bird, and Golden Man, Discoveries you can find this. Head West and just a little North from the King's Hideout, and you will find it on the base of one the large plateau's, near the back of the cluster of plateau's here.

[] 17. Ixa'takan Palace (Central Sky) (Invisible)

Head a small distance South West from the King's Hideout and it should be on the forest below.

[] 18. Ixa'ness Village (Central Sky) (Invisible)

Head South West from Horteka and on the the large island ahead you will see a small clearing inbetween two forests, on this clearing is the village

[] 19. Mysterious Rings (Central Sky) (Invisible)

When entering North Ocean from Ixa'taka head north and a little east to find an island ahead. Just south of this island is the invisible island that is this discovery.

[] 20. Will o' Wisps (Central Sky) (Invisible)

This is located on the island that is just next to the Mysterious Rings.

[] 21. Roc's Nest (Central Sky) (Invisible)

When entering North Ocean from Ixa'taka head north west and on the island ahead you will find it.

[] 22. The Giant Throne (Central Sky) (Invisible)

It is located on a grey island located in the middle of North Ocean on the eastern side.

[] 23. Lighthouse Ruins (Central Sky) (Invisible)

When entering Valua from North Ocean you will find a small island just before entering that is located between mountain ranges. On this island is the lighthouse.

[] 24. Ancient Palace (Central Sky) (Invisible)

Head South West from the Maw of Tartas and it will be on the ground a little bit before the mountains.

[] 25. Skull Rock (Central Sky) (Invisible)

From Nasrad go North and a little West to find it on the side of the valuan mountains.

[] 26. Stone City (Central Sky) (Invisible)

Start at Daccat's Island and head west staying along the valuan continent, until you see a wall of boulders blocking entrance to the inside of the valuan continent. The discovery is right next to this boulder blockage.

[] 27. Ship Graveyard (Central Sky) (Invisible)

It can be found inside of the North Dannel Straight.

[] 28. Philosophy Stone (Central Sky) (Invisible)

Head North and a little West from the Stone City for a short distance and you will find it located on a very small island.

[] 29. Balloon Flower (Central Sky) (Invisible)

Fly north of skull rock and stay near the cloud ceiling. You will find it a short distance before the upcoming rift.

[] 30. The Lands of Ice (Central Sky) (Automatic)

Go south of the South Ocean through the rift and you will find it automatically.

[] 31. Icebird (Central Sky) (Invisible)

From The Ruins of Ice head West and a little North, you will find it a small distance over the mountain on the ice

[] 32. The Frozen Giant (Central Sky) (Invisible)

From the Ruins of Ice head North and a little East and you will see a chunk of ice just off the continent. On the side of this chunk of ice you will find the discovery.

[] 33. Aurora (Central Sky) (Visible)

This discovery covers a large portion of the sky above the Lands of Ice near the Ruins of Ice. You can't miss it.

[] 34. Blimp Wreck (Central Sky) (Invisible)

From The Esparanza entrance to the Dark Rift, head West and a little South. You will find it on the nearest very small island.

[] 35. Giant Squid Nest (Central Sky) (Invisible)

From Daccat's Isle, head north past the sky rift, untill you reach a large black island near the Dark Rift. You will find the Giant Squid Nest on this large island.

[] 36. Black Moon Stone (Central Sky) (Invisible)

You will find this discovery inside of the second room of the Dark Rift. You will see a large glowing area straight from the entrance to the room. It is located at it's source.

[] 37. Yafutoma (Automatic)

It is located North of the Dark Rift's exit. Found automatically when you reach the town.

[] 38. Uguisu's Nest (Central Sky) (Invisible)

Go North East from the yafutoman side of the dark rift to find it on a small black island just before the sky rift.

[] 39. Guardian Walls (Central Sky) (Visible)

From the Uguisu's Nest go East and a little north through the sky rift and you will see broken peices of a wall, which are the discovery.

[] 40. Wanderbirds (Central Sky) (Visible) (Moving)

They are very hard to see, because they very small and fly high in the sky. Your best bet is to fly around the area immediately North of Mountain Kazai untill see them.

[] 41. Dheerse (Central Sky) (Invisible)

Head North East from Yafutoma and you will find it on an island on top of the wall.

[] 42. Grieving Prince (Central Sky) (Invisible)

This is found on the Yafutoma side of the White Stone Reef bordering the entire western side of the world map. Head to the southern end of the Reef where you can see the Ixa'taka Continent on the other side. Near where the reef and Dark Rift meet there is an isolated green island with a small forest on it. You will find the discovery on the west side of the island on the small spot without a forest.

[] 43. Spice Island (Central Sky) (Invisible)

From the Uguisu's Nest head North straight past the sky rift and after a good distance you will find this completly invisible island.

[] 44. Mystic Orchard (Central Sky) (Invisible)

Go North and a little East from Yafutoma a very long way untill you appear at the bottom left portion of the map. It is a completly invisible island located in this corner of the map. If you cannot find it, trying going directly west from the junction where the dark rift and the White Stone Reef meet.

[] 45. Inverse Isle (Central Sky) (Invisible)

Head due North from Ryu-kan's Island and you will find it just as the Dark Rift appears ahead.

[] 46. The World Is Round (Automatic)

You get this automatically when you return to Crescent Island from Yafutoma.

[] 47. Ruins of Rolana (Central Sky) (Invisible)

From Nasrad head South East and you will find a small gap you can fly between

the mountain and the Dark Rift. Stay against the Mountain Range until you find a flat area on the side of it. You will find the discovery here.

[] 48. Southern Cross (Lower Sky) (Visible)

Starting from the entrance to The Ruins of Ice in Lower Sky head North and a very small bit west. You will find the Southern Cross just before the Sky Rift.

[] 49. Rainbow Island (Upper Sky) (Invisible)

Position yourself directly above Crescent Island in upper sky. Face South and a little East and you'll see a rainbow. Head to the tip of the rainbow to find the discovery.

[] 50. Moonstone Lake (Upper Sky) (Visible)

Position yourself above Pirate Island in Upper sky and face West. Head a very short distance forward and you will see a bowl shaped island with a waterfall coming out of it. This is the discovery.

[] 51. Iron Star (Upper Sky) (Visible)

Position yourself above Nasrad in Upper Sky and face east. You should see a blinking light. Head to this blinking light to find the discovery.

[] 52. Alupas (Upper Sky) (Invisible)

Position yourself in Upper Sky above Horteka and travel West and a little North. You will find a large island with two waterfalls coming out of its side. Search the forest on this island and you will find the Alupas.

[] 53. Observatory (Upper Sky) (Invisible)

Position yourself above Rixis and head South and a little West for a very short distance. On top of nearby plateau you will find the discovery.

[] 54. Dancing Lights (Lower Sky) (Visible)

The Dancing Lights can be found just South East of the entrance to the Maw of Tartas.

[] 55. Mother Tree (Upper Sky) (Invisible)

From Tenjou Island descend to just above the cloud ceiling. A very short distance South you will see a very very small island. On this island is the Mother Tree.

[] 56. The Ghost Ship (Upper Sky) (Visible) (Moving)

This discovery travels in a counter clockwise path in straight lines between Esperanza and the west, south, and east corners where the Dark Rift meets the surrounding Sky Rift. Starting from Esperanza follow its path backwards and you will find it shortly.

[] 57. Flutterflies (Upper Sky) (Visible) (Moving)

This is one of the hardest discoveries in the game to find, so it may take a while before you see it. The Flutterflies look like a large group of very small flashing lights from a distance, they can be very hard to see. They travel West from Maramaba along the Stone Reef until they reach the mountains

bordering North Ocean and Ixa'taka at which point they travel North for a very short distance just past the Black Pirate ship. They then begin heading East back towards Maramba. To best find them. I recommend starting at where the Stone Reef begins, just South of the North Danal Straight and then heading directly West and following their path backwards.

[] 58. Eclipse Point (Central to Upper Sky) (Visible)

The easiest way to find this discovery is to position yourself over the Looper's Nest either just below or above the cloud ceiling. Travel North for a small distance and your screen will be dimmed grey, once this happens you are at the discovery.

[] 59. Loopers' Nest (Central Sky) (Invisible)

On the North West corner of the World Map is a large triangular area located inbetween the Dark Rift and the White Stone Reef. In the Southern region of this area is a very long mountainous island. The Looper's Nest is found very close to the North Eastern corner of this island on the side facing the Dark Rift.

[] 60. Flying Machine (Lower Sky) (Invisible)

Position yourself below Pirate's Island in Lower Sky and Head North and a little West. After a short distance you will find an extremely small island on the edge of the vortex. The Flying Machine is located on this island.

[] 61. Valuan Wreckage (Lower Sky) (Invisible)

Head to the North Danel Straight and drop into Lower Sky. Head West a little and you will spot an island. On this Island is the discovery.

[] 62. Rabbats (Lower Sky) (Invisible)

From the Dancing Lights discovery head North. You will find them hanging on the underside of the Valuan Continent after a short distance.

[] 63. Bottomless Pit (Lower Sky) (Invisible)

This discovery is very hard mainly because every guide I have ever seen gives you wrong directions. First position yourself directly underneath Shrine Island in lower sky, now face West and a very small bit North. Now travel forward going through a few rifts until you reach the south west tip of North Ocean, after which the discovery should be directly in front of you.

[] 64. Ancient Fish (Lower Sky) (Visible)

Head to the island with the Giant Squid's Nest discovery. Now drop into Lower sky and travel a very small distance west, you will see a single fish swimming around. Approach it and you get the discovery. There is a trick to catching this fish more than once. Simply collect him then start a battle or go to the bridge and he will reappear.

[] 65. Star Sand (Central Sky) (Invisible)

Go south of Maramba until you reach the mountains. It is located on the very end of the strip of desert here.

[] 66. Maroon Isle (Central Sky) (Invisible)

Start at the the Star Sand discovery and rise above it. Head South West over the mountain and it should be a short distance ahead just before the South Ocean.

[] 67. Comma Rock (Central Sky) (Visible) (Moving)

Head through South Ocean towards Ixa'taka stay against the southern sky rift border and relatively low in the sky. As you head west you should see a small rock flying towards you. However if you reach the Beak Rock Discovery without seeing it stop and head north to the northern sky rift border and face east. Let the current push you and you should then see it coming this way. It can be very hard to find because it follows a rectangular path along the edges of the south ocean.

