

Tales of Symphonia FAQ/Walkthrough

by Kratos15354

Updated to v3.1 on Aug 10, 2015

<p>-----+ Tales of Symphonia FAQ/Walkthrough version 3.1 By Kratos15354 (Brian Carr) Email: Kratos15354 @ hotmail.com (Include "[TOS]" in the subject to avoid the junk filter) AIM: Kratos15354 -----+</p>	<h2>Table of Contents</h2> <ol style="list-style-type: none">Version HistoryIntroduction/Why Should I and How Do I Use This FAQ?PS3 Version Additions/ChangesGlossary of TermsFAQsWalkthrough<ol style="list-style-type: none">Iselia, the Village of Oracles
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Version History

0.5: Roughly half done with the walkthrough and sidequest sections - 5/1/06

1.0: Done with the walkthrough - 9/27/06

1.25: Glossary, FAQ, hints and tips, beneficial glitches, and completion stuffs sections were added - 10/2/06

1.26: Cleaned up lots of errors, added a few things I forgot - 6/11/07

2.0: Added EX Skills, cooking, titles, and techs sections - 11/28/07

3.0: At long last, the next update. Unfortunately, due to my computer crashing a few months ago, I have lost the cumulative updates I've been making. On the bright side, I am now using the markup feature recently introduced to Gamefaqs, allowing much easier navigation. - 12/4/09

3.1: Probably the final update. After over a year, I finally finished enough playthroughs of the PS3 release to get most, if not all, of the new content covered. - 8/2/15

Introduction/Why Should I and How Do I Use This FAQ?

When looking for one specific piece of information and the table of contents doesn't look like it will bring you right to it, use Ctrl + F to search for the term you're after. So that you don't have to repeatedly search all of the pages this will likely be broken into, scroll to the bottom of the page and click on the print link. This will display the entire guide on one page (which is actually how I'd prefer it to be by default).

My main reason for writing this FAQ is that Tales of Symphonia is a non-linear game, meaning that there are several different orders events can take at various points in the game. Most of the FAQs here (at GameFAQs) only cover one of the possible orders of events, which is fine if you follow the walkthrough from the beginning, but can cause confusion if you don't. In order to solve this dilemma, I will list each possible order when the split occurs and again once all the events have been completed.

When sidequests become available as you play through the game, I will let you know that it is available. Refer to the sidequest section of the FAQ for more info on them. In the sidequest sections are complete lists of dogs and women for Colette's Dog Lover title and Zelos's Gigolo tile. The walkthrough also lists all the treasure chests needed to get Sheena's Treasure Hunter title.

One thing I will not do in this FAQ is recommend levels for bosses/dungeons. Nobody can tell you what level YOU need to be to beat whoever better than you yourself. In general, if you find yourself relying heavily on healing items, taking some time to level up is often in your best interest.

Finally, I will assume you know what's going on in the story, so I will avoid retelling it and will avoid spoiling the story for you. Some spoilers are unavoidable, though, but are nothing major. If you need a story recap, read the handy Synopsis feature in the menu.

PS3 Version Additions/Changes

The PS3 version of this game (and the upcoming Steam version) have extra content that was added in for the Japanese only PS2 release. Many of these changes are just minor additions that have little or no impact on the overall story or completing the game. Below is a list of changes in general:

- Techs** - Many new and secret techs were added.
- Titles** - Each character gets two new costume titles, one unlocked as part of a new sidequest, and one a borrowed outfit from Tales of the Abyss/Graces f/Vesperia/Xillia. The new costumes will typically require you to have chosen a specific person at a late game event and are covered **here**. The cameo costumes are unlocked either by starting a New Game+ (load a clear game save) or having a save file from Tales of Graces f or Xillia on your PS3 when you start a new game.
- Items** - Three new items were added, all of them related to Altamira. They are covered in the item list.

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- **The Casino** - The **casino** in Altamira is now more than just a place for Zelos to hit on women.
- **Niflheim** - The **forbidden book** now has an extra five floors and two more boss battles, three new enemies each.
- **Added Difficulty** - Many bosses will have new attacks on Hard and Mania difficulties.

Glossary of Terms

Accuracy: Accuracy is a stat that supposedly deals more damage to enemies with lower evade, but it's complete effect is unknown.

Affection: Affection is how much a character likes Lloyd. This is determined largely by various dialogue choices you make during the course of the story, but there are also overworld skit points, represented by rings of light, that can change affection. Some sidequests also affect affection.

Attack: The attack stat is what determines physical damage done. Damage done is approximately half of the attack stat. The attack stat equals a character's strength stat plus the attack points of any weapons and armor equipped.

Attack Attribute: Attack attribute is when your physical attacks have an element associated with them. An attack attribute can be given by using a quartz item during battle, equipping a weapon that has an attack attribute, using one of Sheena's Sylva or Tethe seals, or equipping a gem received from a summon spirit (Aquamarine for example). To see what attack attribute a character has, go to the status screen from the menu and press down on the C stick.

Combo: A combo is a string of hits that keeps an enemy staggered. Each successive hit in a combo does less and less damage. Bonus experience is based on the highest combo achieved during that battle. Enemies tend to fall over after 50 hits, but you can pick them back up with Demon Fang or Photon as they fall.

Cooking: Once after each battle, you may have the character of your choice cook the meal of your choice. Cooking can recover HP, TP, cure status ailments and/or boost stats for the next battle. In nearly every town, you'll find the Wonder Chef disguised as some object. Examine it to learn a new recipe. Each character has his/her own skill level for each recipe. The more stars you have, the more effective the healing will be, and you'll have a lower chance of failing to cook the dish. Every recipe has required ingredients and usually some additional ingredients. Using extra ingredients will increase the effectiveness of cooking. In order to increase a character's cooking ability, simply have him/her cook the dish a couple of times. Even failures help to raise your ability. You can choose who cooks what on the Cooking menu.

Defense: Defense is the stat that reduces physical damage taken. It is the sum of the character's natural defense plus the defense of any equipment.

Elemental Defense: Elemental defense determines what elements a character or enemy is resistant to. There are five categories of elemental defense; weak, none, resist, immune, and absorb. When you are weak to an element, that element will cause double damage. None does not affect anything. Resist will halve damage, immune will negate damage, and absorb will heal you the amount it would hurt. How many pieces of equipment you have on with a given resistance will determine what your elemental defense is. You can check elemental defense by going to the status screen from the menu and pressing down on the C stick.

Evade: Evade supposedly makes you take less damage from enemies with less accuracy, but it's complete effect is unknown.

EX Skills: EX Skills give your characters new abilities, improved abilities, or improved stats. Combine certain EX Skills to discover Compound EX Skills. See the [[EX Skills]] section for a list and description of EX Skills.

Grade: Grade is a quantity used to assess your battle style. Grade can be used to purchase customization materials and EX Gems in some places. It is only a waste to buy EX Gems since you find plenty in chests. It's alright to buy the occasional material needed for that one item you need to finish the Collector's Book, but try not to make a regular habit of it. Save your grade for the Grade Shop at the end of a game.

Things such as using a tech to finish an enemy, killing two enemies with consecutive attacks, and finishing the battle with full HP/TP will earn you more grade. Using items, finishing while afflicted with a status ailment, and dying will decrease the amount of grade you earn.

Guard Tech: A guard tech is one that reduces damage taken by 80%. Every character has a guard tech. Kratos will teach you how to use them before you enter the fire seal and characters that join later already know them. Use one by holding the guard button and moving the control stick down or put it in a tech slot. The TP cost for a guard tech is not constant. Rather, it is 10% of the character's max TP. Guard techs are the only way to defend against attack magic. If a spell is coming that you know you can't dodge (Photon, Dark Sphere, etc.), use a guard tech to block it. The bad thing about them is that they only last maybe a second and leave you open to attack afterward.

HP: Hit Points, your character's amount of life. When it is depleted, the character dies. Use gels, healing spells, cooking, and inns to restore HP. Some accessories also slowly restore HP during battle.

Intelligence: Intelligence determines both magic attack and magic defense. Very few pieces of equipment raise intelligence, but most kendamas and rods raise intelligence.

Luck: The luck stat determines how often some effects take place, such as critical hits, most non-constant EX Skills, when you learn a tech after meeting the requirements, and what kind of items Zelos can get when he uses his Personal EX Skill. It is not a constant stat and will randomise from 0 to 100 every time you stay at an inn.

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Overlimit: Overlimit occurs when a character or various enemies tension value reaches a set number. Visually, a black aura appears around the character or enemy. While in overlimit, damage taken is cut in half, you do not stagger after being hit, and casting time is slightly reduced. Tension increases as you take hits, when party members die, and when you cook. Tension is reset back to zero if a character dies. When someone is close to entering overlimit, they start flashing red around the edges. Do not confuse this flashing with what happens after getting up from the ground, though, which is similar in appearance but unrelated. When you go into overlimit, you should go on the offensive since you take reduced damage and don't stagger. When an enemy goes into overlimit, halt your attacks and tough it out until it ends.

Techs: Techs are special attacks that characters use and are either a physical attack or a spell. Some cause more damage, some recover HP, some boost your status, and all of them consume Technical Points, TP. If you don't have enough TP to use a tech, you're out of luck unless you can recover some TP somehow (see below). Most physical techs can also be linked to each other for higher combos.

Titles: Titles are awarded for doing certain actions in battle, finishing some sidequests, or just part of the story. To change titles, go to the Status screen and press A on the current title. As you look through the list of titles that you have, stats listed in red give you a lower chance of an extra boost to that stat at the next level up, green gives you a higher chance, and grey does not change. Some titles change the clothes a character wears, called costume titles. Although you won't get any extra boosts to your stats, it can be a refreshing change to see Lloyd all dressed up instead of the usual red. For a complete list of titles, see the [[Titles]] section.

TP: Technical Points are consumed to use techs. Replenish them with gels, by cooking, or resting at an inn. You also regain one TP when you hit an enemy with a normal attack, but only if the enemy is not guarding. Some TP is automatically restored at the end of battle. The amount is determined by the character's max TP.

FAQs

Q. I hear that this game has multiplayer, how do I set it up?

A. Control type is what determines whether a human controls a character or the AI does, and which of the first four slots a character is in determines which controller slot controls the character. For example, the character in the first slot is controlled by either the AI or the controller in slot one.

Let's say player two wants to play as Presea. Move Presea to the second slot, then go to her tech menu. Highlight her name and press Start (select) to cycle through the control types (Auto, Manual, Semi-Auto). Auto is complete AI control, Manual is complete player control, and Semi-Auto is AI assisted player control. Choose either Manual or Semi-Auto and you're good to go.

Q. Can I change my character in battle?

A. Sure, just open the menu with Y (triangle), then press Z (start) to cycle through the available characters. The character on the far left is controlled by player one.

Q. Where are the anime scenes that are supposed to be in here?

A. There are four; the intro before the title screen, one near the end of disc one, and the other two are part of the ending. The PS3 version has an additional two; one after releasing the first seal, and the second shortly after releasing the final seal.

Q. How do I link techs?

A. You can link techs in ascending order by level. There is a restriction that you cannot link two techs of the same tree and consecutive level. For example, you can't link Demon Fang and Fierce Demon Fang because they are from the same tree and are level one and level two techs respectively. You can, however, link Demon Fang and Demonic Circle. Even though they are from the same tech tree, they are level one and level three respectively. Some techs like Item Thief do not link to others.

Q. What do titles do?

A. Titles give you a slightly larger stat boost when you level up. What stats get an extra boost and how much depends on the title. To change your title, go to the status screen and press A. Choose the title you want and stat names will be listed at the bottom. Stats listed in grey give the same chance of a stat boost as the currently equipped title, green stats get a bigger chance of a boost, and red stats get a smaller chance of a boost. Some titles also change the clothes a character wears.

Q. What do the Yata Mirror and Yasakani Jewel do?

A. The Yata Mirror gives you small HP/TP regeneration and the Yasakani Jewel prevents physical ailments. To see what additional effects a piece of equipment has, equip it and go to the character's status screen, then press C-down (down on the right stick). Extra effects of equipment are listed here, along with elemental weakness/resistance and attack attribute. Small HP or TP regen means the character gains 1% of his/her max HP or TP every seven seconds in battle. Large HP or TP regen is the same as small, but 3% of the max HP or TP.

Q. What does the EX Skill Spell Charge do and how do I use it?

A. To use Spell Charge, you must control the character that has it. Start casting a spell and hold the tech button to delay the spell. When your character starts flashing, the spell is being delayed. Press the attack button while delaying a spell to charge it. A charged spell is released at the end of the next attack combo. A charged spell does not cost any TP, but it does less damage.

Q. How do I change types?

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A. Your type is largely determined by your EX Skills. Each EX Skill is either T type or S type, as stated in its description window. When you have a majority of one type of EX Skills, the T-S bar will move toward the majority type side after each battle that character participates in. The higher the number of majority EX Skills, the more the T-S bar will move after each battle. Using the T and S Rings in addition to this will speed up the process.

Q. How do I use techs that are blue?

A. You don't. Yet. When a tech appears in blue, it means that you are at or above the required level to learn it, are the correct type (S or T [if applicable]), but have not yet activated it. Some techs will require 50 uses of a lower level tech before you can learn the new one, others simply need you to know another tech, and some are just learned when you get to the right level. New techs can activate with a regular attack, a previous tech, or any spell. Luck also influences when you will learn a new tech. If it's pretty low, sleep at an inn to randomize it (hopefully so it's higher), and try to learn the new tech.

Walkthrough

Iselia, the Village of Oracles

As the game begins, the main character, Lloyd is in school. Once you gain control, head to the door on the left wall. Once Colette and Genis join you, go examine the hole in the upper wall to get Colette's Klutz title. Go outside and head east and north towards the exit. Defeat the enemies that enter the village. If you like, you can go east one screen and enter the house. Colette's father, Frank, will heal you for free. Go out past the schoolhouse and onto the world map. Follow the coast to the temple.

Martel Temple

Treasure to get:

1. Panacea Bottle
2. Life Bottle (2)
3. Apple Gel
4. 250 gald

Upon reaching the temple, head up the stairs and prepare for a fight against two foot soldiers. Immediately following the first battle, you fight your first boss.

BOSS: Vidarr

- HP: 4000
- AA: none
- Weakness: none
- Resistance: none

Vidarr is just a big bully, so don't be too afraid of him. His attacks are slow and easily dodged by backstepping (blocking and pressing the control stick in the direction opposite the enemy). Wait for him to attack so you can block or dodge it, then move in and attack. Partway through the battle, a mysterious man will jump in and join you against Vidarr. Vidarr will not change his strategy at all, so keep hammering away at him. The man who jumps in has a healing tech, so press Y to open the menu and go to his tech menu and order him to use First Aid on you if you need it.

Once Vidarr goes down, you will more than likely be in need of some healing, so head back to Iselia and get Frank to heal you. Return to the temple and proceed inside. Go down the hallway to the right and down the stairs. Defeat the Golem, which will turn into a block that Colette knocks down below. Kill the next Golem that appears and push him down the middle hole in the right column. Kill the next one and push him down the same hole. Go down the steps on the bottom of the platform and push the block you just pushed down to the right. Walk across the blocks and up the stairs to get a Panacea Bottle from the chest. Go back up to the top platform and kill the next Golem, push him down the middle hole in the left column, then push him to the left. Go up these stairs and open the chest to get a Life Bottle. Go back up to the top platform and kill the next Golem, push him down the hole in the middle of the top row, kill the next, and push him down that same hole. Go down below and push him up, then go up the stairs to get the Sorcerer's Ring. Go back up to the platform with holes and then up the stairs on the left. Go down this hallway and open the chests containing Apple Gel, Life Bottle, and 250 Gald. Go back down to the Golem room and up the stairs on the right. Follow the path back down to the central area, then north. Use the Sorcerer's Ring on the sealed door to open it, then take the teleporter to the top floor. After the scene, return to Iselia.

Go to Colette's house and receive the Collector's Book. Now go to the schoolhouse and speak to Raine to get Genis's Brotherly Love title. Follow the path outside to the south and west and go into Genis's house for a lesson in cooking. Go to the southern gate of Iselia and go to the world map. Head northwest into Iselia Forest.

Iselia Forest

Treasure to get:

1. Apple Gel (3)
2. Life Bottle
3. Orange Gel (2)
4. Leather Glove
5. 500 Gald

As soon as you get in the forest, turn east and head up the hill and go west at the fork. Open the chest for an Apple Gel. Continue up the hill and open the chest for a Life Bottle. On up the hill, Genis will lead you west to the human ranch. Walk over to the southern edge of the fence to meet his friend. After the conversation, head northeast along the edge of the cliff and jump up the cliffs. On the top right cliff is a chest with an Orange Gel. Jump up to the top left cliff to trigger another scene, after which you fight two desians. After defeating them and watching the following scene, continue north through the forest. On the next screen, go north, then west up a

little slope and open the chest for an Apple Gel. Head east of here for a Leather Glove. Go back south and then east and open the chest for yet another Apple Gel. Cross the bridge and open the chest for 500 Gald. Go north up the path and examine the sack on the branch to get an Orange Gel. Exit to the north onto the world map. Head northwest to get to Dirk's House.

Dirk's House

Go inside and see a scene with Dirk. After coming outside, you have the option of talking to your friends or going to talk with Colette right away. If you talk to the others, talk to Colette on the bench when you're done. In the morning, go down the stairs from Lloyd's room and talk to Dirk at the grave. Genis shows up and you go back to Iselia.

Back in Iselia, take this chance to stock up on supplies, especially Panacea Bottles, which will be very helpful in the next area. When Genis left in Iselia Forest, he left his equipment with you, so equip him again. When you're done, go to Colette's house. When you hear a noise outside, you can talk to Frank to get healed for free again. Head south of Colette's house and defeat the desians. Go up north to the schoolhouse and defeat the desians there and the man will give you an Apple and Orange Gel as thanks. Go see Frank to get healed again and go to the south gate to fight another boss.