[] 68. Turtula Pole (Central Sky) (Invisible)

From Horteka go West and a little south. You should see a round forest on a short plateau and right after it a long plateau with another forest. Drop inbetween them and head to the left edge of this island to find it.

[] 69. Wings of Gold (Central Sky) (Visible) (Moving)

Circle clockwise around the edges of the Large Island with Rixis on it staying relatively high up in the sky. You should find it heading towards you near the cloud ceiling.

[] 70. Giant's Hammer (Central Sky) (Invisible)

Near the middle of North Ocean on the North West side is a medium sized grey island. It is locate on top this island.

[] 71. Tricyclone (Central Sky) (Visible) (Moving)

Go to the far south corner of North Ocean and if you don't see it on the way head due North up until the Giant's Hammer to find it.

[] 72. Map of Ages (Central Sky) (Visible) (Moving)

Circles clockwise around Nasrad at a low altitude. Simply travel in the opposite direction to easily find it.

[] 73. Balloon Seed (Central Sky) (Visible) (Moving)

Travels a Circular path inbetween the Balloon Flower Discovery and Crescent Island. Seach the area thoroughly to find it.

[] 74. Ice Lens (Central Sky) (Invisible)

In the Lands of Ice head to the western most mountain range on the continent and fly along the top of this mountain. You should find it just East of the Icebirds.

[] 75. Paper Airship (Central Sky) (Visible) (Moving)

This discovery flies in a straight line along the empty sky between the main continent of The Lands of Ice and the sky rift along the South Sea. position yourself high in the sky and fly from the Esperanza Sky Rift heading directly west and you should find it.

[] 76. Mirage Island (Lower to Central Sky) (Visible)

This discovery can be gotten as soon as Fina joins the party. From The Grand Fortress head directly west at minimum altitude for a short distance and you should see it just beneath the clouds.

[] 77. Ryuguu Turtle (Central to Upper Sky) (Visible) (Moving)

This discovery moves in a strange path. It heads south west traveling underneath Tenkou Island while in central sky. Then when the dark rift comes in sight it makes a sharp turn and heads South East at which point it begins to ascend into Upper Sky. Once in Upper Sky it continues to ascend while it turns gradually towards the North East. At it's highest point it will turn and begin descending. At this exact point it passes over Ryuguu Island.

[] 78. Sky Ladder (Upper Sky) (Invisible)

While in Upper Sky head to the North East corner of the Valuan Continent. Nearby you should see a tall pointy mountain sticking out of the dark cloud below. At the top of the mountain you will find the Sky Ladder.

[] 79. Ryuguu Island (Upper Sky) (Invisible)

This island can either be easy or hard to find. One way to find it is to follow the Ryuguu Turtle to it's highest point. The other easier way is to simply travel South East from Tenkou island for a small distance at about the same altitude.

[] 80. Tomb of Ice (Upper Sky) (Invisible)

Position yourself directly above the Ruins of Ice in Upper Sky. Head East and you will come upon a small mountain range extending into Upper Sky a little bit. The discovery is located at the peak of the tallest mountain here.

[] 81. Stone Lovers (Lower Sky) (Invisible)

Go to Yafutoma and descend into Lower Sky. Head a short distance West and you will find the small island where it is located.

[] 82. Deep Iron Star (Lowery Sky) (Visible) (Moving)

This discovery travels a very large square path in the ocean south of Yafutoma. It looks like a satellite with a long wire at the top of it. It starts just east of the Spice Island discovery going North until it is just south of the walls surrounding Yafutoma. It then heads East until it reaches the eastern edge of the world map. At this point it travels south until just before it approaches the southern Dark Rift. At this point it heads west until it is around the center of the sky rift here and then head north repeating the above path. To find the discovery I suggest you follow the path backwards, hoping to intercept it.

[] 83. Sky Train (Upper Sky) (Visible) (Moving)

The Sky Train is in Upper Sky and goes in straight lines from The Ruins of Rolana Discovery to The Ruins of Ice, then to Rixis, and then back to the Ruins of Rolana, and then repeating. Follow this order backwards, while positioning yourself in straight lines between these places to find it.

[] 84. Flying Flail (Upper Sky) (Visible) (Moving)

This thing travels a long path over the valuan continent and can be difficult to spot due to the valuan continent being very dark. It starts directly over the valuan continent and travels due east until it reaches Mount Kazai. Here it takes a wide turn to the right heading south and eventually facing back towards the west near center of the western wall boarding yafutoma. It then travels West passing just north of Nasrad and continue past the valuan continent until it reaches the Dark Rift bordering North Ocean. It then travels a Short Distance North and which point it makes a sharp turn and heads East and a little South straight towards the Valuan Capital. Travel this path backwards and you should eventually spot it.

[] 85. Rolling Stone (Lower Sky) (Visible) (Moving)

I will warn you up front that this is probably the single most difficult to find discovery in the entire game. It travels a clockwise circle inbetween the Dark rift and surrounding Sky Rifts. It can actually roll through the arms of the Dark Rift and to make things worse it travels just slightly slower than your ship. To find it I recommend traveling counterclockwise around the Dark Rift while in lower sky. When you come to an arm of the Dark Rift, quick rise up into Upper Sky, go past it and lower yourself back below into Lower Sky and then proceed in your search.

[] 86. Deep Snow (Lower Sky) (Visible)

Starting from the Southern Cross discovery head west and you will see a fountain of snow. This is the discovery.

[] 87. Long Line (Lower to Upper Sky) (Visible) (Moving)

This can be a difficult discovery to find if you don't know where to look. It is hard to see as well as it is a thin rope with yellow balloons and fishing hooks on it. It can be found in the north west corner of the looper land area, inbetween the area boarded by the Dark Rift and the White Stone Reef. It starts in lower sky and proceeds North East while quickly ascending. At where the Dark Rift is it ascends into Upper Sky and travels a very short distance above the Lands of Ice at which point it turns directly around and follows the same path backwards. It doesn't travel very fast so if you look around the area thoroughly you should find it very quickly.

[] 88. Moon Hamachou (Automatic)

This discovery isn't actually found on the world map, but is found automatically after giving all 24 Moonfish to Doc on his ship near Sailor's Island. In order to give all 24 Moonfish to Doc it is necessary to fight Piastol 3 times.

[] 89. Gold Hamachou (Upper Sky) (Invisible)

This discovery is one of the Three Secrets in the game and will not be available until you have qualified for them. It also means you do not need to find it to achieve 100% discoveries for Vyse the Legend or The Three Secrets. It can be found on top of the arch connecting Mid-Ocean and the Sailor's Island area.

|006. Bounties |

This part of the guide is to help you track down and defeat all of the various bounty fights in the game. For each Bounty I will tell you when it is first available, where you can find it, as well as the best strategy to beat them.

Most of these fights are very difficult so I suggest you carefully follow my strategies, or you may lose. Also many of these bounties may require you to have a high swashbuckling rating, so make sure that you always choose the right options when they are presented.

[] Baltor The Black Bearded

Location - He is found automatically while escorting the Merchant on Sailor's Island to Nasrad.

Strategy - This fight, being the Ship Battle Tutorial is very easy. Shoot when you can and heal when your hp is low and you should easily win. Also make sure to pick the option to get behind him to gain a huge advantage.

[] Rupee Of The Larso Clan

Location - After getting the Red Moon Crystal head to Maramba. Take a right when you dock and you'll see a man wearing red gloves to the right of the stairs. Talk to him to trigger the fight.

Strategy - You should spend the first two turns of the battle casting buffs. Cast Increm and Quicka on the entire party, preferably with items in order to conserve SP and then on your second turn use Fina's Lunar Bless to help with healing throughout the battle. I recommend using Delta Shield every turn to prevent Rupee from casting. Drillnos or Panica as they will severely cripple your party and allow Barta to easily 1 shot kill Fina or Aika. Fina should heal and use Lunar Winds to keep Increm off Barta. Drachma and Vyse should Focus and use attack skills on Barta until he is defeated. Once Barta is gone this battle is easy. Rupee will cast Pyrum every turn now so make sure to keep Delta Shield up. Rupee shouldn't be able to really hurt you at all now, so just attack him until you win.

[] Gordo The Round

Location - Automatically found when heading through North Ocean from Ixa'taka

Strategy - The Mad Chefs cause the most damage, but they have low hp and go down with one good Cutlass Fury, so take them out first. They like to cast Pyres alot, but it's not very powerful, so if you want use Delta Shield. Once Gordo is alone this fight is easy. He isn't much stronger than the Mad Chefs, other than his high hp. His best attack is Loqua Spray which hits the entire party, but if you have sacrum crystals it shouldn't be a problem. Use Cutlass Fury or Pirates Wrath on Gordo and this fight should be over in a few turns.

[] Loose Cannon Lapen

Location - Find him outside of the Sailor's Island weapon shop after getting the Delphinus

Strategy - I recommend getting Enrique's Justice Shield before attempting this battle. Also Fina should have a Silvite Ring equipped because he has an instant death attack which he likes to use on your weakest member which is probably her. The trick to this fight is to have Vyse use Skull Shield whenever there are any frocks, this way they do no damage and you damage them at the same time. If there are no Frocks have Vyse focus or use Pirate Wrath on Gunarm. Even though you are using Skull Shield you must also use Enrique's Justice Shield every round or else Gunarm will mop the floor with your party. Since you will be on the defensive with both these skills you will be hard pressed for SP, so I recommend having the Warrior's Heart equipped to Aika to help with sp. Fina and Aika should start out by using Glyphs of Might and Speed on everyone

and then after everyone is buffed have them focus to build sp up to the max so that you can use prophecy. Make sure if Gunarm does any damage to immediately heal it with Fina or Aika, because his attacks can almost one shot kill characters who don't have Increm and Justice Shield on. Once the frocks are dead the battle gets much easier as he will waste his turns reviving them. Watch out for when he does target search because on the next round he will do his strongest attack, Rampage. Make sure on the next round that Fina is at full hp and is guarding as he will most likely target her with Rampage. Using Prophecy will whipe out any Frocks and also greatly damage gunarm, once you do this, focus on Gunarm and he should go down in no time at all. You must play defense the whole battle and wait untill the oppurtunity to attack is available. If you rush in without playing defense he will destroy your party easily.

[] The Ixa'ness Demons

Location - You can find their ship floating above the Ixa'ness Village discovery anytime after getting The Blue Crystal.

Strategy - In this battle negative status effects will be your downfall so I reccomend you have Fina equiped with the Constitution Gem. When all three girls are alive they can cast thier ultimate attack Chak Mol, this does a ton of damage to your entire party and can cause fatigue. Cure fatigue at all costs otherwise you will run low on spirit and be defeated. Have Enrique cast Justice Shield every turn so that damage from Chak Mol is minimized and if you find Pera's Status Spells are making the battle hard don't be afraid to use Delta Shield. However it isn't really necessary as Fina should be on call to remove all status ailments with her Lunar Cleansing skill and remove enemy buffs with Lunar Winds. Vyse and Aika should cast buffs and focus untill you have enough Spirit for Pirate's Wrath. Once you have the Spirit take out Lira first because she can heal. With one of them gone they can't use Chak Mol, giving you the advantage so you should be able to take out Pera and Tera easily.

[] Vize The Legend

Location - There are two conditions you must fufill to make him appear. First you must be ranked Daring or higher and then you must have already gotten the Blue Moon Crystal. You can find him in front of the palace ruins in Nasrad. If you have the title Vyse The Fallen Pirate and he isn't appearing, either your Swashbuckling Rating isn't high enough or you forgot to check the Bounty List.

Strategy - The main thing to watch in this fight is that they mimic your party in many ways. Vize is the attacker and has the most HP, Faina cast Incremus, Drillnos, Sylinis, Pyrulen, Noxus and Sacrum. Anita uses Quicka and has strong attacks that hit your entire party. If you are not careful they will kill your party extremely fast. I recommend staying on the defensive casting Delta Shield and Justice Shield every turn. Fina and Vyse should start out by buffing with items. Be sure to remove any of their buffs using Lunar Winds and to keep your HP full. When you have enough Spirit have Vyse attack Faina with Cutlass Fury or Pirate's Wrath. Once Faina is gone, you no longer need to use Delta Shield, so Aika can help build up spirit. Now go ahead and take out Anita and then Vize. I don't reccomend using Prophecy in this Battle as it just takes too long and they do too much damage to you for it to be worth it.

[] Daikokuya the Wealthy

Location - He is found in Upper Sky above the Lands of Ice after you visit Dangral Island for the first time. NOTE: he has a chance to drop the Pharax

Idol, and it's not a 100% chance either, so you will need to restart the game if he doesn't drop it!

Strategy - Daikokuya has two bodyguards with him, one type is named Youjin, he has a powerful Wind Slash attack that hits all characters in a straight line. His other body guard is named Boo and he uses power potions to cast increm on the other bodyguards. He also uses sacres crystals. Daikokuya can summon up to a total of 3 bodyguards so it is very easy to be overwhelmed. Daikokuya himself isn't all that strong, his main attack is Golden Flurry which hits the party for moderate damage and has a small chance to cause confusion. Golden Flurry combined with Youjin using Wind Slash can end up severely hurting your party so I suggest you use Justice Shield every turn or there is a small chance of being wiped very quickly. Daikokuya also knows three magic spells, Eternes and Electrulen and Slipara, however he rarely uses them. It is up to you if you want to use Delta Shield every turn just to make sure he doesn't get Eternes off, however most fights he never uses it even once. From the start of the fight I suggest using items to cast Increm and Quika on your entire party. By the time you are done buffing he should have summoned his third bodyguard and you should have a decent amount of spirit built up. This leaves you with two ways to go about the fight. The first way is to use Pirate's Wrath on Daikokuya at every chance you get and then kill the body gaurds once he is gone. The other method is the one I prefer. What I do is focus with Vyse and Fina when they don't need to heal. Then I use Prophecy to do large damage to Daikokuya and kill all of the body gaurds. Just remember that you can't do Prophecy if anyone is confused! After Prophecy goes off he is left without any bodyguards giving you a huge advantage. He will waste his next couple turns summoning body guards, so in this time spam Pirate's Wrath on Daikokuya untill he dies, after that it's just a simple matter of taking out his remaining bodyguards.

[] Lord Zivilyn Bane

Location - He can be found by activating a treasure chest at the top of Soltis Tower in the area with the all the teleporters.

Strategy - Lord Bane starts with one Zivilyn Bane as a bodyguard and can summon more, up to two at a time. Make sure to bring Enrique along for this battle as damage can really pile up without Justice Shield. This is one of the few battles in the game that I don't suggest using items to buff yourself as he uses a skill called Magic Lamp that removes all beneficial status effects. Lord Bane really likes to make sure you are at a disadvantage, he uses a skill called Vase of Echoes to cast Drillnos on your party and uses another skill called Medicine Box to cast Quicka, Increm, and Regen on himself. Make sure that you use Lunar Winds and Lunar Cleansing so that you are on an equal playing field with him. As for his last attack it is by far the most dangerous, it is called Explosive Powder and it does massive damage to your whole party. Without Shield of Justice it can easily do 4,000 damage! Now that you know what to expect you have two ways to fight him. One way is to use Pirate's Wrath on Lord Bane at every chance and endure the extra damage from the Zivilyn Banes he summons. However for me the easiest way is to cast Eternum on the Zivilyn Banes and then kill Lord Bane while he is alone. This way you have less to worry about if he casts Explosive Powder. Once he is dead, mop up any of remaining Zivilyn Banes and be proud you have beaten all of the Bounty Fights!

|007.

Moonfish and Piastol

Moonfish can be found after leaving Sailor's Island for the first time and talking to Doc. Each Moonfish can be turned in to Doc for an Item, many of

which are very rare and useful. You will know you are near a moonfish when you hear an annoying beeping sound and when it's beeping like crazy hit the Y button to switch to first person. Next look around and find the moonfish and press A to capture it. After turning in a certain amount of moonfish you will find a Black Spot at the nearest Sailor's Guild. These Black Spots are a challenge to a fight from an assassin named Piastol. After receiving a Black Spot you will need to fight her or you will not be able to turn in anymore Moonfish. For Piastol battle strategies scroll to the bottom of this section.

[] Moonfish #1 - Pirate Island

Go to very bottom of the underground ship dock and you should see a ledge on the side of the stairs. Go to the very back corner of this ledge and look into the darkness below you to find the moonfish.

[] Moonfish #2 - Sailor's Island

Stand on the ledge next to the tavern and look above you to find this one.

[] Moonfish #3 - Sailor's Island

Head to the inn and go up the stairs and then out onto the balcony. Stand right next to the girl out here and look ahead of you and you should be able to catch the moonfish.

[] Moonfish #4 - Pirate Island

On the top of the lookout island stand just to the left of the ladder and look forward to find it. Note that you can't get this one until you save Fina from Valua.

[] Moonfish #5 - Maramba

When you enter Maramba turn left and onto the nearby dock. Walk to the end of the dock and stand in the corner away from the ship and look ahead of you to find the moonfish.

[] Moonfish #6 - Maramba

Ride the Dhabu to the roof with the Slipara Box Treasure Chest. When you get off on the roof immediately stop. Turn around and look above you to find the moonfish.

[] Moonfish #7 - Temple of Pyrynn

In the first room with the rolling boulders, duck into the right side of the first alcove to find a secret path, follow this path out onto a bridge. Stand on the bridge halfway between the last support pillar and the entrance to the room with the treasure chest and look up and to your right to find the moonfish.

[] Moonfish #8 - Temple of Pyrynn

This moonfish is in the room where you cool down the lava to create a path to the save point. From the switch that drops the water cross the hardened lava and walk inbetween the 2nd and 3rd Torch on the right side. Stand in the very back behind these columns, turn around look up to find it.

[] Moonfish #9 - Horteka

Climb up the pair of ladders behind the elder's house and then go to the right edge of the cliff up here. Look down off the cliff to find it.

[] Moonfish #10 - Horteka

Head to the very top of the tower with the tavern and step out onto the ledge with the slide. Go to the edge opposite of the slide and look up and to your right to find it.

[] Moonfish #11 - Moonstone Mountain

Go to the chest that contains the De Loco Drill and left to the corner. Look down and to your right to find it.

[] Moonfish #12 - Rixis

In the area with the moving platforms go to the very top of the building on the right side. On the front of it is a platform that takes you to the beginning of this area, stand as close as you can on the left, without actually getting on it and look up and to your left to find the moonfish.

[] Moonfish #13 - Nasrad

After entering Nasrad's dock turn to your left and walk down the second to last dock. Stand at the left corner of the dock and look below you to find the moonfish.

[] Moonfish #14 - Daccat's Island

On Vyse's side in the room just after the first puzzle with the revolving stairway look for a treasure chest containing a Moonberry. Just before approaching the treasure chest, look up above you to find it.

[] Moonfish #15 - Esperanza

Enter Esperanza and go into the second house on the right. Hit a switch in the back of the room to make a ladder appear. Climb the ladder to get on top of the house on which is another ladder leading up to the lighthouse. Climb to the top of the lighthouse and stand on the ledge opposite the ladder. Look ahead of you to find the moonfish.

[] Moonfish #16 - Esperanza

From the Weapon Shop walk to the left to the ruins of a ship. Stand where it's mast is and look upwards towards the cliff to find it.

[] Moonfish #17 - Yafutoma

Go outside of the King's Palace and take the west path heading behind the Palace. Standing against the railing walk to about the middle of this path and look over the water to find the moonfish.

[] Moonfish #18 - Mount Kazai

After filling the large pit in the middle of the place with water jump down and go through the entrance ahead of you. You will now be in a cave, so turn around and climb the rope directly behind you. As soon as you are at the top, stop and look forward to find the moonfish.

[] Moonfish #19 - Tenkou Island

Head inside the shrine and walk up the steps. Take a left and stand in the corner of the railing. Now look up above you to find the moonfish.

[] Moonfish #20 - Crescent Island

After docking the Delphinus walk a few steps to the right of the stairs. Look below you to find the moonfish.

[] Moonfish #21 - Crescent Island

Take the elevator up to the balcony outside the meeting room. Now stand in the corner of the balcony opposite the door and look up and to your right to find the moonfish.

[] Moonfish #22 - Ruins of Ice

Enter the Ruins of Ice from below after you return to Crescent Island after getting the Purple Moon Crystal. Walk forward and you'll see a treasure chest, walk to the left side of the treasure chest and while standing on the back corner of this edge look up to find it.

[] Moonfish #23 - Dangral Island

Immediately after entering Dangral Island turn right and follow the cliff to the opposite corner. At this corner look below you and you will find the Moonfish.

[] Moonfish #24 - Dangral Island

When you reach the the ship dock walk down the dock staying along the edge continuing past the plans on the table. Eventually towards the end of the dock you will find the familiar chirping sound, so look up and to your right a little to find the moonfish.