BOSS: Exbelua

- HP: 5000
- AA: none
- Weakness: none
- Resistance: none

This boss can be a pain, but it's really not any harder than Vidarr. Walk in close and either block or dodge when it swings it's arm at you, then attack. Watch out when it starts swinging twice in a row and wait for both attacks before moving in. When Exbelua loses about half of its HP, it uses a close range attack called Insane Cell. Be sure to block this attack or be far enough away that it won't hit you, since it hits several times.

After Exbelua is defeated, it's time to head south. Go back to the world map and follow the dirt road south for the most part to a House of Salvation. Continue south to the desert and the city, Triet.

Triet, the Desert Oasis

Once you reach Triet, you can buy some new weapons and armor on the west side of town. Examine the wanted poster on the corner of the inn. Go into the inn and up the stairs. Examine the object in the corner to find the Wonder Chef, who will teach you how to cook Cabbage Rolls. Go to the northern screen and enter the tent and speak with the fortune teller. Pay her the 100 Gald, then leave town, but be ready for a fight on your way out. When you wake up, you find yourself in jail.

Sylvarant Base

Treasure to get:

1. Beast Hide
2. Beast Fang
3. Magical Cloth
4. 1500 Gald

When you regain control, walk up to the cell door and shoot the guard with the Sorcerer's Ring as he walks by. Exit your cell and open the one next door to get a Beast Hide. Open the cell beyond that to find a memory circle. Go east and open the chest behind the desk to recover your equipment, then proceed east and through the door. In this room, examine the weird machine near the door to make the Sorcerer's Ring shoot electricity instead of fire balls. Shoot the robots that patrol the room when they are on top of the blue panels to make the door open. This part can be tricky, but a good tip is to walk behind them and shoot them from behind. When they both get zapped on the blue panels, go through the western door. Defeat the soldier patrolling the hall to get a Memory Gem, which will unseal a sealed memory circle. Go down the north hallway into the hangar to get a Beast Fang. Head back south, then west. In this room you can use the Memory Gem you just got to unlock the memory circle.

Shoot the top column on the left side of the room, then the middle column. Go south through the door and get the Magical Cloth. Go back north and shoot the bottom column, then go through the east door to get 1500 Gald. Go back west and shoot the top and middle columns one more time each, then head north through the door. You will now face yet another boss.

BOSS: Botta

- HP:4200
- AA: none
- Weakness: none
- Resistance: none

You fight Botta with two Foot Soldiers as well. Eliminate the minions first and work on Botta last. Lucky for you, Colette, Genis, and Kratos show up for this fight. Botta can knock you back with his sword swings unless you guard against them, and he uses a tech called Rock Breaker that shoots rocks at you. Attack him between his attacks and try to have the others join you beating him up. When he loses about half his HP, he will cast Stalagmite on you, which will hurt quite a bit. When you see him casting, back off and wait. Once he finishes casting, move out of the way to avoid the spell, then renew your onslaught.

Once Botta decides it's time to leave, head back to Triet. Go to the inn and watch the scene. Now you can go upstairs and talk with Colette, Raine, and Genis. Give Raine her fixed key crest and you have the option of following Kratos outside. In the morning, head outside to join the rest of the group. Gear up and get everybody

some new equipment, then head west by southwest on the world map to the Triet ruins.

Triet Ruins, the Seal of Fire

Treasure to get:

1. Lemon Gel
2. Stiletto
3. Apple Gel
4. Life Bottle
5. Bracelet
6. Circlet
7. Savory
8. Mumei
9. 1000 Gald

When you first arrive at the ruins, you encounter two Fire Elements that will only cast Fireball on you. Interrupt their spells and kill them to have Kratos teach everyone self-defense techs that greatly reduce all damage when used. Walk up the steps to open the door to the seal. Once inside, follow the hall to the west, then south. Shoot the chest with rocks on top of it and open it to get a Lemon Gel. Go through the nearby door and kill the bird enemy for a Memory Gem. Walk up the steps and towards the grey torch on the left wall. Shoot it with the Sorcerer's Ring to make a platform rise up. Do not shoot the other torch in this room yet. Go back to the hallway and all the way to the north. DO NOT open this chest yet, it contains a powerful enemy called a Fake. If you decide to fight him now, be aware that only magic can harm him; physical attacks will not even make him stagger. If you have a Red, Black, or Yellow Quartz, you can use it on one of your melee fighters so you will do elemental damage to him, but it's still a tough battle. I suggest saving him for later. Go through the door to the left. Go north and west, then push the block in front of the torch so you can get the treasure chest, which contains Stiletto. Light the torch nearby to raise another platform. Light the second torch in this area, too. Go back to the corridor and enter the door by the entrance hall. Go south and open the chest for an Apple Gel. Go up and around the wall and open the chests for a Life Bottle and Bracelet. Push the blocks to the left so you can get on the stairs and platform that you just raised. Light the torch. Go back to the main hall and into the door on the southern end. Now you can light that torch on the right side. Go back to the hall and into either the middle or northern door. Go along the top and open the four chests containing a Circlet, Savory, Mumei, and 1000 Gald. Use the Memory Gem on the sealed circle next to the teleporter and save, then warp to the boss.

BOSS: Ktugach

- HP: 5000
- AA: none
- Weakness: water, ice
- Resistance: fire

BOSS: Ktugachling x 2

- HP: 1500
- AA: none
- Weakness: water, ice
- Resistance: fire

This is the first boss with an exploitable weakness, so take full advantage of it by having Genis cast Aqua Edge or Icicle on these guys. Focus on the Ktugachlings first, since all they do is cast Fireball, which gets very annoying. Aqua Edge will not work so well on them, though, since they float in the air. Either knock them down first or have Genis focus on the Ktugach while everyone else takes out the Ktugachlings. The Ktugach can be a real pain in the butt with its needle shooting attack, but it's not too bad if you block it. If he sits down and starts casting, back off and wait for him to cast Eruption. You can try to avoid it or block it with a self defense tech. With everyone attacking the Ktugach, he shouldn't last too long.

After the bosses are defeated, Colette will release the seal and learn Angel Feathers. I recommend that you turn this tech off in Colette's tech menu since it takes a while to cast it and she could do more damage using other techs. On your way out, take the time to train some and leave when your health starts to get low. As soon as you leave, a scene will occur and you will camp out for the night, fully healing everyone. Return to Triet to get Raine's Sisterly Love title, then head east towards the mountains. Look for a grassy patch next to the mountains with a trail in it. This is the Ossa Trail, your next stop.

Ossa Trail

Treasure to get:

1. Battle Staff
2. Melange Gel
3. Apple Gel
4. Orange Gel
5. Fine Guard
6. Black Silver
7. Beast Fang
8. EX Gem Lv 1

Pretty soon after you start up the mountain, there is a cutscene. Continue on after that. On the second screen, open the chest for a Battle Staff. Keep going to the next screen, where there is a save point on the peak, and a Melange Gel and Apple Gel south of the save point. Continue down the eastern side of the mountain. On the next screen, grab the Orange Gel from the chest and prepare for a boss fight at the base of the mountain.

BOSS: Clumsy Assassin

- HP: 1800
- AA: none
- Weakness: none
- Resistance: none

BOSS: Guardian: Wind

- HP: 2000
- AA: none
- Weakness: none
- Resistance: none

I always find it's best to split up for this fight and take both of them on at once instead of focusing on one first. Use Lloyd and/or Kratos to attack the assassin while the others keep the guardian busy. A good trick to use on the assassin is to jump over her, causing her attack to miss, then attack her from behind. Watch out for her Pyre Seal; it does decent damage and knocks you down. The guardian has a pretty simple attack pattern, but is strong. Since he hovers off the ground, techs like Demon Fang don't hit him, so don't waste your TP using attacks that hug the ground. The best way to defeat the guardian is to just block his attacks, then counter with your own.

After the assassin makes her escape, you can explore the cave she came out of. Explore the left side of it to find a Fine Guard. Get some Black Silver from the right side. In the very back you can find a Beast Fang and EX Gem Lv 1, as well as a very strong optional boss called the Sword Dancer. See the sidequest section for more about the Sword Dancer. Although you can fight him now, I highly suggest you wait until later. Exit the cave the same way you entered and head to the southern exit. Kratos will teach you about attacking as a group and unlock Unison Attacks. Be sure to read up on this powerful new technique, it really helps against bosses. After learning about Unison Attacks, exit to the south to the world map. There is a village a little to the south on the coast, and I suggest you head for this village, but you don't have to yet.

The Road Not Taken

This is where things can get a bit screwy if you don't know what's going on. There are two different paths you can take here: you can go to the fishing village, Izoold, and take a ship to Palmacosta now, or you can go north to Hima. Going to Hima first is generally harder since you have to fight tougher enemies earlier, but some people say the story makes more sense doing it this way. I personally see no difference, though. Either way you decide to go, you should go to Izoold first to rest and stock up on items. You could also play with fire and go all the way to Asgard to buy new weapons and armor at this point, then return to Izoold, but the enemies around Hima are tough and unforgiving. The following is the alternate route you can take at this point. How to get through each dungeon will be explained later, this list is just for reference purposes:

If you go to Hima BEFORE Palmacosta-

1. Agree to help Sofia heal Pietro in Hima. Here you can do either the Balacruf Mausoleum or Tower of Mana events first. It's up to you, but the order I list it in saves on travel time.
2. Go to the Tower of Mana to learn that it is locked.
3. Go to Luin and ask the priest in the church about the key to the Tower of Mana. You will be redirected to Asgard.
4. Go to Asgard and ask the priest in front of the weapons and armor shop about the key to the Tower of Mana. You will be redirected to the Balacruf Mausoleum. While you are in Asgard, you might as well start the Mausoleum events as described in the **Asgard, the City of Ruins**.
5. Go to the Balacruf Mausoleum and talk to the priest outside to get the key to the Tower of Mana. While you're here, complete **Balacruf Mausoleum, the Seal of Wind**.
6. Go to **Tower of Mana, the Seal of Light** and release the seal. Get Boltzman's Book from the book shelf in the first room on your way out.
7. After releasing both seals, complete the **Luin Revisited** and **Asgard Human Ranch** story arc.
8. Go to **Lake Umacy** to learn that you need Undine. Now go to Izoold and take the ship to Palmacosta.

Izoold, the Small Fishing Port

When you enter Izoold, talk to the fat man wandering around on the first screen; he mentions something about Aifreed. Go into the second building and talk to the young woman, Lyla, who runs off to the docks when you tell her Aifreed has gone back to Luin. Go into the third house and examine the object in the northeast corner to find the Wonder Chef again, who teaches you how to make Rice Balls. Go back outside to the second screen. You can talk to the pink Katz to play the Emo Bubble mini game with Genis. See the sidequest section for more. Go onto the docks to see Lyla asking Max to deliver a letter to Aifreed. When she asks you to deliver the letter, you can accept or decline, but if you decline, you can't do a sidequest later on. Talk to Max when you're ready to go to Palmacosta.

IF MAX, LYLA, AND THE FAT MAN ARE MISSING, IT MEANS THAT YOU WENT TO HIMA AND MUST FINISH THE EVENTS AS OUTLINED IN **The Road Not Taken** BEFORE THEY WILL RETURN.

Palmacosta, the Port City

Upon arriving in Palmacosta, head south one screen. Watch the encounter with the other group where Colette demonstrates her klutziness again. This other group will not let you leave town until you replace the potion that Colette broke. Go east over the bridge and into the second building and watch another scene. Once it's over, speak to the woman behind the counter and buy a Palma Potion if you can afford it. If you don't have 1000 gald to spend on it, Cacao, the shopkeeper, will suggest you look for work in the academy's cafeteria. Go back outside and head east one screen where you see yet another scene. The academy is the building on the far right. When you enter, some students will challenge Genis to a quiz. See the sidequest section for more. Examine the stand with red and white balls on top of it to find the Wonder Chef again. He will teach you how to make Omelets this time. The cafeteria is on the first floor on the east end of the hallway. Talk to the man behind the counter and Colette will work as a waitress. Do your best to remember who orders what and how much of it. No matter how good or bad at this you are, you will get a free Palma Potion if Cacao told you to work in the cafeteria and Colette will also get the Turbo Waitress title. Go back outside and enter the government building, the one with two guards standing outside it. Walk up the steps to talk with Governor General Dorr and Neil. After talking with them, go to the church next door and talk with the pastor up front to learn more about the Book of Regeneration. You can also go north onto the pier to see the steam ship, as well as meet the assassin again. This is the time to view the first of four training scenes with Kratos. Speak to the guard on the right side of the government building's door and choose to train. You must see this scene if you want to see the others later. Now leave Palmacosta and head north along the road.

On your way north, you will come across a House of Salvation. Check it out if you like, but you'll have to come back here later. Continue north to Hakonesia Peak. Enter the building and speak with the old man, Koton. Colette will notice that he has the Book of Regeneration and ask to read it. Koton refuses to let her read it unless you bring him a Spiritua Statue. You do not have to do this, but it is recommended since you won't be able to get some very good armor later if you don't get him the statue soon. Go back to Palmacosta and head east to the plaza. Fight off the desians and rescue Cacao. The skit "To Fight the Strong" will start to show up about now. Watch it to get another entry in your training manual. Head back out to the House of Guidance between Palmacosta and Hakonesia Peak. When you get there, a soldier will ask you to go to the Palmacosta Ranch and assist with a raid. While you are still at the House of Salvation, go inside to see the assassin again. Leave and re-enter, then speak with the priests about getting the Spiritua Statue. They will tell you it's at Thoda Geysler.

You now have the choice of starting the Palmacosta Ranch story arc or doing the seal of water at Thoda Geysler.

ONCE YOU START THE EVENTS AT THE RANCH, YOU CANNOT GET TO THODA GEYSER UNTIL ALL EVENTS DEALING WITH THE RANCH ARE COMPLETED.

I always do the seal of water first, so I'll list it this way here. From the House of Salvation, head southeast through a gap in the mountains. Turn to the east to find the coast. Head south along the coast to find a boat dock. Go into the building and speak with the receptionist and pay 200 gald to rent the boats.

Thoda Geysler, the Seal of Water

Treasure to get:

1. Mermaid's Tear
2. EX Gem Lv 1
3. Orange Gel
4. White Silver
5. Life Bottle
6. Circlet (2)
7. Stun Bracelet

When you arrive at the geyser, make use of the save point on the dock. The man with a backpack standing next to a rock will sell you items if you wish. Go up the stairs on the east side of the geyser. If you told the priests in the House of Guidance that you would get the Spiritua Statue, you will go get it now. Examine the oracle stone behind the board to open a cave and extend a bridge. If you aren't far enough in the Spiritua Statue quest, don't worry about the bridge being there, it won't affect anything. Go up the bridge and enter the seal.

Walk north along the path, then east down a flight of stairs. Continue east to get a Mermaid's Tear from a chest. Continue down the stairs and go through the western door along the south edge of the screen. Behind the large pillar on the east wall is a chest with an EX Gem Lv 1. Go between the pillars to end up in another room on a balcony. Open the chests for an Orange Gel and White Silver. Go back through the pillars and use the Sorcerer's Ring to light the two torches on either side of the balance. Your character will notice something change about the balance. Go back through the north door and change the function of the Sorcerer's Ring at the device next to the stairs. Open the chests to the right for a Life Bottle and a Circlet. Go through the eastern door along the southern edge now. Kill the fish monster that is by the chests for a Memory Gem. Open the two chests under the arches for a Stun Bracelet and yet another Circlet. Go down the southern stairs and west along the path and through the door. Get on the left side of the block and push it to the right until it clicks into place beneath the door. Go back to the room with the ring changer in it and go through the western door again. Use the ring's function to shoot water into the right side of the balance. This should cause a door to close on the level below, but it will be blocked by the block you just moved. If you did not put the block in the correct place and the door completely closed, shoot one of the torches with the ring to extinguish it and start over again with lighting the torches. Go back down to the block and through the door. Walk up to the second balance and shoot some water from the ring into the right side of it. Now a large platform will rise out of the water to the west, on which is the warp to the boss. Go back up to the room with the torches and other scale. There is a sealed memory circle on the southern end of this room. Unseal it and save, heal up, then step onto the teleporter to face the boss.

BOSS: Adulocia

- HP: 10,000
- AA: none
- Weakness: lightning
- Resistance: water, ice

BOSS: Amphitra x 2

- HP: 2300
- AA: water
- Weakness: fire, lightning
- Resistance: water, ice

Taking advantage of elements is a huge benefit in this battle, if you can do it. Genis's fire and lightning skills will work great against these guys, but I don't like to take a mage into a boss battle against three opponents. It's really up to you to decide if you want Genis to fight or not, but it can be a pain trying to keep everyone away from him so he can cast magic. Another great way to shred these bosses is to have Colette use Para Ball if she has it. If she isn't at a high enough level to learn it, taking the time to learn it is a good idea. To learn it, Colette must be S type, at or above level 18, have used Pow Hammer at least 50 times, and don't know Pow Pow Hammer (forget it if you already know it). As for taking advantage of elements, nearly all the attacks used against you have a water element. You should have at least one Poison Charm. Equip it to your main fighter to cut water damage in half. The more you have for the other characters, the better. As always, focus on killing the two small fries before going for the big fish. The Amphitra will either slap you with their tails, head butt you, or sing, causing music notes to attack you. Just block their singing attack and start an attack of your own once they finish.

Adulocia can be a menace as she jabs at you with her fish-hands. Sometimes she will follow up with a bubble spraying attack that can cause heavy damage if you don't block it. She will also cast Spread on you, so when you see starting to cast, back off a few paces and wait for her to finish. Spread is easily dodged by simply running forward at the right time, which is right after she finishes casting. With three or four people attacking her at once, Adulocia won't survive too long.

After the battle, Colette will release the seal, you will be fully healed, and ready to continue on. On your way out, take the time to fight a lot and gain a few levels: as soon as you exit the seal, another camp scene will take place, fully healing you yet again.

IF YOU DID NOT ALREADY DO THE EVENTS WITH THE **Palmacosta Ranch**, YOU MUST DO THEM NOW. IF YOU DID, GO NORTH OVER HAKONESIA PEAK TO **Asgard, the City of Ruins**.

IF COLETTE JUST LEARNED HOLY SONG, PROCEED TO **Luin Revisited**.

If you're headed to the ranch, take the boats back to the docks. On the world map, head north. Just north of the gap in the mountains is a forest. The Palmacosta Ranch is in this forest.

Palmacosta Ranch

Treasure to get:

1. Apple Gel (2)
2. Life Bottle (3)
3. Orange Gel (4)
4. EX Gem Lv 2
5. Mage Cloak
6. White Silver
7. Omega Shield
8. Melange Gel
9. Panacea Bottle

Upon arriving at the ranch the first time, Neil will take you into the bushes and discuss some important matters with you. You are given the choice of going back to Palmacosta to investigate Neil's theory or continue at the ranch. It does not matter what you pick, you will have to do both options anyway. If you do choose to go back to Palmacosta, you will get an extra key item. How you enter the ranch will also depend on which choice you make. If you choose to go ahead and attack, then you will go down the path to the right. Examine the gate to open it and continue north and into the building. You will start in a room with a ring changer. If you go back to Palmacosta, take the left path and enter the code on the card key you received (3341) into the machine. The door will open, allowing you access. You can't really do anything in this room yet, so follow the corridor west, then northeast and through the door to the east. You will end up in the ring changing room.

Examine the ring changer to change the function of the Sorcerer's Ring to that of a radar type thingie. When you use it, the screen will get a green tint, enemies will not show up, hidden items will appear as little glowing things, and teleporters will become active. Go into the room to the west and defeat the desian for a Memory Gem. Activate the ring to find an Apple Gel in the first area. Continue south and activate the ring to find an Orange Gel in this area. Go down the corridor to the east and activate the ring again to find an Orange Gel. Go part way up the northern corridor and use the ring to find a Life Bottle. Go back to the main room with the ring changer. Activate the ring and use the teleporter on the north end of the room. Go through the western door to free the captives and receive the Blue Card. Go back east through the room you were just in, past the save point, and into the next room.

Here there are four blocks that can only be seen when the ring is activated, but you don't have to have the ring on to move them. Push one of the blocks straight down into the hole and walk across it. Activate the ring on the center little island to find an EX Gem Lv 2. Bring another block over and push it across the middle to fill the gap on the other side. The block that starts to the north east the most is covering up a Mage Cloak; pull the block away to get it. Head east from the blocks, activate the ring, and examine the orb coming out of the pedestal. A bridge will appear. Cross over it and walk down the stairs to find a Red Card. Go back across the green bridge, activate the ring again, and examine the orb again to make the bridge disappear. It is not critical that you disable the bridges behind you, but you have to if you want an item a little later on. Go south across the area you spanned by dropping the blocks into holes. Activate the ring to find White Silver and an Omega Shield. On the east side of this area, activate the ring and examine another orb on a pedestal. Cross to find a machine called a refresher. Examine it to restore your health or purchase items. Just north of the second bridge is a third; activate it and cross it and use the ring to find a Life Bottle. Go back and disable the third bridge. Go further east and defeat the desian walking around to find a Purple Card. Use the ring in this area to find an Orange Gel. Go back across the second bridge, disable it, and go up the stairs, across the blocks you dropped in the holes, and through the western door. Use the save point and activate the ring, then use the teleporter on the north end of the screen, which requires the three cards you found.

Next is a large and confusing warp maze which is easy to get lost in. There are three ways of solving this puzzle on your own, but they won't get you all the items. One method is to always use the warp on the path a guard is not patrolling. Another is to use the warp next to the hidden "item." Some of the "items" are actually alarms that are set off when you examine them, forcing you to fight. The last is to activate the ring and stand on a teleporter. If you hear a machine noise, this is the correct teleporter. The center ring in every room of the maze will warp you back to the beginning if you wish. Following the steps below, you will get all the items hidden in the maze.

1. Use the ring on the west end, examine the item for a Melange Gel, and use the nearby teleporter.
2. Go to the north end and use the warp. In the next room, use the northern warp to arrive on an island in the room with the three bridges. If all three of the bridges are disabled, a stairway will lead up to another platform with a Panacea Bottle on it. Go back to the bottom platform and use the warp. Go back up to the bottom warp, take the item, an Apple Gel, and use the warp.
3. Use the western warp, then use the southern one. Activate the ring to find a Life Bottle, then warp back.
4. Use the northern warp.
5. Get the Orange Gel next to the western warp, then take that warp.
6. Use the northern warp point.
7. Use the western warp point.

Now you fight a required battle to rescue Chocolat. After this, there is a sealed memory circle on the east end of the room. You can unseal it and save, or you could save the gem for later. You can use the center warp here, use the save point on the eastern end of the room, go and use the refresher to heal yourself, then use one of the three methods described earlier to get back to Chocolat. Use the northern warp that Chocolat is next to to warp to the boss, but there is another fight, same as before, before you fight the boss.

BOSS: Magnius

- HP: 8500
- AA: none
- Weakness: none

- Resistance: fire

Magnius brings two henchmen along with him. You should know the drill by now; kill them first, then go for Magnius. Magnius is fairly short, so jumping over him and attacking from behind is a good strategy here. His Beast attack is annoying since it knocks you down, taking you out of the action for a few seconds. He will also use Hell Hound and Hell Axe, both of which cannot be blocked conventionally. Either use a guard tech or dodge them. He will occasionally cast Fireball, which shouldn't worry you too much, but when he casts Eruption and Flame Lance, it can hurt and is hard to dodge, so use a guard tech. As with most other bosses, they go down quickly once their minions are gone, as does Magnius.

IF YOU WENT BACK TO PALMACOSTA TO INVESTIGATE NEIL'S THEORY, YOU WILL GET THE PASS AT THIS TIME.

Now return to Palmacosta if you did not investigate Neil's theory. If you did, complete **Thoda Geyser, the Seal of Water** if you did not yet. If you've done both of those things, it's time to head to Hakonesia Peak and pass through to Asgard.

BACK IN PALMACOSTA

Go to the government building and go downstairs to see a disturbing scene, and then fight another boss.

BOSS: Kilia

- HP: 10,000
- AA: none
- Weakness: light
- Resistance: dark

Kilia will always start the battle off by casting Acid Rain, which lowers your party's defense. Take this opportunity to run in and start attacking her. Taking advantage of Kilia's weakness to light is a huge help in this battle. Have Colette repeatedly cast Angel Feathers on her and have Raine use Photon (if she knows it) when she is not healing you. Kilia will attack you by thrusting a ball of electricity at you, hitting several times. You can usually see this attack coming and block it in time, but it's not such a big threat as what she does later. When she loses half her health, she sprouts spikes out of her back that she will use to either whip you or stab you. The stabbing attack can really hurt, so allow her to attack you, letting you block the hit, then counter attack. You could also sit there and guard her attacks until Colette or Raine casts a spell on her, causing her to stagger, and taking advantage of this by continuing the combo.

After Kilia bites the dust another scene occurs. Before you leave town, you should know that there is now a quick jump option that will take you to the House of Salvation or Hakonesia Peak. Talk to the priestess next to the exit to the world map and make your choice.

IF YOU DEFEATED MAGNIUS BEFORE KILIA, YOU WILL ACQUIRE THE PASS FROM THIS SCENE.

IF YOU HAVE NOT DONE THE **Palmacosta Ranch**, GO BACK NOW AND FINISH IT.

IF YOU HAVE NOT COMPLETED **Thoda Geyser, the Seal of Water**, YOU MIGHT AS WELL DO IT NOW, BUT YOU DON'T HAVE TO YET.

Now that you have the pass, a new mini game is available now called **Orienteering**. See the sidequest section for more.

Now it's time to pass over Hakonesia Peak. If you have the Spiritua Statue for Koton, now is a great chance to give it to him and look at the Book of Regeneration. On the other side, head north until you find a House of Salvation, then west into the little canyon. Look for a city, which is Asgard.

Asgard, the City of Ruins

In Asgard, head along the path to an opening in the mountain next to an inn. Go up the stairs, but don't be fooled when Raine starts talking, you will be able to move around. Walk around to the back side of the stone dais to find two men. Watch the cutscene, then go to the east part of town after the mayor chases you away. Go up one flight of stairs and enter the house on the right. After you get kicked out, go back to the stone dais. Watch Raine perform the ritual, and then watch it go bad as a monster appears!

BOSS: Windmaster

- HP: 10,000
- AA: none
- Weakness: none
- Resistance: wind

This guy is tough; don't underestimate him. He attacks mainly by swinging his arms at you and swiping at you with his bladed bottom. It's especially dangerous when he starts spinning end over end since he can hit you several times easily. Have one or two melee fighters stand up close and take the heat off the spell casters. When the spells hit, start attacking. Since Raine is required to be in this fight, having her support the melee fighters is the best role for her.

After the fight, Raine runs off to decipher what some ancient markings mean. Go back to the house at the top of the first stairs in the east end of town to get Raine back. While you are here, go upstairs and examine the phonograph next to the bed. The Wonder Chef will appear again and teach you how to make Meat Stew. The second training session with Kratos is available now by going back to the hotel on top of the hill and staying the night again, but only if you saw the first training session. Before leaving Asgard, I strongly advise you to buy two Paralysis Charms from the Cyclone armor shop, they will be handy later. You are now ready to go to the Balacruf Mausoleum to release the seal of wind, but I recommend that you go to Luin before you do.

To get to Luin, follow the dirt road northwest from the nearby House of Salvation.

Luin, the City of Hope

There isn't much to do here in Luin, but you can go to the west side of town to see the assassin again. In the item shop, examine the object in the northwest corner to find the Wonder Chef yet again. This time he has a recipe for Seafood Stew. I recommend going to the Fighting Spirit weapon shop and buying two Rabbit's Feet. Each one increases the luck stat by 30, which can be very helpful in certain situations. Now that we've wasted enough time in Luin, it's time we got on with the story again.

To get to the Balacruf Mausoleum, head back to the House of Salvation, then south to the mountains. Now follow the mountains to the east. There is a bridge that goes north; cross it. On this island, continue due east for the most part and into the mountains. The mausoleum should be clearly visible.

Balacruf Mausoleum, the Seal of Wind

Treasure to get:

1. 1800 gald
2. Beast Fang
3. Iron Guard
4. Blue Ribbon (2)
5. Beast Hide
6. EX Gem Lv 2

Here is yet another simple seal, but if you don't know what you're doing, it is maddening. Before you even walk up the steps, go down the path on the west side of the area and open the chest behind the man for 1800 gald. Proceed up the front steps, open the door using the map you got in Asgard, and go inside. This is also the first dungeon where you will encounter traps, so watch what you're stepping on. There are several etchings on the walls in this dungeon. Each one of these has a torch next to it that must be lit to read the message. Some of the torches cannot be lit because there is a constant wind blowing, preventing the flame from catching. You have to stop the wind by pushing blocks onto buttons in two different places. The etchings on the walls are riddles that hint at how to solve the final puzzle before the actual seal. Rather than explain each riddle, I will just tell you where they are and exactly how to solve the puzzle.

Go west of the entrance, but be careful of the plate on the ground; spikes will pop out of it when you get close enough. Trip the trap, then run across right after it resets itself if you're feeling frisky, or just slowly creep across it. Kill the bug avatar monster on the stairs for a Memory Gem. Continue up and to the left. There is a riddle on the wall here. There is also a block that you can push off the bottom ledge. Go back down the stairs and push the block onto the square button to stop the wind. Head back east across the spike trap and past the entrance. Now you can light the nearby torch and read the riddle here. There is also a sealed memory circle and a Beast Fang on this end. Go back west, then north down the aisle with the clamping spike traps. Wait for them to open, then run through them one at a time. There is another riddle on the wall, but a wind current is blowing through, so you can't read it yet. Go up the stairs to the west and follow the path north to another riddle. Go east past the two spike traps and light the two torches above the ring changer, causing a door to open. Continue east and down the stairs to find another riddle on the wall. Pull the block into the eastern area and push it onto the square button to stop the last of the wind currents. Go north and open the two chests for an Iron Guard and Blue Ribbon. Go south to find another riddle on the wall and a Beast Hide. Return to the ring changer. If you want to read the riddle on the wall by the three traps, go back and read it now. Change the function of the ring, which will now blow gusts of wind. Go up the stairs to the right and through the door on the north wall. This is where the puzzle is: there are five pinwheels that you must start in the correct order. Use the ring to start the pinwheels in the following orders. If you mess up, you can use the ring again to stop the pinwheels.

Start the red, green, yellow, white, then blue pinwheels to open the east wall, revealing an EX Gem Lv 2. Reset the pinwheels.

Start the blue, red, yellow, white, then green pinwheels to open the west wall, revealing another Blue Ribbon. Reset the pinwheels.

Start the red, yellow, green, white, then blue pinwheels to unlock the door on the north wall. Examine the door to open it. Go up the steps to fight the seal's boss.

BOSS: lapyx

- HP: 14,000
- AA: none
- Weakness: none
- Resistance: wind, lightning

lapyx is the toughest boss so far. He can cause heavy damage with his melee attacks at close range and also will cast Air Thrust on you. Equipping Raine with a Feather Robe will halve the damage she takes from his spells if he targets her, but that's not a big comfort.

Play defensively and keep your HP up for this battle. Allowing Colette to cast Angel Feathers for this will keep her from the front lines and out of harm's way while allowing her to help out. It's also a good idea to have Genis cast whatever non wind or lightning mid-level spells he has. Use Lloyd or Kratos to stay up front and distract lapyx. Have Raine constantly cast First Aid on you and use items for emergencies. Once lapyx staggers due to a spell hitting him, start attacking him, then return to guarding.

lapyx has two basic means of attacking you besides magic, either kicking you or shooting feathers at you. When he kicks, he may follow up with a second hit, so don't be caught unaware. His most damaging attack is when he shoots feathers at you. He'll flap his wings down and shoot out about four feathers, and sometimes even do it a second time. If you don't block the feathers, you will take considerable damage. Try to save some healing items since you will more likely than not fight another boss soon after this.

After lapyx falls, Colette releases the seal and you are fully healed. On your way out of the mausoleum try to avoid fights as much as possible, because you will probably have another boss fight here.

BOSS: Resolute Assassin

- HP: 4500
- AA: none
- Weakness: none
- Resistance: none

BOSS: Guardian: Lightning

- HP: 5500
- AA: none
- Weakness: none
- Resistance: none

Yes, that pesky assassin is at it again, but has more HP and a stronger guardian this time. Not much changes in her fighting style, so jumping over her and attacking from behind is still a great tactic. Once she's down, go for the guardian, who tends to knock you down more this time. Remember that since the guardian stays off the floor, techs like Demon Fang and Aqua Edge will not hit him.

IF COLETTE LEARNED HOLY SONG AFTER RELEASING THE SEAL, CONTINUE ON TO **Luin Revisited** SECTION BELOW.

IF YOU HAVE BEEN TO PALMACOSTA AND HAVE NOT COMPLETED THE WATER SEAL YET, GO DO **Thoda Geyser, the Seal of Water**

IF YOU HAVE NOT BEEN TO PALMACOSTA AND COLETTE DID NOT LEARN HOLY SONG, GO DO **Tower of Mana, the Seal of Light**.

Luin Revisited

You should only be doing this section after you have released three seals and Colette has learned Holy Song. Return to Luin to find it in ruins. Head to the west side of town by the fountain to find Sheena. Now she will either join you or run off and join you just a few minutes in the future. It is not known what determines where she will join you, but either way you need to head to the human ranch north east of Luin.

Asgard Human Ranch

Treasure to get:

1. Beast Hide
2. White Robe
3. Iron Bracelet

Upon reaching the ranch, the group decides to ascertain some desian outfits to use to sneak in. You battle a patrol, then head back to Luin. When you return, go into the hole in the blocks and open the chest for a Beast Hide. Proceed north and enter the building. Go into the door on the west side of the room. After an encounter with Botta, you run into the next room. Open the chest for a White Robe. Go down the stairs to the south and back up another flight. There is a memory circle here if you want to save. On the west side of the room, take the west branch and kill the desians for a Memory Gem. Go south along the side path and up the stairs to find an Iron Bracelet. Get back to the main path and up the stairs to the dead end. After the scene here, head back to Luin. Sheena will join you now if she did not earlier in Luin.

When you exit Luin again, Sheena will tell you to find Pietro in Hima. Before you exit, however, you can see the third of the Kratos training scenes by talking to the man standing where the weapon shop was. As with the other training scenes, you can only see this one if you saw the previous. Use the exit by the fountain and follow the dirt path west and south. Hima is in the mountains to the east of the road. It is kind of hard to see, so move in close and look carefully. If you want to take the easy way, though, go back into Luin and talk to the man with the backpack by the fountain, who serves as a quick jump between Luin and Hima.

Hima, the Village of Adventurers

Hima is a simple little village without many buildings: as a matter of fact, it only has one. Go into the inn and talk with the woman on the stairs. Go back outside and up the hill to the graveyard. After the scene you will receive the Desian Orb. You can go back into the inn and into the second room on the first floor to find the Wonder Chef in the northwest corner. He will teach you Risotto this time. Head back to the Asgard Ranch now that you have the Desian Orb. If you took the quick jump from Luin, you can take it back.

Asgard Human Ranch, part II

Treasure to get:

1. Cleric's Hat
2. Lamellar Leather
3. Pellets
4. EX Gem lv 2
5. Card of Earth
6. Stun Charm

When you first enter the ranch, examine the stone near the exit. Once inside, you fight some desians. It is decided that the party will split up at this point. Lloyd and two other characters of your choice will head for and fight Kvar while the other three will disable the guard system. I recommend taking Kratos and Raine with you to Kvar, but if you feel that leaves the other party shorthanded, choose as you will.