Piastol

Piastol will send a black spot to the the sailor's guild after reaching certain points in the game and after capturing a certain amount of moonfish. After you recieve them you can fight her. To find her head West and a little North from Sailor's Island. You will see a ship with purple sails a short distance before the sky rift. It is necessary to fight her to get more story from Doc and be able to turn in anymore Moonfish so try to fight her as early as you can.

[] Piastol Battle 1

You will recieve this blackspot after escaping Valua and saving Vyse's Dad.

Strategy - You can do this fight as soon as you get Fina, however I reccomend you level her to at least 15 before attempting the fight. At this point not all of your characters probably have Risan so I reccomend you play heavy defense so that noone dies. Now each character will have a duty. Aika will spam Delta Shield every single turn except the very first turn in which she should cast increm on your attacker. This will protect you from Death Hound's Noxi, and from Piastols Wevil and Eterni Spells. Fina should defend the whole battle if she has less than 1,300 max HP otherwise have her heal with items and focus. Remember don't use any healing spells or they will be blocked by Delta Shield). Instead I reccomend you heal with item or focus with Vyse and

use Spirit Charge on Drachma. When you have enough SP have Vyse use Cutlass Fury or if Drachma has the Mace Hand use Tackle with him. I suggest killing Death Hound first as he heals Piastol when she is hurt. Keep your character's hp topped off and you should beat her.

[] Piastol Battle 2

You will receive this blackspot after getting the Delphinus

Strategy - I recommend you get Enrique's Justice Shield before fighting this battle. This fight will be much much easier than the last one was for a number of reasons. First off Justice shield cuts the damage of Tempest Dance(which does much more now) in half which can make even Fina easily survive it. Also you will be able to easily buff your characters now that you have access to glyphs of speed and might, meaning you can cast increm and quika even with Delta Shield up. For the entire fight have Aika do Delta Shield like last time and Enrique do Justice Shield. Vyse and Fina should focus on buffing everyone with glyphs and after that focus until Vyse has enough SP for Pirate Wrath. Your number one priority is to have Vyse use Sacruen Crystals on anyone who is hit by Tempest Dance, that way there is really no threat of anyone dieing. As in the last battle have Vyse kill Death Hound first and then finish off Piastol when she is alone.

[] Piastol Battle 3

You get this blackspot after returning to Crescent Island from Yafutoma

Strategy - Use pretty much the same strategy as the last fight but be extra careful, because she now uses Eternes instead of Eterni, meaning if you let Delta Shield goes down there is a chance she will kill your entire party in one shot. Her Tempest Dance is even deadlier than before, so keep Justice Shield up. She now has a new move called Deluge which hits your entire party for big damage making Justice Shield even more important. Also Piastol's normal attacks can do Stone, while the Death Hound does Fatigue. Make sure to heal these immediately or you will be screwed. Other than these changes this is probably the easiest Piastol Battle, as long as you keep fully healed.

[] Piastol Battle 4

You get this blackspot after returning from your first trip to Dangral Island, and after turning in all 24 moonfish.

Strategy - Piastol and the Death Hound still have stone and fatigue on their normal attacks, however Piastol rarely does normal attacks, meaning you only need worry about fatigue. You must also be extra careful in this battle as she now has access to both eternes which can wipe your party and eternum, which WILL kill whoever she targets that is not statistically immune to instant death, and in case they don't die, it does huge damage to them. All this means is Delta Shield is even more important than ever, because if you don't use Delta Shield she can really mess your party up bad. Due to this your number one priority is to keep Aika alive. I suggest having your Constitution Gem on Fina, so if she does kill everyone at least Fina will live and you can ressurect everyone. Her Tempest Dance is stronger than ever as well, meaning without Justice Shield it may one-shot whoever it hits unless your party is extremely high level. She still does Deluge so make sure to heal your party with a sacrum crystal if she hits you with it. Don't forget to cast Increm and Quicka on yourself with items to give yourself an advantage from the start. Other than being slightly stronger, she isn't that much harder to defeat, so just kill her hound first and she should go down without much trouble.

After Fina joins the party, you will be able to find Chams. When you are close to a Cham your controller will vibrate a bit and Cupil will appear on your screen and chirp. When you are very close Cupil will chirp like crazy and your controller will vibrate like mad. When this happens tap A very fast and walk around the general area to find it. Chams are used to evolve Fina's weapon, Cupil, and depending on when you feed the Abrik Chams it may evolve into many different forms. If you want to know to to get each form look at the cupil chart found on gamefaqs. If you get a form you don't want all you need to do is use a chom, and cupil will spit out all of the chams you have fed it. To get cupil's ultimate form you need to feed all 30 Chams in a row, and then feed it all 3 Abrik Chams.

Chams

[] Cham #1. - Pirate Island

Enter the underground harbor from town and look to your right to see a metal catwalk. The cham is located on the middle of the fifth square on the catwalk.

[] Cham #2. - Shrine Island

Go to the level of shrine island with the stairs going down to the spot where you found the moonstone before. Turn left and walk past the door that goes outside and there should be a path that leads to a dead end. Stand in the very middle of the dead end and take 1 step backwards and you should find the cham.

[] Cham #3. - Sailor's Island

Take the path to the left of the inn to find the lighthouse. Take the ladder to the top and turn left. Stop in the center of the next window and you should find the cham.

[] Cham #4. - Maramba

Go to the 2nd story of the inn. Go out onto the balcony and you will find the cham on the inner corner closest to the door.

[] Cham #5. - Temple of Pyrynn

In the second area with the rolling boulders duck into the first alcove to the left to find it.

[] Cham #6. - Horteka

This one is located just before the entrance to the area where centine's ship is/was. It is located right in the middle of a short tree on your left and where the wall on the right side begins.

[] Cham #7. - King's Hideout

Right when you enter take a step towards the top white pot to find it.

[] Cham #8. - Moonstone Mountain

This one is in the first room with the carts rolling down the hill. Stay

against the left wall and walk two steps left towards the dead end to find the cham.

[] Cham #9. - Moonstone Mountain

This one is in the room with three paths each with a triangle in the middle. Walk over the left triangle to get on the other side of the room. Now approach the middle triangle from the back and just before you're standing on it you will find the cham.

[] Cham #10. - Rixis

At the entrance to Rixis head to the left of the statue you put the left eye in to find a raised mound of dirt. You will find the cham on the northern edge of the dark brown spot on this mound.

[] Cham #11. - Rixis

In the area with the moving platforms get on the first platform and get off on the next stop. Go up the nearby stairs and stand just at the top of the stairs to find it.

[] Cham #12. - North Ocean

Win from the Gordo Bounty Fight on your way to Valua.

[] Cham #13. - Nasrad

Received automatically when Aika picks up her pay from the tavern.

[] Cham #14. - Daccat's Island

At the entrance of Aika's side and walk against the bushes on the left side. You should find it just to the side of the short middle tree here.

[] Cham #15. - Daccat's Island

On Aika's side just after the first puzzle with the revolving stairway. Proceed to the platform just before the ledge with the door to the next room. Stand in the very middle of the platform to find it.

[] Cham #16. - Delphinus

Head out onto the deck of the Delphinus and walk to the very end it. The cham is located right in the middle of the last row of metal planks.

[] Cham #17. - North Ocean

After getting the Delphinus head back to North Ocean and near the center you will find Gordo's Bistro. Go to the far left corner next to a pile of barrels. Stand in this corner just under some hanging sausages to find it.

[] Cham #18. - Nasrad

This is only available after getting the Delphinus. Head to the middle of town inbetween the fountain and the two lovers. Stand on the middle circle on the ground next to the fountain to find it.

[] Cham #19. - Esperanza

Enter town and right when you enter ahead of you will be a ladder going underground. Go down the ladder and stand in the very middle of this room where the lines on the floor meet to find the cham.

[] Cham #20. - Yafutoma

In the main part of town head to the area inbetween the two waterfalls. Stand near the middle and a litttle towards the crack in the rocks on the walls to find the cham.

[] Cham #21. - Mount Kazai

After filling the main room with water. Jump into it and walk forward to reach cave. Head through the cave until there is a fork. Take a left here and you will find the cham in the middle of the path just before the path bends to your right.

[] Cham #22. - Tenkou Island

Stand in the very middle of the 5th Platform from the bottom to find it.

[] Cham #23. - Crescent Island

In the dock area of Crescent Island head to the area underneath the stairway and you will find the Cham next to several barrels.

[] Cham #24. - Crescent Island

Walk to the end of the island next to the flag and you'll find the cham a slight bit to the south and west of the flag.

[] Cham #25. - Ruins of Ice

As soon as you enter the Ruins of Ice step onto the tile to your left. Then go forward two tiles and stand in the middle of the tile that sticks out of the path to the left a bit to find the cham.

[] Cham #26. - Ruins of Ice

After taking the second lift in the Ruins of Ice you will be at a fork with three paths. Take a right and stand in the center of the plaform at the end of the path to find it.

[] Cham #27. - Hamachou Island

Hamachou island is located in upper sky above the center of the Dark Rift. After you are inside walk to the far right side and stand in front of the pots below the ledge. You will find the cham here.

[] Cham #28. - Ilchymis Island

Ilchymis Island is found in upper sky to the North of the Valuan Continent. Once inside walk down the stairs and then to your right. Stand on the middle of the blue cable connected to the tall red machine to find it.

[] Cham #29. - Soltis

This one is located in the first room of soltis that is a giant maze. The easiest way to find it is to work your way to the farthest North room and then go one room south. The cham is found just a tiny bit south of the middle of

this room.

[] Cham #30. - Soltis

This is found in the first part of the shiney looking area. It is located in the center of the path about halfway to the other side. It is very hard to miss this one because there is almost no way to not notice it.

Abirik Chams

[] Abirik Cham #1. - Ixa'take Airspace

After fighting the Chameleon the first time and then talking to the king a ship with appear South East of Horteka. Give the owner of this ship 10 Sky Sardis and in return you will get an Abirik Cham.

[] Abriki Cham #2. - Nasrad

Go to the Weapon Shop and inside you will find the merchant you escorted to get the Valuan Passport. Talk to him and he will give you this Abirik Cham.