As Lloyd's group, take advantage of the refresher near the south side of the room. Go up the stairs and through the door on the left. In this room, open the three chests on the far northern side for a Cleric's Hat, Lamellar Leather, and Pellets. Examine the terminal on the far west side of the room and deactivate it. Go back to the room with the refresher and use the door in the south west corner. Change the ring's function at the device and get on the conveyer belt. There are six round lights

between the conveyer belts, but you can only hit three from each side. Use the ring's new function to shoot the lights, then go to the other side and do the same. When all six lights are out, the belts stop moving. Go up the stairs to the north, then up the now stopped belt. There is a chest containing an EX Gem lv 2 hiding near the door. Go through the door, unseal the memory circle and save if you like, then try to take the warp. Now it's time to deactivate the guard system as the other party.

Before you go anywhere, use the refresher. Go out the door in the south east corner and fight two Evil Sorcerers. If you don't have anybody in this group that you are good at controlling in battle, don't worry, their required fights are quite easy. When one of the desians starts casting a spell, simply hit him to make him stop. Go back and use the refresher if you need to. In the room where you just defeated the Evil Sorcerers, go through the door to the south to end up in the yard. Make for the first hole in the blocks on the east side of the area. There is a door at the end of this path, but it is blocked by some blocks. Move them around and go through the door.

Head north in this hallway and open the chest on the northern end to get a Card of Earth. Examine the square on the ground to slide a door over, opening a new area. Go through the door to the west and defeat two more Evil Sorcerers and free the prisoners. Go through the door on the far west side, open the chest for a Stun Charm, and examine the panel on the floor to slide another door over. Go back to the room where the prisoners were and use the door on the southern wall. Head south and then either left or right, then north: it doesn't really matter. You will be forced to fight two Raybits guarding a button. These guys are push overs since they can't attack you unless they are in the air. Simply hit them to knock them down and don't let them get back up again. Once you defeat one pair and activate the panel, go to the opposite side and do the same again, enabling Lloyd to get to the control room and Kvar.

Take this time before you use the warp to use the refresher if you need it. Take the warp when you're ready to take on Kvar.

BOSS: Kvar

- HP: 10,000
- AA: none
- Weakness: none
- Resistance: lightning

BOSS: Energy Stone x3

- HP: 5,500
- AA: lightning
- Weakness: none
- Resistance: fire, water, earth, air, lightning, ice, light, darkness

The fight with Kvar is one of the few for which you are outnumbered. If you took my advice and bought those Paralysis Charms in Asgard, equip one to each character. Doing this will halve lightning damage, which is almost every single attack aimed at you. Kill Kvar's annoying little bug zappers first, then go for Kvar.

The Energy Stones may seem like little weaklings at first, but they are resistant to every element, so avoid using magic on them. If you brought Genis with you, have him focus on Kvar instead. These guys will either cast Lightning on you from long range or move in and zap you four times at close range. Whatever you do, don't let them surround you, or they will trap you and kill you easily enough. Try to attack one of them at a time while keeping an eye on the other two. With the bug zappers out of the way, Kvar is left all alone, but is still quite a threat.

Kvar is usually content to sit back and cast Lightning or Spark Wave on you. Move in close and he will use a tech called Lightning Strike most of the time, which will hit you a few times. Wait to attack him until either a spell hits him or another character moves in to attack. When Kvar starts levitating, get away at all costs to avoid a devastating close range attack.

Now that the ranch is destroyed, your path depends on what you have already done yet again. Now that you've beaten the ranch, the skit "The Pursuit of Strength" will show up sometime. Watch it to get another entry in the Training Manual.

IF YOU HAVE NOT BEEN TO PALMACOSTA, GO TO **Lake Umacy**.

IF YOU HAVE BEEN TO PALMACOSTA, GO TO HIMA TO GET THE KEY TO THE TOWER OF MANA, THEN GO TO THE **Tower of Mana, the Seal of Light**. DESPITE COLETTE TELLING YOU THAT YOU NEED TO SAVE PIETRO, YOU CAN STILL GO IN TO TOWN.

Tower of Mana, the Seal of Light

Treasure to get:

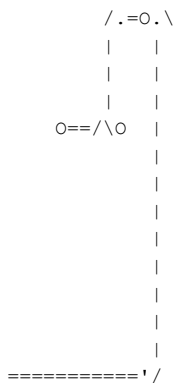
1. Armet Helm
2. Moon Robe
3. Lunar Guard
4. EX Gem lv 2 (2)
5. Stinger Ring
6. Iron Mail

The Tower of Mana is north of Luin on the east side of the bridge. When you go in, you must once again split up. Lloyd and Colette must go together. If you have been to Palmacosta, you get to choose one other character to take with you. If you haven't been to Palmacosta, Lloyd and Colette will have to tough it out on their own.

Defeat the second enemy on the stairs for a Memory Gem. Go up the staircase and open the chest at the top for an Armet Helm. Go through the doorway to find a little puzzle. Use the ring to shoot the curtain on the north wall, letting in a beam of light. Move the block into the beam of light and up into the middle of the room, opening the door to the west. Go through the western door and save if you like. Examine the pedestal south of the save point. You will now switch to the other team.

Go through the door to the north to find another mirror puzzle. Shoot the curtain on the west wall and move the block into the beam so it reflects onto the door on the north wall. Go through the door to the north. Here we have the big puzzle for the dungeon; four mirrors and three orbs. Burn the curtain in the south west corner to get the beam of light. This puzzle is kind of hard to explain in words, so use this picture to help(although it may not be any better).

.\ = mirror block with the reflective surface facing bottom left.
 /. = mirror block with the reflective surface facing bottom right.
 '/ = mirror block with the reflective surface facing top left.
 /\ = mirror block that will split a beam of light that comes from the top
 O = orb that needs to be hit by the light.



Once all the orbs are in the beam, a bridge appears on the top level. Go north and open the three chests for a Moon Robe, Lunar Guard, and EX Gem lv 2. Use the save point if you wish. Go through the door to the north and open the chest in the northeast corner for a Stinger Ring. Go through the eastern door, then the southern door. Go up the stairs and through the door, then the door to the west. Open the two chests for Iron Mail and an EX Gem lv 2. Go over the bridge to the west and you will switch back to Lloyd and Colette. Cross the new bridge and work your way up the stairs to the other group. Once you join up again, the portal to the boss will activate. Don't forget to equip Colette with the new equipment you found for her.

BOSS: Iubaris

- HP: 16,800
- AA: light
- Weakness: darkness
- Resistance: fire, lightning, light

Don't let this guy's HP scare you, he usually has more bark than bite. If you have the Stun Charm from the Asgard Ranch, equip it to someone to halve damage received from him. Since he has a weakness to darkness, use a Black Quartz on your melee fighters to really hurt him. If you don't have any Black Quartz, you can fight the Specters who drop it or steal some from Grim Reapers back in the tower. Make sure Colette's Angel Feathers and Raine's Photon are turned off for this fight, they will do you no good at all.

Get up close and personal with Iubaris to prevent him from hurting your spell casters. If you don't see his attacks coming and block them, they hurt, but you can often see them a mile away. Iubaris may also cast Photon on you, which is impossible to dodge. A well timed defense tech will help greatly.

SPECIAL NOTE: Iubaris is the only place you can find a White Quartz, so have Colette steal it if you want it. Those Rabbit's Feet I suggested you buy in Luin come in handy for increasing her chances of stealing the White Quartz.

On your way out of the tower, examine the north west book case in the room with the oracle stone to find Boltzman's Book, which you need to heal Pietro. Once you get outside, you'll camp out again and get fully healed. Now what you do next depends once again on what you have already done and what you haven't.
 IF COLETTE JUST LEARNED HOLY SONG, GO TO **Luin Revisited**.

IF COLETTE DID NOT LEARN ANY NEW ANGEL TECHS FROM THIS SEAL, CONTINUE TO **Balacruf Mausoleum, the Seal of Wind**.

IF COLETTE JUST LEARNED SACRIFICE, GO TO **Lake Umacy**.

Lake Umacy

Lake Umacy is north of the House of Salvation near Asgard on a patch of ground north of the dirt path and slightly higher than the surrounding area. It is hidden by trees, so it's easy to miss. Upon entering, Sheena will tell you to find Undine, the summon spirit of water. Undine dwells at the Seal of Water.

IF YOU HAVE BEEN TO PALMACOSTA, GO TO THODA GEYSER TO FIND UNDINE AT THE SEAL.

IF YOU HAVE NOT BEEN TO PALMACOSTA, RETURN TO **Izold, the Small Fishing Port** AND TAKE THE BOAT TO PALMACOSTA AND DO THE EVENTS THERE. AFTER RELEASING THE SEAL OF WATER, YOU CAN FIND UNDINE AT THE SEAL OF WATER.

BOSS: Undine

- HP: 13,000
- AA: none
- Weakness: none
- Resistance: water, ice

Undine can be annoying, but those Poison Charms I hope you still have should help significantly. Undine will cast Spread on you, which can be dodged by simply running forward or jumping forward. If she is casting, don't try to interrupt her because she will more likely than not finish before you can stagger her and easily hit you while you are busy attacking. She will also cast Aqua Edge instantly at times, which will juggle you for a few seconds. She also will take a sword from nowhere and take three swipes at you if you're too close. If you don't mind or can easily dodge the Spreads and Aqua Edges, Undine will be quite the easy boss.

Now that Sheena has a pact with Undine, go back to Lake Umacy to acquire the Unicorn Horn. Go back to Hima to heal Pietro. You will now be asked to go to the top of the mountain, but DON'T DO IT YET! This is your last chance for some sidequests.

Have you beaten [[the Sword Dancer]] on the Ossa Trail? Did you give [[the Spiritua Statue]] to Koton? You can also go back to the wind and fire seals and make a pact with the summon spirits there, but it will be quite difficult on a first playthrough. You are required to make a pact with them at some point and it's easier to just do it later. If you go all the way back to Dirk's house, he will give you an Onion, Metal Sphere, EX Gem Lv 3, and Exsphere Shard. Now is also a good chance to play several rounds of the **Emo Bubble** game in Izoold to get some free items. If you talk to Pietro two more times, he will go back to Luin, where he will accept donations for [[the Restoration of Luin]].

When you're ready to progress with the game, go up the mountain in Hima. When your party splits up, talk to Kratos twice for the fourth and final training scene. Just like before, you must have seen the previous training scenes. Go talk to Colette when you're ready to go on. Head up the mountain in the morning to head to the Tower of Salvation.

Tower of Salvation

Set your best cook to cook your best recipe. Inside the tower, run up to the warp. After the spoilerific scene, it's time for a fight.

BOSS: Remiel

- HP: 16,000
- AA: none
- Weakness: none
- Resistance: light

Remiel is quite a threat to spell casters because he will take out a bow and shoot a volley back at them. He will also cast Photon and maybe Ray. Since he is resistant to light, turn off Raine's Photon and have her constantly heal with First Aid or Nurse if you have it. Her status boosting techs are great as well. Some times Remiel will just teleport to another place on the field and shoot arrows at you, so either be ready to block them or jump over them. He will also use a tech called Judgment Ray, which is a close range attack, but hurts a lot. If you see him kneel down, get back to avoid it. When Remiel goes down, cook your best recipe to recover as much as possible.

With the fall of Remiel, you might think it's over. Think again.

BOSS: SPOILER

- HP: 22,500
- AA: none
- Weakness: none
- Resistance: light

Let me make it perfectly clear right now that you do not need to defeat this guy. Although defeating him does net you a good chunk of experience, a Life Bottle, and an EX Gem Lv 3, it's not always worth wasting all your items in a gamble.

This guy is also resistant to light, so have Raine behave the same as she did against Remiel. SPOILER will use Light Spear and Lightning Blade on you for severe damage, so either block it, use a defense tech, or jump over him. It takes a few hits to make SPOILER stagger, so only attack him after he finishes a combo. He will also cast Thunder Blade and Grave, which you have little chance of interrupting while he casts, but can easily dodge by jumping out of the way. It takes a lot of time and patience if you want to beat SPOILER. Keep a constant eye on HP and TP, healing before it becomes a problem.

Win or lose, the game continues with *gasp* another battle!

BOSS: Yggdrasill

- HP: 40,000
- AA: none
- Weakness: darkness
- Resistance: light

Don't even waste your time fighting Yggdrasill, it is impossible to win. The battle will automatically end if all your characters die, you deal 10,000 damage to him, or the battle lasts 2 minutes.

After your humiliating defeat, you are rescued by one of the last people you would think.

Sylvarant Base Part II

Treasure to get:

1. Straw Hat
2. EX Gem Lv 2
3. Protect Ring

You wake up in a familiar base. Once you get control, rearrange your party as you like and head up the hallway and down the stairs to the right. You can stock up on items at the vending machine here and save on the east side of the bridge. Go through the door to the east and change the function of the ring. Go up the stairs and head south to find two brown blocks and one grey block. Use the brown blocks to make a bridge to get to the grey block and push it off the east side of its platform. Now push the grey block all the way to the east side of the room so it fills a gap, making a bridge to two treasure chests. Bring the other two blocks over and make another bridge from the eastern stairs to the eastern platform. Go across and get the Straw Hat and EX Gem Lv 2 from the chests. Now pull the grey block onto the blue square to open a door covering some stairs south of the ring changer. Bring the two brown blocks back to the west side of the room. Place them along the western edge of the square with pink lights around it. Go down the stairs south of the ring changer.

Go to the east side of the room and push the grey block into the water. Go to the west side and shoot the blue pole on the north wall. Examine the machine next to the water and lower the platform. Walk across those two blocks you put there and open the chest hidden under the machine for a Protect Ring. Shoot the blue pole on the south side of the platform, then examine the machine on top, lowering the water. Go down the stairs into the trench and push the grey block west onto the blue square, lowering a gate. Shoot the final blue pole to open the door to the south. This area should start to look familiar. Head through the western door and down the hall to the north.

Fooji Mountains

Treasure to get:

1. EX Gem Lv 2
2. Cool Orbit
3. Black Onyx
4. Card of Fire
5. Misty Robe

The party find themselves in Tethe'alla's Fooji Mountains. Start your descent and use the nearby save point if you wish. Open the chest at the first switchback for an EX Gem Lv 2. Continue your descent to the second screen. Open the chest on the northern path for Cool Orbit. Continue down the path to the east and open the hidden chest behind the rock for a Black Onyx. Go down into the dell and open the chest for a Card of Fire. Go south down the path and take the partially hidden path that branches off to the west. Open the chest at the end of it for a Misty Robe. Keep going south on the main trail and exit to the world map. Your goal is Meltokio, which is straight north of the Fooji Mts. There is also a House of Guidance along the eastern coast.

Meltokio, the Imperial City

Head straight up the stairs once you get into the city to see an amusing scene. After that, continue up the stairs through the center of the city. Attempt to enter the castle and watch the changing of the guard. Go into the church to the west and talk to the old pastor in front of the altar. Once outside again, walk up to the castle gates again. In the castle, go through either the east or west door, then up both flights of stairs and through the door at the top. Enter the room. After the pope and Zelos leave, go to the church to meet up with Zelos again.

Feel free to explore the city now. Of particular note is the weapon shop, west of where you first meet Zelos, where you can find the Wonder Chef, who teaches you how to make Steak. When you're ready to leave, head north on the world map to the Grand Tethe'alla Bridge. All it is is a long bridge that connects two continents. On the second screen if you enter from the south side is a blue katz who will play Red Light, Green Light with Genis. Don't waste your time with this annoying game now, save it for later. Go all the way across the bridge and exit to the world map. Head north to find Sybak, your next stop.

Sybak, the University Town

Your first stop in Sybak is the academy on the west end of town. When you go in, you will be taken to a room where Colette will get the title Ill-fated Girl after a cutscene. Go into the hallway and through the door on the east end. Now is a good chance to go to the cafeteria in the back of the lobby and stock up on any food items you want. You can buy all but six ingredients here. Go outside and back to the first screen. Talk to the man in the north west corner to get a key crest for Colette. Enter the library to the north and examine the magazine rack to find the Wonder Chef yet again. This time he teaches to make Fried Rice. Go back to the academy's western hall on the first floor and go into the second room. When Lloyd is done, go back to the lobby, only to get captured again.

After getting the map of Tethe'alla, exit through the hidden passage. Head back across the Tethe'alla bridge to find Genis and Raine. Defeat the three soldiers to rescue them. Now you've gotta go back up the Fooji Mountains. If you need items, stop in Meltokio and talk to the guard on the right. I urge you to stock up on Panacea Bottles since there are several enemies that can poison you in an upcoming dungeon, and when you have to go through it, there aren't any places you can go to buy items.

Back at the Fooji Mountains(south of Meltokio), nothing much has changed except for the appearance of more monsters. At the top, however, is someone you did not expect to find.

BOSS: Pronyma

- HP: 18,000
- AA: none
- Weakness: light
- Resistance: darkness

Pronyma is a powerful foe, but has a powerful weakness. Let Colette and Raine use their light based spells while Lloyd or Presea attacks Pronyma. Zelos or Raine can act as a healer.

Pronyma will often start out by Dark Sphere or Acid Rain. She can also cast Aqua Laser and Freeze Lancer. She will use a tech called Leonazium, which is basically Lloyd and Presea's Beast attack. Finally, she will use a move called Agarazium, which will send the victim flying. She also has a nasty habit of teleporting around the field. With your new equipment and friends, Pronyma doesn't stand much of a chance.

It's time to go back to Meltokio, but since the gates are closed against you, you'll have to find another way in. Go on back to town and follow Zelos.

Meltokio Sewers

Treasure to get:

1. EX Gem Lv 2
2. EX Gem Lv 3
3. Great Axe
4. Spirit Ring
5. Breastplate
6. EX Gem Lv 1
7. 2500 gald
8. Thunderbolt
9. Card of Lightning

If you're low on HP/TP, you can go to the House of Guidance on the eastern coast to rest for the night before coming back to Meltokio.