[] Abrik Cham #3. - Esperanza

After returning from Yafutoma head to Esperanza. Talk to the girl who runs the tavern and she will tell you to go see her mom in Maramba. Fly to Maramba and talk to her mom in the house behind the weapon shop and she won't care. Go back to the daughter and get a Kabal Skewer to give to the mom. Give the Kabal Skewer to her mom and she will say it isn't good enough. So go back to the daughter again and she will say she needs 3 ingrediants to make a good Skewer. The Ingrediants are Gentum, Khale, and Kabal. The Khale is found at the Spice Island discovery located South West of Yafutoma. If you already found it, you'll have the Khale already. The Gentum can be gotten from the Item Merchant in Nasrad. Select the talk about various things option when talking to him and he will sell the Gentum to you for 500 gold. To get the Khale talk to Gordo in his North Ocean restraunt. Now head back to Esperanza and give the Daughter the ingredients. She'll give you Mom's Skewer, so take it back to her mom. The mom will forgive her so go back to the Daughter and you will finally recieve your reward, an Abirik Cham. There is a little bit more to this quest so leave town and go back in really quick. Talk to the daughter again and she will tell you she saw her mom. Go back to Maramba and the mom will tell you the daughter is now serving Skewers at her tavern. The daughter will now give you a Mom's Skewer that heals a party members MP to full. She'll give you another whenever you use it up, so enjoy!

|009. Crew Members |

After you get ahold of the Delpinus you will be able to recruit crew members. Most crew members will join automatically after you talk to them, however for a few you may need to do something before they will join you. Each crew member strengthens your ship or gives you a new ability to use during ship battles. This information can be found when you are selecting which crew members to use. Whichever members you use is up to you, however there are two that stand out above the rest for me at least, and I suggest you have them in your crew at all times. The first of which is Kalifa, who without many items will be missed. The other crew member who I can't live without is Urala. Her ability fills your ship's SP to full minus the 15 SP required to use her. This ability is extremely overpowered and gives you a huge advantage in ship battles.

[] Marco

Find him aboard the Delphinus, on the bridge in a compartment to the left of the wheel. You must find him to continue the game.

[] Lawrence

Head to Sailor's Island, when you enter talk to the man standing against the side of the sailor's guild. Pay him 10,000 gold and he will join your crew.

[] Polly

Talk to her in the Sailor's Island tavern and she will join you.

[] Pinta

Go to the Sailor's Island weapon shop. Talk and he will join your crew.

[] Pow

Head back to Pirate Island and talk to him in the middle of town to get him to join.

[] Khazim

In Nasrad climb the ladder on the left side of the docks. You will find khazim here next to the big gun. Talk to him and he and his two underlings will join your crew.

[] Osman

Find her in the ruins of her shop in Nasrad. She will join you once you talk to her.

[] Domingo

Head to Gordo's Bistro, located in the middle of North Ocean. Inside at a table you will find Domingo. He will join you if you have found at least 30 discoveries.

[] Tikatika

In Horteka climb the ladders behind the Elder's house and you will find him at the top. He will join your party as long as you have found the Village of Ixa'ness discovery.

[] Merida

Find her in Horteka's tavern. She will join you if you found the message in a bottle at the top of Sailor's Island's lighthouse.

[] Robinson

Inside the Dark Rift go the room with the Black Moonstone Discovery. Go to the moonstone and turn around, now take the furthest right portal. Once Inside head towards the Ship that is straight ahead of you. Enter the ship and speak to Robinson with Polly in your crew for him to join.

[] Kirala

In the main part of town grab the boat and drive it off of the waterfall on the edge of town. You will find yourself in the lower part of town. Dock here and proceed to the house under construction to find Kirala. Talk to her and tell her you like her building style and she will join your crew.

[] Urala

After getting Kirala to join you, proceed to the bar in the main part of town. The bar is only assessable by boat so grab a tub boat and head to the isolated building on the water. Talk to her inside and she will join you.

[] Moegi

She joins the crew automatically after defeating Bluheim.

[] Ryu-kan

After defeating Bluheim and having the title of Vyse the Daring or higher head to Ryu-kan's Island far North of Yafutoma. He will deem you worthy and join your crew. If you wait too long to recruit him you will get the title Vyse the Fallen Pirate and will have to beat the bounty fight Vize The Legend to restore your title. He will not join you until you fix your title.

[] Hans

On your way to Crescent Island from Yafutoma stop by Horteka. Talk to Hans aboard Centine's ship and he will join your crew.

[] Brabham

Joins you automatically when you return to Crescent Island from Yafutoma.

[] Izmael

Joins you automatically when you return to Crescent Island from Yafutoma.

[] Belle

She is on Crescent Island after you come back from Yafutoma. You will find her to the left of the stairs when you dock. Talk to her and she joins your crew.

[] Kalifa

Grab a Dhabu and ride to the secluded area of Marama. You will find Kalifa in the house next to the tavern. She will join you as long as you have a Suiran Blade which can be bought at the Yafutoma weapon shop. It is very important to have her in your active crew as many items from this point forward are missable if you don't have her.

[] Don

Return to Esperanza after returning from Yafutoma. Head to the Tavern and talk to Don and he'll join the crew.

[] Ilchymis

Ilchymis can be found on an island North of the Valuan Continent in Upper Sky. Talk to him and you will find he will not join your crew. Head back to your ship and then reenter the Island. Talk to him and ask him to join your crew.

He will join you now as long as someone in your crew knows the magic Riselem.

1010. Giant Monsters

After the Delpinus has the power to push through standard sky rifts you will be able to find the four Giant Monsters in the game. You will battle each monster with your ship and after beating them you will receive rare items for your ship. However some of these items will only drop with Kalifa in your crew, so I highly suggest you wait until you have her. I will give you a location and a strategy for each monster, however I would like to make a note that these are all very easy other than the Giant Looper, who is just annoying.

Obispo

Location - Head North of Daccat's Island to the Giant Squid's Nest discovery. From the discovery head west to find Obispo.

Strategy - he isn't very strong so just keep up your attack and he'll go down in no time. Make sure to choose "Maintain present course" when given the option and you'll get a chance to fire the Moonstone Cannon. Once you knock off all of his tentacles, he'll be out for the count.

Giant Looper

Location - In the middle of the Looper Land area. Looper land is located to the east of Yafutoma through the stone reef.

Strategy - The thing about the Giant Looper is that if you do too much damage he'll freak out and run away. He's also very hard to hit because he moves inbetween the various loops in the sky. What I recommend to do is focus or use Urala to build up SP for the entire 1st Round. On the 2nd Round start out by casting increm on yourself and then on the turn you have an advantage cast Driln on him. Before the end of the 2nd round fire a torpedo aimed at the moonstone cannon turn on the 3rd Round. On the 3rd Round have someone fire another Torpedo aimed at the Moonstone Cannon turn. Fire the Moonstone Cannon and you SHOULD one shot kill him when combined with two torpedos. To be sure he doesn't run have your other characters fire the Main Cannons on the last two turns.

Alania

Location - You can find Alania a little North of the Ruins of Ice. NOTE: You can fight it as soon as you can go through sky rifts, but don't fight it until you have Kalifa in your active crew otherwise you'll miss out on the Air Purifier Item.

Strategy - Alania hardly does any damage, but it's very hard to hit so be careful when you attack. On the first turn Focus or use Urala, and then use an Apa Wax. Next choose the option "Get behind it!" to gain the advantage. On the second turn fire the moonstone cannon and your main canons. As long as the cannons hit he should go down otherwise keep firing away until you hit him and he should be defeated.

Roc

Location - Roc is found in Upper sky inbetween Rixis and the Roc's Nest Discovery. NOTE: Make sure you have Kalifa in your active Crew otherwise you will miss out on the Wooden Doll Item.

Strategy - Roc attacks you fairly constantly, but does very low damage so you shouldn't have much trouble. When given options to select from, choose "Take that thing straight on" and you'll get to use the Moonstone Cannon. Between the Moonstone Cannon and normal attack he should die very quickly.

1011.	Item List
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In this section I will provide a list of every item obtainable at the end of the game. This list will not include items that are permanently taken from your inventory such as the Moon Crystals. Along with each item's name I will include the locations they can be found. Any item with a # before it's name means it is limited in quantity and can only be found usually once or a few times. The max quantity of any limited items will be noted after it's location. If an item has the # symbol but no quantity it means it is not missable, but one of the ways to find the item is no longer available at the end of the game. Items with a * before them are items that can be permanently missed and you should be extremely careful not miss. The next section of this guide is dedicated to Missable Items so if you want a Perfect Game be sure to check it out.

Useable Items

- [] Sacri Crystal - Buy/Find in Various Places
- [] Sacres Crystal - Buy/Find in Various Places
- [] Sacrum Crystal - Buy/Find in Various Places
- [] SacruLEN Crystal - Buy/Find in Various Places
- [] Magic Droplet - Buy/Find in Various Places
- [] Magic Dew - Buy/Find in Various Places

- [] #Aura of Valor - Chest/Ixa'ness Demons Boss Battle/Moonfish Reward x3
- [] Curia Crystal - Buy/Find in Various Places
- [] Risan Crystal - Buy/Find in Various Places
- [] Riselem Crystal - Buy/Find in Various Places
- [] Glyph of Might - Buy/Find in Various Places
- [] Glyph of Speed - Buy/Find in Various Places

- [] Healing Salve - Buy/Find in Various Places
- [] Moonberry - Various Chests and Monster Battles
- [] #Cham - See Cham Section x30
- [] #Abirik Cham - See Cham Section x3
- [] Chom - Buy at Sailor's Island/3 outside Maw of Tartas
- [] Paranta Seed - Buy at Ilchymis' Shop

- [] Icycl Seed - Buy at Ilchymis' Shop
- [] Zaal Seed - Buy at Ilchymis' Shop
- [] Dexus Seed - Buy at Ilchymis' Shop
- [] Sylph Seed - Buy at Ilchymis' Shop
- [] Vidal Seed - Buy at Ilchymis' Shop
- [] Magus Seed - Buy at Ilchymis' Shop

- [] Pyri Box - Buy at Osman's Shop
- [] Pyrum Box - Buy at Osman's Shop
- [] Crystales Box - Buy at Osman's Shop
- [] Crystalen Box - Buy at Osman's Shop
- [] Wevles Box - Buy at Osman's Shop
- [] Wevlen Box - Buy at Osman's Shop

- [] Electri Box - Buy at Osman's Shop

- [] Electrum Box - Buy at Osman's Shop
- [] Sacri Box - Buy at Osman's Shop
- [] Sacrum Box - Buy at Osman's Shop
- [] Riselem Box - Rokwrrn Battle/Carnilak Drop in Maw of Tartas
- [] Sylenis Box - Buy at Osman's Shop

- [] Panika Box - Buy at Osman's Shop
- [] Driln Box - Buy at Osman's Shop
- [] Slipara Box - Buy at Osman's Shop
- [] Eternum Box - Delzool Drop in the Dark Rift
- []#Tropica - Highest Hut in Horteka after Grendel/Ixa'ness Demons Battle x2
- [] Gold Pollen - Kanezl Drop in Areas Surrounding Dark Rift

- [] Mom's Skewer - After Kabal Skewer Quest go to the daughter in Esperanza
- [] Urala's Lunch - Give 10 Romuhai Fish to Urala
- [] Polly Special - Give 10 Grule to Polly
- [] Ilchymix - Upgrade Ilchymis' shop then talk to him and he will sell them
- []#Rune of Ill Omen - Temple of Pyrynn Treasure Chest x1
- []#Golden Mask - Rixis Treasure Chest x1

- []#Soul Crystal - Daccat's Island Treasure Chest x1
- []*Unholy Dagger - Grand Fortress Treasure Chest x1
- []#Chalice of Blood - Dark Rift Treasure Chest x1
- []#Windsong Orb - Mount Kazai Treasure Chest x1
- []#Winter Orb - Ruins of Ice Treasure Chest x1
- []#Orb of Serenity - Soltis Treasure Chest x1

- []#Magillex Idol - Moonfish Reward x1
- []*Pharax Idol - Daikokuya Battle 50% Drop Chance x1
- []#Euconyx Idol - Moonfish Reward x1
- [] Sky Sardis - South and a Little East from Pirate's Grave Discovery
- [] Red Sardis - pack leader in above Sky Sardis pack
- [] Flying Fish - South of North Dannel Straight

- [] Spiked Sunfish - Pack leader, south of North Dannel Straight
- [] Kite Ray - North and a little West of Sailor's Island
- [] Stealth Ray - Pack leader North and a little West of Sailor's Island
- [] Spear Squid - Nearby the Beak Rock discovery
- [] Drill Squid - Pack Leader near Beak Rock discovery
- [] Grule - north west of Squid's Nest discovery

- [] Rainbow Grule - Pack leader west of Squid's Nest discovery
- [] Sky Jellyfish - Northeast of king's hideout in upper sky.
- [] Silverfish - Pack leader, northeast of king's hideout in upper sky
- [] Romuhai Fish - Above Yafutoma in upper sky
- [] Hamahai Fish - Pack leader, above Yafutoma in upper sky
- [] Nerath Eel - Found near Valuan Wreckage discovery

- [] Great Nerath Eel - Pack leader near Valuan Wreckage discovery
- [] Red Dragon - Found in lower sky under Mount Kazai
- [] Gold Dragon - Pack Leader, under Mount Kazai
- [] Drajik Fish - The Same Fish as the Ancient Fish Discovery

Weapons

- []#Cutlass - Vyse Comes With it Equiped x1
- [] Pirate Cutlass - Buy at Pirate Isle
- [] Sky Cutlass - Buy at Sailor's Island
- []*Assassin Blade - Valuan Catacombes Treasure Chest x1

[] Nasr Cutlass - Buy at Maramba
[] Hunter's Sword - Buy at Horteka

[]#Stonecutter - Rixis Treasure Chest x1
[] Iron-cutter - Buy at Nasrad
[] Sword of Daccat - Moonfish Reward/Centralk Drop on Daccat's Island
[] Admiral Cutlass - Buy at Esparanza
[]#Dream Cutlass - Dark Rift Treasure Chest x1
[] Suiran Blade - Buy at Yafutoma

[] Windslicer - Buy at Ryu-kan's Shop
[]#Thunder Cutlass - Yeligar Battle x1
[] Soul Sword - Buy at Ryu-kan's Shop
[]#Vorlik Blade - Give Ryu-kan Both Velorium from Deep Sky x1
[]#Tuna Cutlass - Vize the Legend Battle x1
[]#Boomerang - Aika Comes With it Equiped x1

[] Sky Fang - Buy from Mystery Merchant (One of the Three Secrets)
[] Leather Crescent - Buy at Pirate Isle
[] Throwing Blade - Grouder Drop on Shrine Island
[]*Valuarang - Buy at Valua (Must Buy Before Lunar Rains)
[] Scout Wing - Buy at Sailor's Island
[]#Dancing Arc - Temple of Pyrynn Treasure Chest x1

[] Storm Wing - Death's Head Drop in Temple of Pyrynn
[] Hunting Arc - Buy at Horteka
[]#Grendel Wing - Grendel Battle x1
[]#Skywing - Daccat's Island Treasure Chest x1
[] Wing of Hope - Buy at Esparanza
[] Yin Wing - Buy at Yafutoma

[]#Ice Splitter - Ruins of Ice Treasure Chest x1
[] Flutter Blade - Buy at Sailor's Island
[] Moon Wing - Buy at Ryu-kan's Shop
[]#Hydra Wing - Moonfish Reward/ Marauder Drop on Hydra x1
[]#Swirlmerang - Vize the Legend Battle x1
[] Cupil - Fina Comes With it Equiped x1

[]#Artificial Arm - Drachma Comes With it Equiped x1
[] Hook Hand - Buy at Sailor's Island
[] Beak Hand - Buy at Sailor's Island
[]#Excavation Arm - Maramba Treasure Chest x1
[] Mace Hand - Stealer Drop Valua Catacombs/Digger Drop in Moonstone Mountain
[]#De Loco Drill - Moonstone Mountain Treasure Chest x1

[]#Ruin Arm - Rixis Treasure Chest x1
[] Mining Arm - Buy at Sailor's Island
[] Dragon Arm - Buy at Ryu-kan's Shop
[] Silver Arm - Moonfish Reward/Linark Drop in Soltis
[]#Rapier - Enrique Comes With it Equiped x1
[] Blade of Slumber - Buy at Yafutoma

[]#Frost Blade - Ruins of Ice Treasure Chest x1
[]#Imperial Blade - Dangral Island Treasure Chest x1
[] Stoneblade - Buy at Ryu-kan's Shop
[] Serpent Strike - Moonfish Reward/Telsor/Delvax Drop in Soltis
[]#Gilder's Own - Gilder Comes With it Equiped x1
[] Nasr Pistol - Buy at Nasrad

[] Daccat Custom - Centralk Drop on Daccat's Island

- [] Valuan Pistol - Buy at Sailor's Island
- [] Gilder Special - Buy at Ryu-kan's Shop
- [] #Marksman Gun - Moonfish Reward/Assassin Drop on Hydra
- [] Warrior Pistol - Hunter Drop on Soltis

Armor

- [] #Vyse's Uniform - Vyse Comes With it Equiped x1
- [] #Aika's Shorts - Aika Comes With it Equiped x1
- [] Valuan Uniform - Buy at Pirate Isle
- [] Light Robe - Buy at Pirate Isle
- [] #Drachma's Shirt - Drachma Comes With it Equiped x1
- [] Sailor Uniform - Buy at Sailor's Island

- [] Mystic Dress - Buy at Sailor's Island
- [] *Valuan Armor - Buy at Valua (Must Buy Before Lunar Rains)
- [] Elastamor - Buy at Sailor's Island
- [] Raincoat - Buy at Sailor's Island
- [] *Heavy Armor - Valuan Catacombes Treasure Chest x1
- [] #Fina's Robe - Fina Comes With it Equiped x1

- [] Nasrean Mail - Buy at Maramba
- [] Ceramic Armor - Buy at Maramba
- [] Agile Robe - Buy at Maramba
- [] #Nasr Combat Mail - Maramba Treasure Chest x1
- [] Flame Mantle - Moonfish Reward/Salamander Drop in Temple of Pyrynn
- [] #Ancient Robe - Temple of Pyrynn Treasure Chest x1

- [] Miner's Overalls - Buy at Horteka
- [] Fiber Robe - Buy at Horteka
- [] Golden Armor - Buy at Horteka
- [] #De Loco Mail - Moonstone Mountain Treasure Chest x1
- [] Victory Mail - Pinalisk Drop in Ixa'taka Airspace and North Ocean
- [] Female Armor - Moonfish Reward/Ferlith Drop in Rixis

- [] Nasr Uniform - Buy at Nasrad
- [] Caravan Armor - Buy at Nasrad
- [] Holy Robe - Buy at Nasrad
- [] #Gilder's mail - Gilder Comes With it Equiped x1
- [] #Maiden's Armor - Daccat's Island Treasure Chest x2
- [] #Daccat's Armor - Daccat's Island Treasure Chest x1

- [] Light Coat - Rixis Treasure Chest/Feralisk Drop on Daccat's Island
- [] Ixa'takan Armor - Buy at Sailor's Island
- [] Naval Uniform - Buy at Sailor's Island
- [] #Enrique's Coat - Enrique Comes With it Equiped x1
- [] Daccat's Tunic - Buy at Esparanza
- [] Battleworn Armor - Buy at Esparanza

- [] Miracle Robe - Buy at Esparanza
- [] Ghost Mail - Moonfish Reward/Flat Fiend Drop in Dark Rift
- [] #Moss Armor - Dark Rift Treasure Chest x1
- [] Scale Mail - Buy at Yafutoma
- [] Soranchu Robe - Buy at Yafutoma
- [] Long Robe - Buy at Yafutoma

- [] Moon Robe - Slithar Drop in Mount Kazai
- [] #Moonlight Robe - Tortigar Battle x1
- [] Captain's Cloak - Buy at Ryu-kan's Shop

- [] Blessed Robe - Buy at Ryu-kan's Shop
- [] Insulated Mail - Buy at Ryu-kan's Shop
- [] Fiber Mail - Moonfish Reward/Stalk Fiend Drop in Maw of Tartas

- [] Vengeance Armor - Buy at Sailor's Island
- [] Swift Dress - Buy at Sailor's Island
- []*Silver Armor - Great Silver Shrine Treasure Chest x2
- [] Gaia Cape - Buy at Ryu-kan's Shop
- [] Robe of Faith - Buy at Ryu-kan's Shop
- [] Plated Armor - Buy at Ryu-kan's Shop

- [] Robe of Truth - Buy at Ryu-kan's Shop
- []#Berzerker Mail - Lapen Battle x1
- []#Light Dress - Piastol Battle 4 x1
- []#Focus Robe - Vize the Legend Battle x1