Once in the sewers, go up the stairs and change the function of the ring. Use it to shrink down and walk along a narrow ledge behind the ring changer and enter the small hole. Examine the sack for an EX Gem Lv 2. Go back over to the ring changer but DO NOT CHANGE THE RING FUNCTION BACK and cross over the spider web. If you do change the function back, then cross the spider web, you are trapped there and cannot complete the dungeon. Step on the blue panel to return to normal and climb the stairs. Defeat the rat for a Memory Gem. Go north and east along the path to find a locked door. Open the chest under the stairs to find an EX Gem Lv 3. Go all the way up the stairs to find a trash compactor. Examine the yellow levers to activate the trash compactor. Push the block it makes to the western edge of the area to find two gaps in the railing. Push the block through the southern gap, where it will land in the water. If the block breaks, you did not push it through the correct gap, so go back and make another.

Get two more blocks from the compactor and push them to the southern edge of the area and through the two gaps. There is a hole in the wall just left of the compactor. Shrink down and enter it. Open the sack for a Great Axe. Go all the way down the stairs, past the locked door, and down another set of stairs. Open the chest hidden under the stairs for a Spirit Ring. Shrink and walk along the narrow path to the right of the stairs. Get big again on the other side and examine the blue wheel on the wall to open the door. Go through the door to find a sealed memory circle. Remember where this is, I will use it as a point of reference. Go west at the fork and down the stairs on the south side of the path. Shrink down and examine the box in the water. When you get out, step on the blue panel and examine the red wheel on the wall to open the top door. Shrink next to the box and jump onto the narrow pathway. Follow it back to where you got the Spirit Ring. Go all the way up the stairs and use the door you just opened.

Use the second compactor here to make a block. Push it along the catwalks until you reach a corner. Shrink, walk across the web on the inside of the corner, and step on the blue panel. Pull the block towards you once and cross the web again, then step on the blue panel. Continue pushing the block along the catwalk to the next corner, where you will push it off. Return to the save point and go down the stairs south of it. Open the chest hidden by the stairs for a Breastplate. Shrink and walk along the narrow path and take the left branch. Go up the stairs, shrink to get into the cage, step on the blue panel, and examine the right side of the cage to open the door. Walk out across the bridge and south to the save point.

Go back to the second compactor to discover that a new web was made, allowing you to push a block further than you could before. Make another block and push it along the catwalk the same way you did earlier. Push the block off at the fourth corner so it lands on the bridge to the cage. Return to the save point and push the block into the cage until it falls on a button, making a bridge extend.

Go back to the second compactor again to discover that yet another web has been made. Push one last block along the catwalks just as before, this time pushing it off at the sixth corner. Go back down to the bridge to the cage and up the stairs north of it. Shrink down and enter the hole west of the blue panel to find an EX Gem Lv 1. Exit the hole and pull the block east and push it through the gap on the southern edge of the platform. Go past the save point to the west, north across the bridge, and down the stairs. Shrink and walk across the narrow path, then examine the yellow wheel on the wall to open the final door.

Go through the door and open the chest on the smashed bridge for 2500 gald. Continue south and down the stairs. Go north along the path and shrink to go into the hole hidden by the second brown pillar. Open the sack for a Thunderbolt. Keep going north along the path and shrink to walk over a narrow path hidden behind the water falls. Enter the final hole before the three blue panels to find a Card of Lightning. Step on the three blue panels to fight three convicts who shouldn't pose much of a threat. It may be a good idea to heal before you step on the panels, just in case. Once the convicts leave, go up the stairs. Open the chest to fight a Fake. Remember that only elemental attacks can hurt him. Continue up the stairs to the north and exit the sewers.

Odds and ends in Meltokio and Sybak

Now that you finally made it into Meltokio, you may want to replenish your item supply. Don't bother spending money to stay at an inn, you'll be healed for free shortly. Sheena's friends are east of the inn on the first level of the city. After the plan is explained to you, go back upstairs and outside. Head to the area in front of the castle and church, then head east into the noble district. Zelos's house is the second on the left. Talk to your buddies and go upstairs and examine the stack of presents on the balcony. The Wonder Chef makes another appearance and teaches you how to make Fruit Cocktail. Talk to Sebastian, the butler, when you're ready to go to bed.

In the morning, go back to the Elemental Research Laboratory to get the Wing Pack. Head back to the west end of town and examine the manhole cover. Thankfully, there is now a quick jump option to bypass the sewers. Exit Meltokio and go to the Tethe'alla Bridge. Open the locked gate at the bridge and go down the stairs, then talk to Kuchinawa, the ninja in red. Kuchinawa gives Sheena a charm and tells you about the Elemental Cargo(EC). Pay attention to the game's description of how to use it, because I won't bore you with the details. In the EC, follow the bridge north east. Disembark on the dock and head north to Sybak. Go to the west end of town and enter the far western manhole and talk to Kate. When you're done, exit through the hidden passage again and leave Sybak. Follow the road north east to find Gaoracchia Forest. If you're interested in seeing a series of scenes involving Kratos, the first is available now. Talk to the girl in the central area of the first screen of town. If you choose to investigate, go see Kate.

Gaoracchia Forest

Treasure to get:

1. Drain Charm
2. Phoenix Rod
3. Witch's Robe
4. Pretty Ribbon
5. Angel Bracelet

Not even three steps into the forest and some soldiers find you again. Defeat them and continue north along the path to the ring changer and change the function of the ring. The ring's new function is like a flashlight. Use it to make plants that block the path recede and uncover chests. Some of the plants won't react to the light, but if you stand next to them, they will open. Then there are branches that you cannot move out of the way. As long as green circles are coming out of the plant, it will open soon. Head east along the path to the next screen. Hidden south of the patch of sunlight is a chest with a Drain Charm in it. Stand in the patch of sunlight to charge up the ring until it is full. Go back west a bit and take the northern path. Shine the ring on the plants to the north of the road that conceal a chest. The chest contains a Phoenix Rod. Continue east to the next screen, then south. Shine the ring on another bunch of plants to reveal a chest with a Witch's Robe. On the same screen as the Witch's Robe, keep going south, then take the eastern path. Stand next to the plants to open them, revealing a Pretty Ribbon. Go one path north of the Pretty Ribbon, past the patch of sunlight, and east one screen. Skip the first plant you come across, all it's hiding is a monster. Go north from here and open the plant for an Angel Bracelet. Take the eastern path to the next screen and defeat the skull enemy to the south for a Memory Gem. Continue south and east to find another plant hiding something. Open it to find a monster and a black chest, which is part of a sidequest later. Since you cannot open the chest now, continue south east to the next screen. You can unlock the sealed memory circle here. If you defeated the first Sword Dancer in the cave on Ossa Trail, the second one will appear on screen to the north. He will more than likely be too much for you, so leave him alone for now. Go south of the screen with the save point to fight another convict.

BOSS: Convict

- HP: 12,000
- AA: none
- Weakness: none
- Resistance: none

The Convict is quite easy, especially since he doesn't cast any spells. Jumping over him isn't a good strategy here because he will do a flip kick and knock you out of the air. Don't be afraid of his fancy techs, they don't hurt too bad. The best strategy to use on him is just swarm in and overwhelm him.

After some pummeling, the convict goes down and becomes your prisoner. Exit to the south. Head west and enter the village of Mizuho.

Mizuho, the Mystical Village

In Mizuho, head north and across two streams. If you try to enter the house by the front door, ninjas will chase you out, which I find quite amusing. Orochi tells you about the hidden door on the wall behind him. Enter this way and sit through a long dialogue, ending with Lloyd getting the Gentle Idealist title. Examine the washing machine in the chief's house to find the Wonder Chef. Now he teaches you to make Ramen. Hang around the village for a while until the Z-skit "Mizuho, the Mystical Village" appears. Watch it to get Zelos's Idiot Chosen title. Before you leave, buy a Card of Wind for Sheena and a Mizuho Potion if you don't have a Palma Potion.

Go back into Gaoracchia Forest and use the eastern exit this time. Go south across the bridge. Ozette is on the west side of the little hill.

Ozette, the Quiescent Village

As you enter, Presea runs off. Examine the parrot in the inn to once more find the Wonder Chef. This time he teaches you how to make Tenderloin. Head to the east end of the village and follow the path down. Visit Presea in her house, then go back up to the first screen of Ozette. Along the southern edge of this area is a path that takes you up above. You meet a man here who does not like Presea. Choose the answer that supports Presea, and then you can get a title for her later. Go back down by Presea's house and exit to the south. Straight below you is Altessa's house. If you plan on getting the Gigolo title for Zelos and Dog Lover for Colette, now is the perfect time to start if you have not already. There are three women; one in the inn, one old woman near a sign on the northern end of town, and a little girl in front of the armor shop. The two dogs are by the armor shop and up high at the food store.

Altessa's House

Enter the building to meet Tabatha. After Altessa throws you out, go back through Ozette. You don't have to do this, but now is a good time to go back to Mizuho and talk to the shopkeeper. He will ask you to retrieve a book from the well for him. The well is behind the chief's house. Return the book to him and get ready to laugh. Or not. Back near Ozette, there is a piece of land sticking up northwards with a dock on it. Embark in the EC and sail north and east some. The dock you are looking for is on the southern tip of the far southern continent, right next to the edge of the map. Head north east on the western side of the mountains and enter the door in the mountains.

Toize Valley Mine

Treasure to get:

1. Crescent Ax
2. Saint Rapier
3. Sand Saber
4. Iron Greaves
5. Battlesuit
6. Silk Robe
7. Thunder Cape
8. Super Pellets

- 9. EX Gem lv 3
- 10. Sage
- 11. EX Gem lv 1

I hope you're ready for a boss fight.

BOSS: Defense System

- HP: 12,000
- AA: none
- Weakness: none
- Resistance: none

BOSS: Orbit x 2

- HP: 3,000
- AA: none
- Weakness: lightning
- Resistance: none

BOSS: Guard Arm x 4

- HP: 8,000
- AA: none
- Weakness: none
- Resistance: none

BOSS: Auto Repair Unit

- HP: 5,500
- AA: none
- Weakness: none
- Resistance: none

This is one of the most bizarre battles in the game. Start by taking down the two Orbits. Your next target is the Auto Repair Unit. As long as the ARU is functioning, you will only deal half damage to the system. The ARU also repairs itself and the Orbits, so watch for them to start functioning again. Ignore the Guard Arms, they get trashed when the Defense System goes down. With the Orbits and ARU out of the way, focus on the Defense System. It doesn't take a whole lot bust this thing open, so enjoy the battle while it lasts.

In the room through the door, you will find a machine. Examine it to make the red light turn green, which will cause the gondola to the right move faster. Get on the gondola and shoot the red thing on the platform to the north, changing the course of the gondola so it takes you north. Get off and head to the square elevator shaft. Take the elevator down and follow the path south. A chest is hidden north of the mine carts containing a Crescent Ax. Continue south and change the function of the ring, which will now leave a bomb behind. Be careful with the new ring function because you will take damage if you stand too close to a bomb when it blows up. Go up the ramp to the west and open the southern chest for a Saint Rapier. Continue north on the higher ground and open the chest for a Sand Saber. Take the elevator back up, then head west. Defeat the cat enemy for a Memory Gem. Leave a bomb next to the large boulder and step back. When the bomb explodes, the boulder will break. Go back down the elevator and change the ring's function back to the original. Go back up and get on the gondola. As you pass to the south of the red switch, shoot it again, causing the gondola to only move in the east-west line. Get off on the west side and go north to find a gap in the ground. Jump across and go back down the elevator to get the bomb function for the ring again. Go back up that stinkin' elevator for the last time, jump across the western gap, and head east on the gondola. Go through the door.

Use the ring's bomb function to clear away the boulders in the path. In the alcove to the west is a chest containing Iron Greaves. There are three pits in this area. The southern-most has a chest with a Battlesuit in it, the northwestern one is empty, and the northeastern one has a chest with a Silk Robe and a Gnomelette. The Gnomelette will ask you for a potion. If you've have one, like I suggested you to, give him one and he'll leave. You must give him a potion before you can enter a later dungeon. Continue to the north and east until you find a boulder trap. Watch as Lloyd dodges the boulder Indiana Jones style. Go around the corner to the south and notice the switch on the wall, but don't activate it yet. Continue to find a Bacura. If you move close to it, it will chase after you. Let it get too close and it will slap you around. Lure the bacura up the path and around the corner until it stops, just before the little ledge Lloyd stepped onto to dodge the boulder. With the bacura stopped there, quickly run up to the trap switch to make another boulder come out, then turn back and run to the safe ledge to avoid it. The boulder should catch the bacura, force it off the ledge, and smash it to pieces. If the boulder misses the bacura, lure the bacura back and try again. If the boulder catches you, it will knock you off the ledge instead. If you're having trouble outrunning the boulder, give Lloyd his Personal EX Skill from a level 2 gem, which increases movement speed when in towns and dungeons. With the bacura gone, examine the switch on the wall to disable the boulder trap. Go back past the trap and down the nearby elevator. There are two chests down here with a Thunder Cape and Super Pellets. Examine the rubble of the bacura to find Evil Eye. You will need the Evil Eye to complete a sidequest later. Go back up the elevator and down the path the bacura was guarding.

In the new area, go down the southern steps and across the planks to find an EX Gem lv 3. Go back up the steps and across the bridge to the east. Use the ring to blow up the boxes on the far east end of the area to reveal a chest with Inhibitor Ore inside. Now that you have what you came for, it's time to leave. In the first room where you found the guard system, there are two chests. Open the one east of the guard system for Sage, then the one hidden above the upright mine cart for an EX Gem lv 1. Leave the mine and head south to the dock, then back south across the sea to the dock near Ozette.

Ozette yet again

When you enter the main area of Ozette, you'll fight two Papal Knights and a Cardinal Knight. These jokers are the same as always and shouldn't pose a threat. Once they are vanquished, several things will happen, which end in the removal of a party member and another joining again. You will be told to go back to Mizuho and are given the choice of quick-jumping there or going the long way. Before you go, there is another optional scene about Kratos. Talk to the girl in the inn in Ozette.

However you choose to get there, talk to vice-chief Tiga. Tiga will tell you to form a pact with Volt. Outside, talk to your pals as you will and talk to Sheena in the west corner of the village to continue. Your next goal is the temple of lightning, which is on an island north of the dock at Ozette. Before you enter the temple of lightning, wander around on the world map until the skit Poke Poke shows up. Watch it to get the Paw Mania title for Presea. It will be too late to get this skit once you enter the

temple of lightning.

Temple of Lightning

Treasure to get:

1. Silver Guard
2. EX Gem lv 3 (2)
3. Duel Helm
4. Thunder Scepter
5. Shining Star
6. EX Gem lv 2
7. Spirit Bottle
8. Battle Cloak
9. Power Greaves

When you start, walk north. Time when you walk between the white electrodes carefully to avoid getting shocked. There are three pathways going north. Go up the one on the right and examine the pedestal to raise a rod. Go back down the left one and examine the pedestal there, too. Go up the middle path and notice that when you step on the button lightning strikes the highest rod. Examine the rod to make it recede into the pedestal, then go back to the right path and examine the rod to lower it again, leaving only the left rod up. Step on the button again to break a block, allowing you access to the ring function changer. Change the function of the ring, which will now shoot out blue lightning. This blue lightning will break blue blocks. Examine the lowest rod to lower it too, then head to the east side of the room and use the ring to break the blue blocks. Open the treasure chest to get a Silver Guard. Go up the middle path to the north and into the next room.

In this room, go up the stairs on the left or right to the very top, where you'll find the seal. Use the blue lightning to smash the blue block in the stack, then go back down the stairs. Break the blue block on the north wall and go through the door. Go up the stairs on the west side and through the door at the top. You will find yourself in a dark passageway. Either wait for a lightning strike to illuminate the area or adjust your TV's settings so you can see where you're going. If you're about to fall off, sweat drops will let you know you're about to fall. Rapidly tap the A button when you see this happen to try and prevent yourself from falling. If you do fall off, you end up in the room with the seal. When you go through the door at the top of this passageway, go through.

Go through the door to the south here. Follow the walkway to the southeast and shoot the block floating in the air to knock down a treasure chest. Examine the pedestal to break the platform you're on and drop down a level. Open the chest you dropped for an EX Gem lv 3. Go over to the west side and knock the next treasure chest down, then break the platform by examining the pedestal. Open the chest for a Duel Helm, then continue past the chest to the south and knock down another chest, which you will get later. Back on the eastern end, blast another block to drop another chest, then break the platform. Examine the pedestal to raise the rod which will now be the one to get struck by the lightning. Open the chest you dropped for a Thunder Scepter, then go through the door into another dark passageway. Just walk off the edge and let yourself fall off.

Go through the door to the north and up the short flight of stairs on the left. There is a hard to see set of stairs going down into the water. Go down, then up to the platform on the east end of the pool and examine the ring changer. Your ring will now shoot yellow lightning, which can break yellow blocks. Go back up the stairs out of the pool and south through the door, then south again to the first room. On the west side are some yellow blocks. Smash them and open the chest for a Shining Star. Go back to the north into the next room. Go up the stairs to the left and smash the yellow blocks, but don't bother going through the uncovered door yet. Continue on up to the seal and smash the yellow block in the stack, leaving only red. Go down the right side and through the door. Work your way through the passageway, then smash the yellow block on the far end of the platform, dropping a pedestal onto a machine below. Let yourself fall off the path in the dark room and go through the door to the north. Walk over to the east side and examine the machine to raise the rod on top of it. Go back across to the west side, up the stairs and open the chest you dropped earlier for an EX Gem lv 2. Continue through the door and the dark passage.