Assesories

- [] Meditation Ring - Buy at Pirate Isle
- [] Gemstone Ring - Buy at Sailor's Island
- []*Lover's Ring - Buy at Valua (Must Buy Before Lunar Rains)
- [] Prophet's Sand - Buy at Sailor's Island
- [] Moondust Ring - Buy at Sailor's Island
- [] Jade Swirl Ring - Buy at Yafutoma

- [] Cupil Ring - Dorntak and Hopril Drop in Soltis
- [] Warrior's Heart - Moonfish Reward/Guardian Drop in Soltis
- [] Throkryn's Scale - Buy at Sailor's Island
- [] Thryllak's Scale - Buy at Sailor's Island
- [] Marocca's Shell - Buy at Pirate Isle
- [] Burocca's Shell - Buy at Sailor's Island

- [] Crylhound's Claw - Buy at Sailor's Island
- [] Hunter's Hand - Varkris Drop in Ixa'taka Airspace and North Ocean
- [] Thief's Aura - Buy at Sailor's Island
- [] Quetya Feather - Buy at Horteka
- [] Fortune Ring - Arclooper Drop in Land of Ice Airspace, Ruins of Ice
- [] Vigoro's Chain - Buy at Esparanza

- [] Sailor's Buckler - Buy at Esparanza
- [] Warrior's Rune - Moonfish Reward/Elite Guard Drop on Dangral Island
- [] Ancient Bracer - Moonfish Reward/Garagor Drop in Soltis
- [] Counter Bracer - Moonfish Reward/Graver Drop in South Ocean
- [] Defensive Aura - Moonfish Reward/Dracolurg Drop in Maw of Tartas
- [] Ivy Band - Dralnog Drop in Valua Catacombs/Medullizk Drop in Land of Ice

- [] Wind Gem Ring - Langry Drop in Ixa'taka Airspace, Rixis, and North Ocean
- [] Eye of Truth - Slothstra Drop in Rixis/Dolthstra Drop in Ruins of Ice
- [] Revered Voice - Scorfly Drop in Sailor's Island Airspace/Nasr Airspace
- [] Behemoth's Ring - Durel Beatle/Dungfly in Temple of Pyyynn
- [] Everlasting Gem - Razorbeak Drop in Valua Airspace
- [] Gem of Fluidity - Moonfish Reward/Polaraxis Drop in Rixis

- [] Silvite Ring - Azbeth Drop in Nasr Airspace/Jynnus in Valua Airspace
- [] Constitution Gem - Moonfish Reward/Florast Drop in Dark Rift
- [] Chance Ring - Flyst Drop in Dark Rift
- []*Mage's Bane - Buy at Valua (Must Buy Before Lunar Rains)
- [] Nomadic Veil - Buy at Maramba
- [] Sand Storm Ring - Buy at Maramba

- []*Assassin Ring - Buy when Vyse goes to Nasrad with Guilder(before Daccat's)
- []*Stealth Ring - Buy when Vyse goes to Nasrad with Guilder(before Daccat's)
- []*Dhabu Hide - Buy when Vyse goes to Nasrad with Guilder(before Daccat's)
- [] Radiant Fur - Buy at Ryu-kan's Shop
- [] Skull Cap - Buy at Ryu-kan's Shop
- [] Blue Rogue Patch - Buy at Sailor's Island

- []*Ominous Mask - Hydra Elite Drop on Hydra
- []#Flash Ribbon - Aika Comes With it Equiped x1
- [] The Unseen Hand - Buy at Yafutoma
- [] Crescent Amulet - Buy at Ryu-kan's Shop
- []#Skyseer Goggles - Vyse Comes With it Equiped x1
- [] Nocturnal Sight - Buy at Esparanza

- [] Critical Vision - Buy at Ryu-kan's Shop
- []*Gem of Purity - Buy at Valua (Must Buy Before Lunar Rains)
- [] Immunity Ring - Buy at Nasrad
- [] Shard of Purity - Buy at Ryu-kan's Shop
- []#Black Eyepatch - Drachma Comes With it Equiped x1
- []#Silver Veil - Fina Comes With it Equiped x1

- []#Gilder's Amulet - Gilder Comes With it Equiped x1
- []#Imperial Crest - Enrique Comes With it Equiped x1
- [] Black Map - Red,Green,Blue,Yellow Looper Looper Drop Found in Looper Land
- []#White Map - Moonfish Reward/Domingo after 64 Discoveries x2
- [] Thermo Ring - Buy from Mystery Merchant
- [] Slayer Ring - Buy from Mystery Merchant

- [] Valuan Medallion - Galcian Battle/Elcian Drop in Dark Rift after Galcian
- []#Captain's Hat - Rupee Battle x1
- []#Mesh Tights - Vigoro Battle (One of the Three Secrets) x1

Ship Items

- [] Bomb - Buy at Sailor's Island
- [] Big Bomb - Buy at Maramba
- [] Concussion Bomb - Buy at Black Market Ship or Yafutoma
- [] Shredder Bomb - Buy at Crescent Island
- [] Pyro Bomb - Buy at Maramba
- []#Frost Bomb - Valuan Mage Ship Drop in Valuan Airspace/during Hydra battles

- []#Thunder Bomb - Valuan Mage Ship in Valuan Airspace/during Hydra battles
- []*Wave Bomb - Valuan Spellship/ Sailor's Island Airspace before Soltis rises
- [] Repair Kit - Buy at Sailor's Island or Maramba
- [] Deluxe Kit - Buy at all Ship Shops except Sailor's Island
- [] Complete Kit - Buy at Sailor's Island or Crescent Island
- [] Gear Grease - Buy at Black Market Ship, Nasrad, or Yafutoma

- []#Thermal Grease - Giant Looper Ship Battle x1
- [] Apa Wax - Buy at Maramba or Nasrad
- [] Apo Wax - Buy at Sailor's Island
- [] Speed Wax - Buy at Sailor's Island
- []#Hybrid Wax - Blackbeard 2 Ship Battle x1
- [] Rudder Grease - Buy at Yafutoma or Crescent Island

- [] Machine Oil - Buy at Crescent Island
- []#Hex Shell - Giant Looper Ship Battle x1
- []#Magic Shell - Chameleon Ship Battle 3 in Deep Sky x2

- [] #Gold Bullion - Moonfish Reward x2
- [] Crystal Ball - Various Ship Battles with Osman in Crew
- [] Magic Cannon - Lynx Ship Battle

- [] #Main Cannon - Little Jack Comes Equiped with Them x3
- [] Standard Cannon - Buy at Sailor's Island
- [] Heavy Cannon - Buy at Maramba
- [] G-Type Cannon - Buy at Black Market Ship
- [] *B-Type Cannon - Chameleon Ship Battle 1 drops at a 50% chance x1
- [] #Prototype Cannon - Delphinus Comes Equiped with Them x4

- [] Advanced Cannon - Buy at Nasrad or Esparanza
- [] Yamato Spirit - Buy at Yafutoma
- [] Ancient Cannon - Buy at Crescent Island
- [] X Cannon - Buy at Sailor's Island
- [] 3" Cannon - Buy at Maramba or Sailor's Island
- [] #3" Blaster - Lynx Ship Battle/Moonstone Mountain Treasure Chest x2

- [] 5" Cannon - Buy at Black Market Ship
- [] #12" Cannon - Auriga Ship Battle x1
- [] 10" Cannon Coil - Buy at Nasrad or Esparanza
- [] 3' Cannon - Buy at Yafutoma
- [] 5' Cannon - Buy at Yafutoma
- [] Light Torpedo - Buy at Maramba

- [] Shock Torpedo - Buy at Black Market Ship
- [] *Hunter Torpedo - Chameleon Ship Battle 2 drops at a 50% chance x1
- [] Valuan Torpedo - Buy at Nasrad or Esparanza
- [] #Heavy Torpedo - Anguila Ship Battle x1
- [] Serpent Torpedo - Buy at Yafutoma
- [] Arcwhale Torpedo - Buy at Crescent Island

- [] #Moonstone Cannon - Delphinus Comes Equiped with it x1
- [] #Moon Cannon - Hydra Ship Battle x1
- [] *Moon Gun - Ship Battle Gadianos, Must Defeat it in First Round x1
- [] #Moon Torpedo - Ship Battle Hydra x1
- [] Pyril Cannon - Buy at Sailor's Island
- [] Wevl Cannon - Buy at Crescent Island

- [] *Crystil Cannon - Galcian Elite Ship Battle with Kalifa in Crew x1
- [] Rogue Figure - Buy at Maramba
- [] Pryn Figure - Buy at Black Market Ship
- [] Pryn Figure - Buy at Nasrad or Esparanza
- [] Bluheim Figure - Buy at Yafutoma
- [] Goddess Figure - Buy at Crescent Island

- [] #Spherical Figure - Blackbeard Ship Battle 2 x1
- [] Engine Cover - Buy at Sailor's Island
- [] Turbo Kit - Buy at Maramba
- [] Bore-up Kit - Buy at Black Market Ship
- [] *Twin Propellers - Talk to Centine in Horteka after Moonstone Mountain x1
- [] Air Intake - Buy at Crescent Island

- [] #Twin Turbo - Chameleon Ship Battle 3 in Deep Sky x2
- [] #Timing Valve - Anguila Ship Battle with Osman/Blackbeard Battle 2 x2
- [] Triple Turbo - Valuan Spectre Ship Drop in Sailor's Island Airspace
- [] Double Shaft - Galcian Elite Ship Battle
- [] Armored Deck - Buy at Sailor's Island
- [] Steel Deck - Buy at Maramba

- [] Compound Deck - Buy at Sailor's Island, Nasrad, Esparanza
- []#Heavy Armor Deck - Auriga Ship Battle x1
- []#Alloy Deck - Obispo Ship Battle x1
- []*Sparkling Deck - Gadianos Ship Battle, Must Defeat in First Round x1
- [] Enhanced Kitchen - Buy at Nasrad
- [] Floor Heater - Buy at Black Market Ship

- []*Air Purifier - Alania Ship Battle with Kalifa in Crew x1
- [] Yafutoman Alcove - Buy at Yafutoma
- [] Soundproofing - Raja Ship Drop in Deep Sky
- [] Chandelier - Buy at Crescent Island
- []*Wooden Doll - Roc Ship Battle with Kalifa in Crew x1

Key Items

- [] Green Moon Stone - Start Game with it
- [] Red Moon Stone - Start Game with it
- [] Purple Moon Stone - Get from Dyne before Shrine Island
- [] Blue Moon Stone - Get when Drachma Joins the Party
- [] Yellow Moon Stone - Get from Dyne after saving him in Valua
- [] Silver Moon Stone - Get when Fina Joins the Party

- [] Raw Moon Stone - Get after Sentinel Battle on Shrine Island
- [] Note in a Bottle - Top of the lighthouse on Sailor's Island
- [] Valuan Passport - Get after Blackbeard Ship Battle
- [] Moon Stone Fuel - Get from Centine in Horteka
- [] Gonzales' Map - Get on Desserted Island as Vyse
- [] Pedro's map - Get in Nasrad from man in inn as Aika

- [] Daccat's Coin - End of Daccat's Island (Don't Sell to Sailor's Guild)
- [] Cannon Room Key - Vigoro Fight in Grand Fortress
- [] Harbor Key - Get from the two Soldiers Guarding Fina
- [] Underwater Suit - Get when going to Mount Kazai
- [] Domingo's Title - Domingo after 100% Discoveries

|012. Permanently Missable Items

This part of the guide is a list of items that are permanently missable after a certain point in the game. They are listed in order of when they are first available along with thier location and when they are no longer available.