Go up one flight of stairs and across the bridge to the east, then down the flight of stairs. Go through the door to the east and into yet another dark passage. In one place, two stairs are at right angles to each other. Stay on the lower platform and go southeast, then northeast to find a chest containing a Spirit Bottle. Go up the northern stairs and continue through the room. On the other side of the door, go along the path and examine the pedestal to lower the rod, causing lightning to strike a machine on the other side of the room. Go back through the dark passage. Go up both the stairs in this room to see five rails going up the northern wall, like so:

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|| BB ||    || BB ||    ||
||    || BB ||    || BB ||
|| BB ||    || BB ||    ||
||    ||    ||    || BB ||
                /\
                |machine|
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The Bs represent blocks.

Go up the stairs above the machine and defeat the bird enemy for a Memory Gem. Smash the two yellow blocks in the top left corner, then return to the machine. Start the machine to make a chest fall down below. Go back up to the top level and smash the other two blocks, go down one level and smash the left two blocks and start the machine again. A large rock will fall down and break the bridge, letting you go down lower in this room. Go down the broken bridge and up the stairs to open the chest you just dropped containing a Battle Cloak. Go down the stairs hidden behind the broken bridge and down another flight, then go through the door to the south. Change the ring's function again to make it shoot red lightning, which, surprise surprise, breaks red blocks. Go back up the broken bridge and into a dark passage and fall off.

In the seal room, go up the western stairs and through the door to the last dark passage. At the top of it, smash the red blocks and open the chest for Power Greaves. Back in the passageway, you can walk off the path at certain places to fall to the level below, creating a shortcut back down. In the seal room again, go all the way up to the seal and smash the final red block. Examine the pedestal when you're ready to fight Volt. It may be a good idea to use the sealed memory circle in the room to the north before you enter battle.

BOSS: Volt

- HP: 24,000
- AA: lightning
- Weakness: none
- Resistance: lightning

Volt is a tough enemy, but there is one incredibly easy way to defeat him, which I'll list last. Paralysis Charms are great for this battle since all of Volt's attacks deal lightning damage. DO NOT equip Sheena with the Card of Lightning or Lloyd with the Shiden unless you plan on changing their attack attribute somehow because lightning based attacks heal Volt rather than hurt him.

All of Volt's attacks hit multiple times and easily hit multiple people, so it is imperative that you block. He will cast Thunder Blade and Spark Wave on you given the chance, both of which can be dodged simply by running forward, and jumping at the right time in the case of Thunder Blade. At least twice Volt will use a tech called Master Field. Before he uses it, a circle will appear beneath him. This is your cue to jump back away from him at all costs. If you're busy attacking him when you notice the circle, it's too late to get out of the way, so try using a defense tech to take the edge off of his attack.

The very easy way to beat Volt is to equip Sheena with a Card of Lightning, Paralysis Charm, and Thunder Cape, making her immune to lightning, which is the only type of damage Volt can dish out. The only problem with this is that Sheena will also deal lightning damage, which heals Volt. We're at a stalemate at this point, but we still have an ace or two up our sleeve. Use any color quartz item on Sheena(except purple) to change her attack attribute to something that will damage Volt or use Sheena's S. Seal: Water tech on herself, which will also change her attack attribute. Now just run up to Volt and mash the A button. Watch the numbers that appear carefully so you notice immediately if they turn green, which means you're healing Volt. If this happens, change Sheena's attack attribute again like you did before. Quite simple, huh?

On your way out of the temple, go to the east side of the first room and smash the red blocks to get an EX Gem lv 3. You will meet Orochi as you leave, who will tell you that the Rheairds have been found. It is now only a matter of getting to them.

Hop into your EC one last time and head east towards the large archipelago of islands. Near the southwestern edge of the islands is a base with a dock in front of it. The base will show up on your map as a little white dot. Finding a way through the islands becomes easier if you cycle through the map modes by pressing Start to get the smaller map. Disembark on the dock and enter the base.

Tethe'alla Base

Treasure to get:

1. Silver Circlet
2. Silver Mail
3. Aqua Cape
4. Lavender
5. Tomahawk Lance
6. Beam Shield
7. EX Gem lv 3 (2)
8. Card of Ice
9. EX Gem lv 2
10. Lightning Sword
11. Dragon Tooth

When you enter the base, Orochi will take you to a room with a save point, ring changer, and vending machine. He also briefs you on how to get the Rheairds. You will need to defeat three specific enemies to get three passcodes needed to unlock the door to the hangar. Each of the three renegades you need to defeat to get the passcodes can give you one of three passcodes. Which code they give you depends on the order you receive the codes. Orochi will tell you what the passcodes are once you learn them.

Change the ring's function, stock up on items, talk to Orochi to be healed for free, and save before going through the door to the south. Go through the eastern door in the large circular room. In this hallway, you will find a round thing shooting out a white laser blocking one of the paths. There is a blue block next to the laser which will stop the beam and allow you to safely pass on the other side. Pull the block down and use it to block the laser to the south, then continue east and into the only room here. Defeat the enemy to get a passcode. REMEMBER WHAT THAT CODE IS. Remember that if you forget what the code is, Orochi will tell you the codes you have found so far. Go back into the hallway and up the north path, moving the blue block again to get past the laser. Open the chest for a Silver Circlet, then work your way to the northwest corner of the room by bringing the block with you to stop the lasers. In the hallway beyond the door, go up and through the northern door.

This is the room before the hangar, but you'll have to do things twice in this room to get all of the treasure.

1. Go up the stairs north of the door and open the chest for Silver Mail. There are two blocks on the ground: push them both to the western side of the room so they are just north of the stairs. When the blocks are next to each other, you can walk out onto them from the stairs and open a hidden chest containing an Aqua Cape.
2. Pull the blocks north and push them into the gaps along the wall, completing a path you can walk on. Go up the stairs to the south and down the stairs on the north end of the platform. They are hard to see, but are to the right of the stairs going up to the north. Walk across the blocks you pushed there and open the chest for Lavender. Now for the tricky part; shoot the device in front of the treasure chest with the ring's new function. You'll have to move to the left of the chest and make the shot at an angle, which is difficult, but it's the only way to do this.
3. Get back down on the ground and pull one of the blocks over to the blue pad next to the console that lit up. With the block on the northeast corner of the pad, stand on it yourself and activate the console to raise the elevator. Push the block off to the north, then take the elevator back down. Go up the stairs on the west side of the room and up the second set of stairs. Run across the top level, then down the stairs on the east end. Double back and go behind the stairs to find the block you left. Pull it out to the east. With the block against the eastern wall, push it off the edge to the south, where it will block off a chest you already opened. Walk out on the block and shoot the device to the south, activating another elevator.
4. Grab the other block that you left along the northern wall on ground level and push it to the eastern side of the room and onto the blue pad. Get on the pad yourself and activate the console, raising the elevator. Push the block to the north and drop it into the hole in front of the chest. Walk onto the block and open the chest for a Tomahawk Lance. Go back south, then west to find another chest with a Beam Shield in it. Shoot the device south of the Beam Shield to activate a third elevator that already has a block on it. Take the elevator down and push the block off the platform on the eastern edge, allowing you to get the chest with an EX Gem lv 3 in it.

Exit the room to the south again, then move the block in the hall and go to the western door. Defeat the purple guard for another passcode. On the north side of the room is a short set of stairs and another device to shoot with the ring. Shoot it and activate the console to the east to raise an elevator you will access later. Go all the way back to the large circular room next to where Orochi is. While you are here, you might as well heal by talking to Orochi and save again.

Go through the western door in the circular room and follow the hall north. Go through the western door here and defeat the blue guard for the final passcode. Open the chest in the room for an EX Gem lv 3. Back in the hall, go to the north. Defeat the raybit enemy in the next room for a Memory Gem. If you activated a certain elevator and raised it earlier, continue up the stairs and pull the block off of it. When the block is next to the stairs, push it south and off the edge. It will land on a laser that blocks two chests, destroying the laser. Go back south through two doors to find the laser in the hall. Move the block to let you go west and into the two rooms for a Card of Ice and an EX Gem lv 2.

Go back through the circular room and to the east to the fork in between the room that had the blocks and elevators and the room with the purple guard who had a passcode. Go west here and open the two chests for a Lightning Sword and Dragon Tooth. Go back to the hallway and north into the block and elevator room. You can use the Memory Gem to unlock the sealed memory circle and save. Pull a block over to the eastern elevator and go up with it. Push it north until you come to the hole, then push it east to the wall, then north into the hole, allowing you to pass over it. Go up one last elevator and examine the console next to the door. Choose the three passcodes the guards gave you to open the door to the hangar. If you can't remember the passcodes, go back and talk to Orochi, who will tell you the passcodes you found. Walk through the open door and prepare for a rough fight.

BOSS: Yuan

- HP: 16,000
- AA: none
- Weakness: none
- Resistance: lightning

BOSS: Botta

- HP: 12,000
- AA: none
- Weakness: none
- Resistance: earth

Yuan and Botta make quite the formidable tag team. I strongly suggest you bring a team of Raine and any three other melee fighters. Genis is more of a hindrance than a help here since while you focus on Yuan or Botta, the other will more than likely attack your spellcasters and make short work of them. By bringing three melee fighters, you can keep them both busy and away from Raine while she supports you with healing techs and the occasional Photon.

Go after Botta first since he likes to stand back and cast earth based spells that often hit a large area. When he is not casting, he will either take three swipes at you with his sword, which knock you back unless you block, or will plunge his sword into the ground and blast rocks at you. While you're attacking Botta, the other two melee fighters should be keeping Yuan busy and preventing him from using lightning based spells. Once Botta bites the dust, Yuan doesn't have much of a chance, but he puts up a valiant effort. If Yuan starts spamming Thunder Explosion, go on the defense and wait for Raine to hit him with Photon or order Zelos to cast a spell on him, then run in and attack him while he is staggering. Yuan will also cast Indignation at some point, which does severe damage, but is easily dodged by running out of the circle formed on the ground.

With both of them defeated, you make off with the Rheairds. Pay attention to how the flight controls work so you don't forget anything. My advice for flying around is always face north and use the C stick to move. Use the large map to see where you're going and you will never get lost.

The next place you're supposed to go is a dragon's nest floating over the water near the eastern edge of the map, just about centered north and south. Before you go fight the dragons, however, you should go to Altamira and get the better equipment there. Altamira is on an island almost straight south of the Tethe'- alla base. The stuff may be expensive, but it can really help against the dragons. When you're ready to fight them, fly at a high altitude into the cloudy nest.

BOSS: Winged Dragon

- HP: 18,000
- AA: none
- Weakness: none
- Resistance: none

BOSS: Baby Dragon x 2

- HP: 12,000
- AA: none
- Weakness: none
- Resistance: none

These three dragons are tough and extremely annoying. I recommend that you use the same team of three melee fighters and Raine as you just did against Yuan and Botta. Try to take out the babies first since they are more mobile and are more annoying. Nearly every attack they have will knock you over and they don't stagger easily. Always let them get the first hit in, then counter, or just wait for a team mate to start attacking them from another side and join in.

All the while, the Winged Dragon will stick its head out of one of three tubes. All it does is flail its head around, which isn't so bad, but when it pulls its head in and pops out of another tube, it uses a tech called Nest Crack, which looks exactly like Ground Dasher. This tech is dangerous, but can be blocked. If you don't block it, you will be juggled for a bit, giving the babies a free hit or two on you. Once the babies are down, move in and finish off the Winged Dragon.

Do not be afraid to use items for immediate healing; do not rely solely on Raine to heal you. Damage gets flung at you fast in this battle, and you have to be ready to keep your HP high or suffer the consequences.

When this nightmare of a battle is over, you will get fully healed and end up in front of the Temple of Earth, your next goal. Before going on, some new sidequests have become available, **The Devil's Arms** in particular. Return to Mizuho and talk to the shopkeeper, who will start **The Secret Notebook** quest. Go back to Sybak to start **The Pink Pearl Ring** quest. As you wander around on the world map, watch the skit Paw to get the Paw Dandy title for Regal. You can only watch this skit if you watched Poke Poke earlier and got the Paw Mania title for Presea. You should also make sure you've done everything you can in Ozette, such as naming the dogs with Colette, having Zelos hit on the women, and finding the Tenderloin recipe.

Go to Altessa's house and talk to Tabatha, who will teach you how to make a dish you must know to get through the next dungeon, Curry. The Temple of Earth is on the northern tip of the continent with Meltokio.

Temple of Earth

Treasure to get:

1. Mythril Circlet
2. Bellebane
3. EX Gem lv 3
4. EX Gem lv 2
5. Ghost Shell
6. EX Gem lv 1
7. Ancient Rod
8. Bardiche
9. Mythril Bracelet
10. Mythril Guard

Change the ring's function as soon as you enter. Walk up to the stone spires that block the path and use the ring, causing them to fall over and sink into the ground. On the bridge ahead is another Gnomelette. He will only allow you to pass if you gave a potion to the one in the Toize Valley Mine. On the other side of the bridge, follow the path down and to the right. Go through the door, across the bridge, and open the chest for a Mythril Circlet. Go back to the fork in the paths and take the upper path. Go through the door at the top and across the bridge. Go up the path next to the cliff and open the chest for Bellebane. Go back down the path and approach the Gnomelette. Choose someone to cook Curry for him. If you don't know the recipe for Curry, go see Tabatha at Altessa's house. If you need ingredients, buy them from the little girl near the doctor's house in Flanoir. After cooking, continue forward to find yet another Gnomelette. This one agrees to help you and jumps off the cliff to meet you later. Here is a set of cliffs that you need to fall down, grabbing treasure along the way.

```

      x x x P P  <-Start here
      3 2 1  A
      x P 2 P x P      x = platform can be broken with sorcerer's ring
B   3  2  1          P = platform cannot be broken with sorcerer's ring
P x P  2  1
  3  x P  1
  3  2  1          The numbers represent the different paths you should
  3  2  x P        go on your way down.  You will need to go down three
C 3  2  1          times to get all the treasure, labeled A through F
P x P P x 1
  3  2 1          A: EX Gem lv 3
  3  2 1          B: EX Gem lv 2
D 3  2 P x        C: Ghost Shell
P P x  2  1        D: EX Gem lv 1
  3  2  1          E: Ancient Rod
  3 x x x P        F: Bardiche
x x P 1 2  E
  3  P P x x P
  3  F 1,2
x P  P x P
  3  1,2
x P P P P P P
|
V
Bottom
```

There is a dragon at the bottom of the cliffs here that gives good experience and 10,000 gald every time you defeat it, so remember this when you need money. Approach the Gnomelette in the doorway and he'll just stand aside and let you use the shortcut. Through the door is the fork in the paths near the entrance to the temple. Talk to the Gnomelette here and go ahead of him down the path, killing the monsters in the way. Don't get too far ahead, or some of the monsters will respawn behind you and touch him. If this happens, you must pay the Gnomelette a hefty price to keep going. If you've got Sheena's Personal EX Skill on, taking it off for this part is a good idea. When you reach the door at the bottom, wait for the Gnomelette to go through, then follow him. Talk to the Gnomelette on the bridge and he will tell you to use the ring when he jumps so you can smash the bridge and get to the lower level. Time three jump and ring combos correctly to make the bridge drop. If you mess up, keep trying. Use the ring just when the Gnomelette jumps to get it timed correctly.

Down below, watch the little punk walk away right through a monster, which for some reason doesn't seem to bother him anymore. Move north to find Gnome.

BOSS: Gnome

- HP: 28,000
- AA: none
- Weakness: none

- Resistance: earth

Gnome is quite a fun boss, mainly due to his appearance and voice. He is a large target, but uses his size to his advantage. He will normally attack by hitting you with his shovel or jumping in the air, then charging at you with his propellor thing. He also likes to cast Stalagmite and Ground Dasher, but he is easily interrupted if two people attack him at the same time. If he does manage to cast a spell, Stone Charms and the Flare Cape will reduce earth damage. Once you get Gnome to stagger, you can really rack up the hits.

Once Gnome submits, cross the busted bridge and follow the path up. Open the chest on the way for a Mythril Bracelet. Go through the door at the top. Follow the path here to the left and use the ring next to the rock spire with the chest on top of it. Open the chest when it falls for a Mythril Guard. Go up the north part of this area and use the ring to allow you back up to the first fork near the entrance. Simply leave the way you came in.

Your next goal is on the large snowy island in the north east. Head to Flanoir and fight some battles on the island. The penguin enemies will sometimes drop Penguinist Quills. You need to get three of these, then enter Flanoir.

Flanoir, the Snowy City

Not too much in Flanoir, but it is a nice town all the same. If you've got three Penguinist Quills, you can make Penguinist Gloves, which you will need in a bit. Go up the stairs on the first screen to the second screen. Go up the stairs to the right and enter the house. Talk to the old man and he will offer to make the gloves for you. Back outside, go up the stairs to the right and enter the church. In the northwest corner is the Wonder Chef, who will teach you Quiche. When you've got the Penguinist Gloves, you're ready to go to the temple of ice to the southeast.

Temple of Ice

Treasure to get:

1. Mythril Shield
2. Defender
3. Ancient Robe
4. Ice Coffin
5. Mythril Gauntlet
6. Mythril Armor
7. EX Gem lv 2
8. Rosemary
9. 3EX Gem lv 3

When you enter, move forward toward the ice. Hidden behind the wall on the left is a chest containing a Mythril Shield. Head east from here to find two chests containing a Defender and Ancient Robe. Enter the cave to the north. Change the function of the ring when you enter. Go south and up the ramp, then open the chest for an Ice Coffin. Go northeast and open the chest for a Mythril Gauntlet. Continue north until you come to a fork. Go the northern way this time. Open the chest near the door for Mythril Armor, then go through the door. Go south along the ledge until you come to a gap where icicles are dripping. Shoot the drip with the ring's new function to make an ice block drop into the gap, allowing you to cross. Continue along the path and enter the cave. Open the chest for an EX Gem lv 2, then examine the flower near the edge. If you've got the Penguinist Gloves, you pick up the Celsius's Tear. If you don't have the Penguinist Gloves, get three Penguinist Quills and go back to Flanoir. Now that you have the Celsius's Tear, leave the cave and go back along the ledge. Here you can either enter the cave or step onto the ice to slide back down to the entrance area. Return to the fork inside the large cave and go east this time. Continue south until you find another icicle dripping in the corner. Shoot it with the ring to make another ice block. Pull it to the west and push it into the gap, then cross over it. Examine the water pouring out of the rock and use the Celsius's Tear to freeze the entire pond. Go back to the gap where you pushed the ice block and get ready to walk out onto the pond. Once you start sliding, you won't stop until you run into something. Follow these EXACT directions to get to the other side:

Up, left, down, left, up, left, up, right, down, left.

Open the chest here for Rosemary, then start out from the southern most of the three gaps onto the ice:

Right, up, left, down, right, up, right, up.

Open the chest for an EX Gem lv 3. There are four statues here that will turn around when you examine them. You need to make them face the correct direction to open the door to the seal.

left
right down
right

Go through the door and approach the seal to find Celsius.

BOSS: Celsius

- HP: 18,000
- AA: none
- Weakness: fire
- Resistance: water, ice

BOSS: Fenrir

- HP: 12,000
- AA: ice

- Weakness: fire, lightning
- Resistance: water, ice

Celsius and Fenrir aren't as difficult as other summon spirits because they both have a weakness you should be able to exploit. Genis does well in this battle with his strong fire spells. Equip the party with the Aqua Cape, Penguinist Quills, or Penguinist Gloves to reduce ice damage. Fenrir tends to be the more annoying one, so take him down first. He mainly attacks by spinning on the ground or kicking up ice chunks. Taking advantage of his weakness makes very quick work of him.

Celsius is more versatile than Fenrir and will cast Freeze Lancer and Absolute on you if you let her. Up close, she will use techs like Swallow Kick and Beast, but also the dreaded Ice Spear. When you see her start to glow, either jump back quickly or activate a defense tech. Ice Spear will knock you down and cannot be blocked except by a defense tech. Take your time with Celsius and don't get too aggressive.

Leave the temple and you will go directly to Ozette. This only happens if you also have the pact with Gnome, so if you haven't done that yet, go do it now. Once you meet Mithos, enter Presea's house and examine the carved bear to find the Wonder Chef, who will teach you to make Gratin. Go south to Altessa's house and talk to him inside. On your way to his little workshop area, talk to the Gnomelette in the corner and send him home. After spending the night, you need to go to Altamira, which is on an island southeast of Altessa's house.

Altamira, the Seaside Paradise

Altamira is a rather small town, but has lots of activity. Go beyond the hotel and go down the path to the north to meet George, who gives you an Employee ID. Go back up the path and go to the west, down the elevator, and take the elemental railway to the Lezareno Company. Approach one of the elevators and the guard will check your ID. Take the elevator to the sky terrace and enter the small shrine. After the scene here, go back down to the first floor to learn about the otherworldly gate. Return to the main area of Altamira and leave town.

Fly east to some large stones that look kind of like Stone Henge and land on them. After some chitchat, you will fight some more Papal Knights, then escape back to Sylvarant near Palmacosta.

Return to Sylvarant

Enter Palmacosta and talk to Neil in the government building. He will say that something is going on at the nearby human ranch, which you will investigate. At this point, you can fully rebuild Luin, see [[the Restoration of Luin]] section.

Upon arriving at the Palmacosta Ranch, you meet Yuan and Botta again. After the conversation, talk to Botta, who will take you to the Remote Island Ranch.

Remote Island Human Ranch

Treasure to get:

1. Stone Charm
2. Vajra
3. Holy Staff
4. EX Gem lv 1
5. Holy Cloak
6. EX Gem lv 3 (2)
7. EX Gem lv 2 (2)
8. EX Gem lv 4
9. Minazuki
10. Mythril Ax
11. Mythril Greaves
12. Revive Ring
13. Saffron

When you start in the ranch, go forward down the corridor and through the door down the middle path. In the next room are some walkways that you must follow a certain path over to continue farther. The path will open when all the lights are on.

```

X | X | X
X |   | X      X = light is off by default
-> O | X | X      O = light is on by default
X |   | X
X | X | X

```

Walk all the way around the outside of the figure eight, then cut through the middle. A bridge should lower ahead of you. If you mess up, step off on the left side to reset it.

```

          X | X | X
          X |   | X
-> X | X | O | X | O | X | X
    X |   | X |   | X |   | X
    X | X | O | X | O | X | X
          X |   | X
          X | X | X

```

Start by walking down, then right, down again, right again, up, right, up, and left until you come to the intersection. The top part should now look familiar, since it is basically what the first walkway was. Go up and around the figure eight formed from the lights turned off, then cross through the middle, lowering another bridge.

Continue to the right and go through the door. Change the ring's function at the top of the room, then take the elevator in the middle up. Leave through the door on the bottom. Walk around this room counter clockwise, opening the three chests and activating the dull yellow orbs. The chests contain a Stone Charm, Vajra, and Holy Staff. With the four orb switches activated, the people are released from their cell. The elevator will now take you higher up.

On the next floor is a puzzle that uses the ring's new function. Step up to the ledge and use the ring to call up a cart, which will follow the rails. Use the ring to change which direction the cart will turn when it reaches an intersection; the light on the cart will indicate the direction it will take. Navigate your way to the orange rings that point up, which will send you up to the next level, but avoid dead ends and orange rings that point down, which both send you to the level below. Avoid running over the little sparks on the line; running over them will cause Paralysis to your party. On the first level that has two rings pointing up, use the one on the left. On the second level with two upward rings next to each other, use the one on the right. Once you get off the cart on the top level, cure anyone's paralysis before continuing.

In the next room is a very large warp maze. At the top of the area is a door that leads to the boss, but you need to find and deactivate three consoles to unlock the door. There is also plenty of treasure hidden here. When you find a white warp, use the ring to change its color. The colors will go from pink to green to blue and back to white.

1. Change the warp blue and step on it. Change the warp to the right pink and use it, then deactivate the console on the right. Go back through the pink warp. Change the warp to blue and take it. Change the next one to pink, take it, and open the chest for an EX Gem lv 1.
2. Go back and make the warp green. Open the chest on the left side of the area for a Holy Cloak. Go up the stairs and make the warp green. Open the chest under the stairs for an EX Gem lv 3. Go over the stairs and deactivate another console. Go back through the warp, turn it blue, and open the chest in here for an EX Gem lv 2.
3. Go back and make the warp pink. Open the two chests under the stairs for an EX Gem lv 4 and Minazuki. Go up the stairs and make the warp blue. Open the chest on the left side for a Mythril Ax. Go all the way up the stairs and deactivate the last console. Go back down the stairs to the white ring and make it pink. Open the chest for another EX Gem lv 3.
4. Go back and make the warp blue. Open the chest on the lower level for Mythril Greaves. Go up the stairs and open the chest for a Revive Ring. Return through the blue warp and go back down the stairs and the other blue warp, then the pink, then the green, blue, and another blue. Change the warp to green and open the chest for Saffron. Go back and make the warp pink. Open the chest for an EX Gem lv 2. Make the white ring blue and warp to the very top and save.

Go up the elevator and set your best cook to make your best recipe, then go through the door to the right to get to the boss. Before you go on to fight the boss, check your Monster List for Sea Horror (# 157), Giant Slug (# 161) and Evil Jelly (# 155). This is just about the only place to find them.

BOSS: Rodyle

- HP: 35,000
- AA: none
- Weakness: none
- Resistance: earth

Rodyle is a tough sucker, but he's slow and easy to keep away from your spellcasters. When he swings his arms, he brings some major pain, so make sure to block it. Backstepping can be dangerous because he has good range and if he catches you before you get back far enough, it's too late to block the swipes. Rodyle tends to go into overlimit rather quickly and has a tendency to cast Gravity Well when he enters overlimit. You can dodge Gravity Well by running forward and jumping with certain characters, or you can use a defense tech. When Rodyle starts running low on HP, he'll use an attack called Insanity Force, where a ball of light forms on his chest, then explodes, sending nearby characters flying. Don't try to block this, backstepping works well.

Keep your HP and TP high, especially towards the end of the battle, since you'll get into another fight immediately after this. Cook after the battle to help raise your reserves.

Three baby dragons will come out of a cage and attack you, but they only have 8,000 HP each. Use the same strategy you did in the dragon nest on them. Return to Palmacosta and talk with Neil, then go to the Renegade base in the desert near Triet. You now have the ability to freely travel between the two worlds.

TO TRAVEL BETWEEN SYLVARANT AND TETHE'ALLA, FLY OVER THE RENEGADE BASE IN THAT WORLD. IN SYLVARANT, IT IS IN THE DESERT. IN TETHE'ALLA, IT IS IN THE ISLANDS SOUTHWEST OF FLANOIR.

You will be taken to Altessa's house and the subject of Alicia's murder comes up again. Head to Altamira and visit Alicia's grave on the sky terrace of the Lezareno Company to meet Master Bryant. You can now go out at night when you stay at the hotel as long as you have eight characters. While out at night, you can access the fourth and fifth floors of the hotel and go to the casino and theater via the elemental railway. On the fourth floor is a big green pumpkin. Examine it to find the Wonder Chef again and learn how to make Spaghetti.

Now is a great time to do some sidequests, like continuing on **Colette the dog lover** and **Zelos the Gigolo**, collecting some of [\[\[the Devil's Arms\]\]](#), [\[\[the Restoration of Luin\]\]](#), and [\[\[the Assassin's Ring\]\]](#).

More Spirits than You Can Shake a Stick At

The next part is kind of non-linear. You need to make summoning pacts with Sylph and Efreet if you haven't yet, and Shadow. Go back to the Balacruf Mausoleum to find Sylph at the seal and the Triet ruins to find Efreet at the seal.

BOSS: Efreet

- HP: 30,000
- AA: fire
- Weakness: none
- Resistance: fire

Before the battle, try to get fire resistance for everyone. Kitchen Mittens from Asgard will do it for the ladies and a Lid Shield dropped by Soldiers around Palmacosta will work for Kratos and Zelos. The Flare Cape you got from the dragons is another thing you can use.

Efreet is big and floats above the ground, so techs like Demon Fang and Aqua Edge will go right under him and miss. When up close, Efreet will either punch you or grab you, pick you up, and blow you up some, then send you flying. This grabbing attack hurts a lot, so block it. He will also cast Eruption, Flame Lance, Raging Mist, and Explosion on you. Flame Lance and Explosion are easy enough to dodge if you're ready for it, but not if you're in the middle of attacking him. For Raging Mist, just run outside of the area to avoid it or tough it out since it does not make you stagger. Eruption is tough to dodge because it affects a large area and happens quickly, but it is possible to dodge. I suggest just using a guard tech to reduce damage.

As you pound away on Efreet, keep a close eye on your HP. Efreet will drain it quickly without you noticing.

The Sylph are three fairies that take you all on at once. How unfair is that? Well, not really, since you use four people, but whatever.

BOSS: Sephie

- HP: 13,000
- AA: none
- Weakness: none
- Resistance: wind

BOSS: Yutis

- HP: 12,000
- AA: none
- Weakness: none
- Resistance: wind

BOSS: Fairess

- HP: 10,000
- AA: none
- Weakness: none
- Resistance: wind

This battle can be quite tough without certain aid. I recommend a party of Raine and any three melee fighters. If Raine does not have the Concentrate compound EX Skill, she won't be of much use except to use items at the start of the battle. Everybody's strategy should be set to scatter so they attack different targets.

Your first target should be Fairess, the one with the shield. She will cast Wind Blade and Air Thrust constantly and with an annoying voice. Up close, she isn't any less annoying. She has a good reaction time and will block most of your attacks. When she attacks, she shoves you back with her shield and often will start casting a spell. Sometimes she will flash green. When she does this, either jump over her or jump back because when she charges she will knock you down and break your guard, but she will fall down herself in the process. Take your opportunities and pound her into the ground.

Next up should be Yutis, the one with the bow. Yutis has a tendency to only attack your spell casters, which is why I recommend only having Raine use spells and that she have Concentrate as well. All Yutis does in the way of attacking is shoot a volley of three arrows. As you approach her, she may teleport behind you and fire a volley at your back. About face and chase her down again. Now that she is distracted by you, Raine should be able to help out more with healing techs and Photon.

Sephie, the one with the big sword, should be the last one you attack. She can cast Air Blade, but rarely will, even at medium range. Her big sword hurts, but is slow and easy to block. Counter her or wait for allies to aid you, then let loose. With everyone attacking Sephie, not to mention that she should already have taken a good deal of damage, the battle is as good as done.

Now that you have broken three mana links, only one remains. You must now go to the Temple of Darkness, which is in the mountains along the southern edge of the continent Meltokio is on. The trouble is, it's dark in there and you can't see. Head to Meltokio and the elemental research lab. If the lab is closed, that means you haven't broken three mana links and need to make at least one more pact, either with Efreet or Sylph.

The people at the lab are more than willing to help you, but it's a "you scratch my back, I'll scratch yours" deal. Go to the Coliseum, which is beyond the weapon shop. Talk to the receptionist to enter. Choose your best fighter and get ready for the fight.

You'll take on two Duelists and a Sorceress in the match. Try to take out the Sorceress first, but lure the Duelists away from her. As the Duelists close in on you again, you can try to use an up attack to jump the Duelist's attack and stay close to the Sorceress. If you're surrounded, jump over the Sorceress and knock her down with something like Beast, then knock down the Duelists or blow them away with Sonic Thrust. If you let these guys get too close and double team you, you're done for. Keep all of the enemies on one side of you. Sometimes you'll get lucky and will hit enemies in the back while attacking the closest one.

Once the battle is done, go through the door to the right in the waiting room. Approach the cells to release the prisoner. When you get the Blue Candle from the people at the lab, it's time to go back to the Temple of Darkness.

Temple of Darkness

Treasure to get:

1. EX Gem lv 2 (2)
2. EX Gem lv 3
3. Headband
4. Shadow Dancer
5. EX Gem lv 4

Follow the pathway to the northwest and go past the bridge to the south. Open the semi-hidden chest for an EX Gem lv 2. Double back and go down the bridge. Walk to the right and approach the black thingie with the purple light. This is the first of five fragments of the summon spirit that you must gather up and lead down to the seal. The fragments are a bit on the dumb side, so here are some tips on keeping your sanity here:

- If the light ball in the fragment is blue, the fragment will follow you. If it is purple, you need to touch the fragment to make it follow you.
- By entering a battle, all the fragments will go back to purple, meaning you have to go back and touch every one of them that you had following you prior to the battle. Avoid encounters if you have several following you.
- If you get too far ahead of the fragments or it gets stuck on a corner, it will turn purple again. Go a short distance and wait for the fragments to catch up to you. Waiting at corners also helps prevent them from getting stuck.
- There are several crystal lamps in the large room with the fragments. If a fragment walks into the light, it will turn purple. You must use the ring's new function to turn off the crystal lamps. With most of the lamps, turning it off also turns on a nearby lamp, so be careful you don't trap any stragglers in the light.

Continue to the east and go through the door. Go through the door halfway down the stairs to find a ring function changer. Change the ring's function and watch as Lloyd shoots the block that looks like it has eyes. Now you can push and pull the other blocks with the same red/orange color eyes. As you pull out on one block, the other of the same color will retract into the wall. The reverse also holds true and pushing a block in will make the other of the same color push out.

Go back to the top of the stairs and through the door. Touch the first fragment and use the ring to turn off the crystal lamp to the left of it. Continue to the left and notice that the block with red/orange eyes is pushed back into the wall, allowing you to continue past it. Shoot out the next crystal light you come across, then go down the stairs to the south. There is a second fragment here along with two more eye blocks. Shoot the teal one (on the right) and the red/orange blocks will return to their original position. This will happen every time you go to grab a different color block. Push in the teal block until a block below you with a fragment on it falls down. Now shoot the green block (on the left) and pull it out all the way. With your two fragments in tail, go back up the stairs, then down the stairs to the east. The other green block is now out of your way. Defeat the skull enemy at the bottom of these stairs for the Memory Gem. Go left and past the crystal lamp. You don't have to bother turning it off, and it's actually easier if you don't at this time. Continue south down the ramp to find the fragment on a block that you knocked down earlier. Pull the block over three spaces, then push it up between the ramp and the edge of the floor. When it is in the right place, the third fragment will move off the block to where you can get it. Go back up the ramp and turn off the light, grab the two fragments you left there, then go south to get the third fragment. With all three of them, go east and turn off the light at the top of another ramp. There is a chest hidden in the northeast corner of this area containing an EX Gem lv 3. Go down the ramp and turn off the light at the bottom. Now lead the fragments over to the central area of this platform. The game should show each fragment in turn turn purple and move to the central area. This is where the fragments will appear if you leave the room now, which is exactly what you want. Use the save point here if you wish.

Go back up the ramp and over to where you got the third fragment. Shoot the blue block and push it in all the way. This will make another block extend and form a bridge to another fragment. Go back down the ramp towards the save point, then down the ramp below it and through the door. Under the second switchback in this room is a chest with a Headband in it. Continue to the top of this room and go through the door. Go south across the newly extended block bridge and open the chest for a Shadow Dancer. Touch the fourth fragment and lead it across the bridge. The game will show it cross the bridge on its own, meaning it's okay for you to leave the room, which you should. Go back to the ring changer and pull out the red/orange color eye block. Go back up to the top and lead the fourth fragment back down to the central area with the other three the same way you went down the first time.

The fifth one is a bit tricky. Go back down the ramp near the save point and up to the ring changer again. Shoot the red/orange block and pull it out. Go up to the top and push the other red/orange block all the way into the wall. Use the stairs near the ring changer to go back down to the bottom level. Go past the save point area and up that ramp again. Go over to the west and take the upper road, but not the stairs. There is a walkway near the bottom of the screen that will lead you over to the ring changer, but you're a level too high to get to it. The fifth fragment is on a ledge above the doorway, which you can now reach. Lead the final fragment back to the others.