#NOTE This section deso not include treasure chests containing common items that are missable! For all Missable Treasure Chest please look at the treasure chest section.

Valua

- [] Valuarang - Buy at Valua (Must Buy Before Lunar Rains)
- [] Valuan Armor - Buy at Valua (Must Buy Before Lunar Rains)
- [] Lover's Ring - Buy at Valua (Must Buy Before Lunar Rains)
- [] Mage's Bane - Buy at Valua (Must Buy Before Lunar Rains)
- [] Gem of Purity - Buy at Valua (Must Buy Before Lunar Rains)

Valua Catacombes

- [] Assassin Blade - Valuan Catacombes Treasure Chest (Get before Lunar Rains)
- [] Heavy Armor - Valuan Catacombes Treasure Chest (Get before Lunar Rains)

Valuan Airspace

[] Wave Bomb - Valuan Spellship Sailor's Island Airspace (Before Soltis Rises)

Ixa'taka Airspace

[] B-Type Cannon - Chameleon Ship Battle 1 drops at a 50% chance

Horteka

[] Twin Propellers - Talk to Centine in Horteka After Moonstone Mountain

Rixis

[] Hunter Torpedo - Chameleon Ship Battle 2 drops at a 50% chance

Nasrad

[] Assassin Ring - Buy when Vyse goes to Nasrad with Guilder, before Dacat's

[] Stealth Ring - Buy when Vyse goes to Nasrad with Guilder, before Dacat's

[] Dhabu Hide - Buy when Vyse goes to Nasrad with Guilder, before Dacat's

Grand Fortress

[] Unholy Dagger - Grand Fortress Treasure Chest (Before Dralkor Tank Battle)

World Map - Side Quests

[] Air Purifier - Alania Ship Battle must have Kalifa in Crew

[] Wooden Doll - Roc Ship Battle must have Kalifa in Crew

[] Pharax Idol - Daikokuya Battle 50% Drop Chance

Deep Sky

[] Double Item Drops - The Chameleon 3 in Deep Sky

You must kill Him without leaving him with low hp or the battle will end. Try getting him to below half hp and then time a large volley of torpedos into a single turn to kill him. You should get items before the cutscene. You will then get to fight him again for a second set of items. You should get 2 Captain's Stripes, 2 Twin Turbos and 2 Magic Shells by doing this trick.

Great Silver Shrine

[] Silver Armor - Great Silver Shrine Treasure Chest x2 (Before Elder's Room)

The Hydra

[] Crystil Cannon - Galcian Elite Ship Battle must have Kalifa in Crew

[] Ominous Mask - Hydra Elite Drop on Hydra (Get before fighting Galcian)

Soltis

[] Moon Gun - Ship Battle Gadianos, Must Defeat it in First Round

[] Sparkling Deck - Gadianos Ship Battle, Must Defeat in First Round

|013.

Easily Missed Monster Drops

This Section of the guide is a simple list of items that can only be found by

killing certain normal enemies. Some of them are permanently missable, however most you can go back to get. These items can be very easy to miss so I have them listed in order of when they are first obtainable.

- [] Throwing Blade - Grouder Drop on Shrine Island
- [] Revered Voice - Scorfly Drop in Sailor's Island Airspace/Nasr Airspace
- [] Mace Hand - Stealer Drop Valua Catacombs/Digger Drop in Moonstone Mountain
- [] Ivy Band - Dralnog Drop in Valua Catacombs/Medullizk Drop in Land of Ice
- [] Wave Bomb - Valuan Spellship Sailor's Island Airspace before Soltis Rises
- [] Silvite Ring - Azbeth Drop in Nasr Airspace/Jynnus in Valua Airspace
- [] Everlasting Gem - Razorbeak Drop in Valua Airspace
- [] Storm Wing - Death's Head Drop in Temple of Pyrynn
- [] Behemoth's Ring - Durel Beatle/Dungfly in Temple of Pyrynn
- [] Black Map - Red, Green, Blue, Yellow Looper Looper Drop Found in Looper Land
- [] Victory Mail - Pinalisk Drop in Ixa'taka Airspace and North Ocean
- [] Hunter's Hand - Varkris Drop in Ixa'taka Airspace and North Ocean
- [] Wind Gem Ring - Langry Drop in Ixa'taka Airspace, Rixis, and North Ocean
- [] B-Type Cannon - Chameleon Ship Battle 1 drops at a 50% chance
- [] Eye of Truth - Slothstra Drop in Rixis/Dolthstra Drop in Ruins of Ice
- [] Hunter Torpedo - Chameleon Ship Battle 2 drops at a 50% chance x1
- [] Daccat Custom - Centralk Drop on Daccat's Island
- [] Air Purifier - Alania Ship Battle with Kalifa in Crew
- [] Gold Pollen - Kanezl Drop in Areas Surrounding Dark Rift
- [] Eternum Box - Delzool Drop in the Dark Rift
- [] Chance Ring - Flyst Drop in Dark Rift
- [] Moon Robe - Slithar Drop in Mount Kazai
- [] Fortune Ring - Arclooper Drop in Land of Ice Airspace and Looper Land
- [] Wooden Doll - Roc Ship Battle must have Kalifa in Crew
- [] Pharax Idol - Daikokuya Battle 50% Drop Chance
- [] Soundproofing - Raja Ship Drop in Deep Sky
- [] Crystil Cannon - Galcian Elite Ship Battle must have Kalifa in Crew
- [] Ominous Mask - Hydra Elite Drop on Hydra
- [] Moon Gun - Ship Battle Gadianos, Must Defeat it in First Round
- [] Sparkling Deck - Gadianos Ship Battle, Must Defeat in First Round
- [] Triple Turbo - Valuan Spectre Ship Drop in Sailor's Island Airspace
- [] Warrior Pistol - Hunter Drop on Soltis
- [] Cupil Ring - Dorntak and Hopril Drop in Soltis

1014. The Three Secrets

To Unlock the Three Secrets in this game you must fulfil a large amount of requirements. These requirements are as follows:

- 100% Discoveries
- 90% Treasure Chests
- 12 Non-story Ship Battles
- Kill all 4 Giant Monsters
- All Crew Members
- All Moonfish
- All Bounties
- Beat Piastol 4 times
- Kill 2,500+ Enemies

[] Secret #1 - The Sky Fang

The Sky Fang can be bought from the Mystery Merchant you sometimes see in various towns throughout the game. The Possible locations he can be found are Sailor's Island Inn, Maramba sailor's guild, and in Nasrad in the house with

the paint all over the walls near the Palace.

[] Secret #2 - The Golden Hamachou (Invisible) (Upper Sky)

It can be found on top of the arch connecting Mid-Ocean and the Sailor's Island area. It is located on the southern peak in Upper Sky. It cannot be sold to the sailor's guild, nor does it appear in the discovery journal.

[] Secret #3 - Battle with Sky Pirate Vigoro

Location - After you activate the three secrets head back to Crescent Island. You will then be given an option to start this battle.

Strategy - Vigoro is the most powerful boss attack wise, but not necessarily the most difficult. Just be prepared to heal constantly. One of his main attacks, Random Fire, targets a character and hits any others who are nearby doing roughly 5,000 damage to anyone it hits. His most dangerous attack, called Cannon Fire does over 9000 damage(seriously) He also has his Vigoro's Charm skill which confuses Aika. I suggest using Justice Shield or it's almost guaranteed someone will die, especially from Cannon Fire, unless you are extremely high level or have used seeds to max your hp on whichever character he targets. For strategy all I suggest is using Quika, asap because he is extremely fast. Also make sure to heal every time you take any damage, whatsoever. When you aren't healing have Vyse use Pirate's Wrath to attack him, just note that he has an enormous amount of hp and it will take a while to kill him.

|015. Version History |

Version 1.0

-Guide finally complete!

version 1.01

-
- Added getting Discoveries before Domingo to Optional Tasks.
 - Corrected a few spelling mistakes.
 - Corrected Information on Drajik Fish/Ancient Fish Discovery to show that it can be gotten over and over.
 - Removed Limited Status from items that cannot be sold.
 - Added some missing items to the Easily Missed Drops section.

version 1.02

-
- Changed wording in Introduction and fixed various spelling and formating errors.
 - Removed a strategy that didn't work in the Sky Pirate Vigoro Battle.

version 1.03

-
- Fixed some incorrect info about when certain chests become unavailable.
 - Fixed some spelling mistakes and poor wording.

version 1.04

-
- Fixed incorrect compass direction for Tomb of Ice Discovery

|016. Credits |

Thanks to the Following Users on Gamefaqs

UnderKingSerenade - Confirming existance of Golden Pollen of Victory mail
ShmittlesThePoe - Confirming existance of MaceHand
BeanBeanKingdom - Confirming existance of Storm Wing
Magnum_50 - Letting me know about that the Mystery Merchant can be found in
Nasrad as well as information on various fish.
mperry5149 - Pointed out error involving when chests in Deserted Island and
Nasrad become unavailable.
Slamduncan68 - Pointed out that I put West instead of East on Tomb of Ice
Discovery

Special Thanks!

Final_Cataclsym - Providing me the layout for my Item List as well as various
info on the limited quantity of certain items. He also helped with several
strategies, tips and corrections. However the biggest thanks go to him for
keeping me motivated to finish this guide.

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