Now that you have all five fragments near the save point, it's time to lead them down to the seal. On the north end of this platform is ramp going down. Go down it to the next screen with all five fragments following you. This part can get very annoying if you try to rush things. Wait at the bottom of each flight of stairs for all five of the fragments to come swarm around you, then quickly run across the platform to avoid the monster that might be there. At the bottom of the first flight of stairs is a skull monster. Wait for him to get out of the way, then run past him and to the northeast. Continue northeast across the next platform and down the stairs. Stop to regroup at this fork, then go north and down to the bottom of the next flight of stairs. Dart past the skull and down the stairs to the southwest. Wait to regroup again, then dodge the kitty. Dodge the skull on the next platform, then go down yet more stairs to find a sealed memory circle. Go ahead and open it and save, then go down the stairs to the northwest. Run past the final skull enemy and down the final set of stairs to the seal. Approach the seal. Even though your party says the fragments didn't follow you, just wait for them to catch up, then Shadow will appear.

BOSS: Shadow

- HP: 30,000
- AA: none
- Weakness: none
- Resistance: darkness

Shadow is very annoying since he can warp around the battle field and he usually does to get at your spell casters. He'll cast Dark Sphere and Bloody Lance from a distance, so using a Drain Charm will reduce damage from those.

Up close he will use his arm to either swing at you twice or smash you into the ground. Block these hits because you more than likely won't make him stagger before he attacks you. After he zips over to your spellcasters, he will do something similar to Sword Rain, but much much more powerful. If you see him zoom over to someone who's casting, you might want to switch control to that character and guard.

With Shadow defeated and those stinking fragments gone, now is the perfect time to grab the rest of the treasure on the stairs. Four flights up from the save point near the seal is the four way fork. Open the chest at the end of the right path for an EX Gem lv 4. Open the chest at the end of the southern fork for an EX Gem lv 2. Now get yourself out of here and go find Aska.

PS3 Version

Here you will be prompted to visit some of Tethe'alla's cities. You don't have to, but it's a nice bit of character development.

The hunt for Aska

During your early journeys in Sylvarant you may have come across Nova's Caravan somewhere on the world map. Nova's Caravan moves around Sylvarant, but at this point in the game it is always east of Hakonesia Peak, just south of the mountains. Remember that to travel between the two worlds you fly over the Renegade base.

Talk to all three of Nova's children to learn everything about their sighting of Aska that you can. Before you can leave, you need to talk to Nova again. Just say "Ah, nothing" to him and you can leave.

The Linkite Tree is near the Sylvarant Base and Ossa Trail in the desert. When you find it, you learn that it is dead. In order to revive it, you need an Exsphere Shard. Talk to Dirk at his house or Tabatha at Altessa's house to get one, then return.

When the tree is revived, Aska appears and returns to the Tower of Mana with Luna.

I must now advise you to finish up any business you may have at Palmacosta and the four seals in Sylvarant before making the pact with Luna. Hit on all the women with Zelos, have Colette name all the dogs, grab all the treasure, defeat the Fake at the fire seal if you haven't yet, and beat the second form of [[the Sword Dancer]]. You should also buy at least one pair of Leather Boots from Palmacosta if you don't have any, you may want some later.

BOSS: Luna

- HP: 18,000
- AA: none
- Weakness: none
- Resistance: light

BOSS: Aska

- HP: 19,650
- AA: light
- Weakness: none
- Resistance: water, wind, fire, earth, lightning, ice, light, darkness

Luna will cast Photon, Ray, and Holy Lance on you while Aska pecks and pokes you with his wings. If you're using Zelos, give him the Beam Shield you should have found in the Tethe'alla Base to give him resistance to light. Use a Stun Charm on someone else, too. Since Aska is resistant to every element, using Genis for this fight is not a good idea. If you bring Raine, turn off Photon and Holy Lance/Ray so she will just heal and support.

Your top priority should be Aska. Attack him with physical blows at close range. Do not use elemental techs like Lightning Blade and Destruction since they will only deal half damage. When Aska flies up into the air, he'll use Sunshine Nova. This attack deals heavy damage, so use a guard tech on it.

Up close, Luna will use Limited Ray, which is a mini version of Judgment. She can also inflict Curse status on people, so watch for the dagger with a red X symbol and cure it ASAP with a Panacea Bottle.

Enjoy the anime cutscene that happens here. Now it's off to the Iselia Human Ranch with an old "friend."

Iselia Human Ranch

Treasure to get:

1. Lovely Mittens
2. Rune Robe
3. Aqua Greaves
4. Rune Shield
5. Rune Mail
6. Rune Guard
7. Hairpin
8. Rune Gauntlet
9. Rune Circlet
10. Rune Cloak
11. War Hammer
12. Ether Sword
13. Rune Staff
14. Solar Spinner

15. Cor Leonis
16. Muramasa
17. Rune Helm

Go through the main gate and down the stairs into the building.

PS3 Version

There is a chest in the yard containing a Rune Helm. In the Gamecube version, it doesn't appear until after you beat the boss, for some reason.

Use the save point if you like and change the ring's function. Continue north, but do not let the moving scanner touch you or you'll take damage. Wait for it to get out of the way, then run through. In this room you will decide who to take with you to the reactor. Choose your three best/favorite fighters since the others don't do any fighting at all. There is a chest containing Lovely Mittens just behind the corner near the scanner. The big blue thing on the right side of the room will sell you items if you need any and the one on the left will fully heal you.

Use the ring on the two posts next to the door on the left to open it. Using the ring decreases the TP of your on screen character, so don't get carried away with it. Avoid the scanners in this hallway and go through the door at the end to rescue the captives. Once the captives are released, you may need to rearrange your party. Go down the stairs and through the door on the right.

Open the chest at the end of the hall for a Rune Robe. Go up the stairs and continue to the left. Use the ring on the two posts by the door to open it. Grab the three chests in here for Aqua Greaves, a Rune Shield, and Rune Mail. Go back east and into the next room to the north for a Rune Guard, Hairpin, and Rune Gauntlet. Continue east again and go down the stairs to the south. Open the door and open the chests inside for a Rune Circlet and Rune Cloak. Are you noticing a theme yet? Go back up the stairs, then north and down a short set of stairs. Go south along the corridor to the right to find a sealed memory circle. Go through the door there and open the chest for a War Hammer. Defeat the desian here for the Memory Gem. Use the ring on the post to activate the elevator. Take it up.

Go into the room to the north and open the two chests for an Ether Sword and a Rune Staff. Go west to another room with three chests containing a Solar Spinner, Cor Leonis, and Muramasa. Go back east, then south to find the refresher and vending machine. Get healed, then go back to the elevator and back down. Go through the door, then north and through another door. The scanners in this room are tough to dodge since they move in different directions and at different speeds in a small space. Do your best to get to the warp at the northern end of the room.

BOSS: Forcystus

- HP: 20,000
- AA: none
- Weakness: none
- Resistance: wind

BOSS: Exbone x 2

- HP: 6,000
- AA: none
- Weakness: none
- Resistance: wind

Forcystus is one tough bastard and rarely staggers. All the Exbones do is cast Wind Blade, which will end your combos quickly, so kill them first. Once they're grounded, don't let them get back up.

Meanwhile, Forcystus will cast Air Blade and Cyclone or shoot you with his Mega Man-like arm. His most annoying attack is when he jumps into the air, sending everyone around him flying up too, then slams the ground for one last hit. This is a tough battle, but persevere and keep HP high.

On your way out of the ranch, the scanners are gone, but the enemies are still around. Enjoy some more cinematics, then it's time to change discs. Those of you that are paying close attention will have noticed that a Rune Helm is in the list of treasure to get, but I never mentioned it again. That's because it doesn't show up on your first visit to the ranch, and you'll have to come back later to find it. It's in the outdoor area within the fence.

The return to Iselia

Once the chit-chat is done, head over to the school. After owning the mayor, go to Raine and Genis's house and talk to Raine. Go to the southern exit to meet up with Colette again and go to Dirk's House. Talk to whoever you like. The Wonder Chef should be hiding next to Lloyd's bed. He'll teach you how to make the almighty Miso Stew. Talk to the person on the balcony when you're ready to go. Before you go too far from the area, go back to the Iselia Ranch and open a chest in the yard in a corner for a Rune Helm. Now go to Altessa's house.

Altessa tells you to check the archive in Sybak, so this is your next stop. It's the second building on the first screen. After the visit to the archive, you can go back to Altessa's house to do the sidequest called **Genis's new friend**. Meltokio is next, though.

The return to Meltokio

When you go through the sewers, you meet up with an old acquaintance and learn some startling information. With this new development, head to the church to find the Pope. Before you do, though, you can see Kratos leaving the castle if you approach it and talked to the girl in Ozette's inn quite some time ago, then go down to the city gate to see him again if you choose to investigate.

Seeing no one in the church, go into the office near the altar. After Colette gets a new title, the king is next on your list of people to visit. Leave the royal chambers and go to the right side of the castle. Enter the room on the middle floor to find the archives.

After learning what you came to find out, go to the main hall of the castle and talk to the princess, who will get you permission to enter Heimdall. Now that the wanted status is lifted, you have full access to Meltokio and Sybak again.

You need to find three things: Mana Leaf Herb, Zircon, and a Fragment of Mana. You must get the first two before you can get the third, but can get the first and second in either order.

The quest for Zircon

Regal mentioned that the Lezareno Company once handled Zircon, so that will be your next stop. If you talked to Wells in Ozette on your first visit, you can now get Presea's Mature Kid title by approaching the memorial next to the hotel in Altamira. Also, if you have [[the Pink Pearl Ring]], that sidequest will progress some now, but only if you agree to help Rosa.

At the Lezareno Company building, go to the president's office and talk to George. If you talk to George again, Regal will get the Eternal Sinner title. Go to the second floor on the left side. Sheena gets challenged to a duel which is completely optional and should be put off until later. Sybak and the Imperial Research Academy is your next destination.

When you enter the academy building, the man will tell you where to find the Zircon; in the first room off the first floor corridor. Since you're here, check out the cafeteria in the back of the lobby and stock up on food items for your favorite recipe.

IF YOU HAVE THE MANA LEAF HERB, PROCEED TO THE [[SOUTHEAST ABBEY]].

IF YOU DO NOT HAVE THE MANA LEAF HERB, GO TO YMIR FOREST AND HEIMDALL.

The infernal forest, Ymir Forest

Treasure to get:

1. Resist Ring
2. Gladius
3. Solar Guard
4. Crystal Shell
5. Maid's Hairband

Ymir Forest is on the southern continent in Tethe'alla, situated on a lake near the northern edge. Enter on the southwest side. People tend to complain about this dungeon and say they hate it the most, but it's not hard if you know what to do next. The basic strategy here is to follow the butterflies.

Walk forward and change the ring's function. Hop up onto the stump and use the ring to summon a baby boar to ram the tree. Hiding behind the tree is a chest with a Resist Ring in it. Go south onto the walkway and take the first right turn. Go up and open the chest behind another tree for Gladius. Go south and use the ring on top of the stump with the pink flower to unlock the chest. Open it for a Solar Guard. Go back up the walkway and take the last left. On the next screen, take the first left and use the ring on top of the stump. Go back to the right and keep going right until your character notices something up in the tree. Open the chest behind the tree for Crystal Shell, then use the ring on top of the stump. Examine the blue thing that fell from the tree.

Take this Blue Seed back to the ring changer near the entrance. Examine the flower bed to the left of the ring changer and plant the seed. With the blue flowers around, go left onto the path and up into the trees. Follow to the walkway right and onto another screen. After going down out of the tree, go left and use the ring while on the lily pad. Now follow the path all the way around to the right, up into the trees again, and down the walkway. There is another hidden chest behind the tree by the save point containing Maid's Hairband. Open the chest on the lily pad that just moved over to get the White Seed. Bring the White Seed back to the flower bed and plant it as well.

Now that the white flowers are blooming, go up into the trees to the right of the ring changer's island. Jump onto the branch with the white flower and use the ring. Examine the box and push it down below. Stand next to the white flower and use the ring to go back. Jump off the branch and go up and out of the trees. Take the path to the left to the next screen. Take the first right and then go up into the trees. Go up and follow the upper path to the left. Jump onto the branch at the end and use the ring. Go to the right and use the ring on top of the stump to smash the rock. Use the ring near the white flower to return. Take the second root down to the lower level and go right. Use the ring on the stump to make the Ymir Fruit drop down. Now the fun part begins.

Go back to the left and up the root, then down the root and up onto the island. Use the ring on the stump to make a bug fall into the water, which the big fish will come and munch on. Before you continue on, make sure there are little droplets of water coming from the fish's mouth. If there aren't, the fish will finish eating the bug and go back to where he was, which is right in the way. Go down the path and to the right, then up the next path. Hop onto the lily pad and use the ring to move the fruit. Now you have to go back up the root and down the next one. Use the ring on the stump to make three bugs fall into the water, causing the fruit to move down. Go back up the root, down the path, down the other root, and to the left. There is a lily pad here that is hard to see, but you need to jump onto it and use the ring. Go over to the left and to the next screen by the top path. Jump onto the lily pad and use the ring as soon as the big fish that is moving around is done looking and starts moving. It doesn't matter if your little fish swims right over the big one as long as the big one is moving. Go back one screen to the right, then down the path. Go back past the ring changer and take the lower path. Hop onto the lily pad at the end and use the ring one last time. Now go back behind the flower bed and jump onto the lily pad. Examine the fruit and go up into the trees to the left.

IF FOR SOME REASON YOUR FRUIT SHOULD SINK OR GET EATEN, YOU MUST REPEAT THE ABOVE PARAGRAPH'S INSTRUCTIONS. MAKE SURE YOU SMASHED THE BOULDER.

Take the fruit to the child who is above the save point to gain access to Heimdall.

Now that this is over, you can just quick jump over it. Thank God.

The hidden elven village, Heimdall

Heimdall has some good equipment in their customization shop that you should get. Cross the stream and go left to the second screen. The elder's house is behind the windmill across another stream. Talk to him to get his staff and permission to enter Latheon Gorge, where the Mana Leaf Herb grows. Go into his back room and examine the painting to find the Wonder Chef, who teaches you to make Cream Stew. Exit Heimdall and head for Latheon Gorge. Remember to equip Genis and Raine with any new stuff you bought.

Latheon Gorge

Treasure to get:

1. EX Gem lv 4 (3)
2. Rare Pellets
3. EX Gem lv 3 (2)
4. Star Cap
5. Rare Shield
6. Flare Greaves
7. Toroid
8. Draupnir
9. Battle Pick

Latheon Gorge is southeast of Ymir Forest on the south side of the mountains. Look for a dirt trail just east of an inlet. Flowers reign supreme here. These flowers like fruit for some reason, Kirima and Amango, specifically. Kirima will revive wilted orange flowers and KO healthy purple flowers, while Amango is just the opposite. Both Kirima and Amango can be found growing on certain trees here, so having enough should not be a problem.

Head north from the entrance and open the chest for an EX Gem lv 4. Head south and east to find the ring changer. The ring's new function encases you in a bubble, allowing a nearby flower to blow you away. Continue east and north to find a chest with Rare Pellets in it. Go up the ramp near the Rare Pellets to get to the first flower. Stand in front of it and let it blow you across the gap to the west. You have to time when you use the ring so the flower will blow you across, which can take some practice getting used to. Follow the path north to find a Kirima tree. Take as many as you can carry and go back south. Revive the orange flower and let it blow you southeast to another ledge. Follow this path to a bridge on the east side of the screen.

Across the bridge, stay on the lowest level and head east. Nestled beneath a cliff is a chest containing an EX Gem lv 3. Go back west a bit and up the ramp and to the west. Open the chest for another EX Gem lv 3. Go southeast and up another ramp, then back north. Revive the orange flower. Follow the path back to the previous flower. Let this one blow you north, where the one you revived will redirect you to northwest. Go up the path to find an Amango tree. Stock up on Amangos before continuing.

Go all the way north on the lower level, then west. Open the chest for an EX Gem lv 4. Revive the orange flower north of the chest, then let the purple flower to the west blow you west. Revive the orange flower and let it blow you north into the waterfall. Open the chest to the west for the Star Cap. Go east and let the orange flower blow you back to the island. This time let the southern orange flower blow you southeast. Head south and open the chest for the Rare Shield. Let the purple flower blow you south. Go up the path here to find a chest containing Diablos, a Devil's Arm. You can only open this chest if you have Nebilim's Key. Go up the ramp and let the orange flower to the north blow you. Go back north past the Amango tree again.

On the next screen, go up the ramp to the east and revive the orange flower to the north. You can get more Kirima north of this flower if you need some. Let the flower to the south blow you west across the gap. Now let the orange flower blow you north. Open the chest north of the flower for Flare Greaves. Follow the path east and open another chest for Toroid. Go up the ramp and revive the flower. Go back down the ramp and let the orange flower blow you south. Let the purple flower on the highest point blow you west.

Let the southeast orange flower blow you northwest. KO the eastern flower with Amango, then let the other flower blow you south. Revive both flowers here. Go down the ramp to the east, then up the one farther east. KO the orange flower here, then go back up the ramp to the west. Let the flower blow you to the south. Open the chest on this ledge for an EX Gem lv 4. Let the flower blow you off. You are now back at the beginning, so work your way back the same way as before to where you just were.

Now let the flower blow you northeast. Go up the ramp and revive the flower, then continue higher and let the next flower blow you.

The cliffs are pretty straight forward. Revive any and all flowers you come across. Blow west, then go up the ramp. Blow east, then east again. Revive a flower, blow west, and revive another. Now enter the cave. The first chest in the cave has a Fake in it. This Fake can cast spells, so it is important that you give your melee fighters an attack attribute so they can interrupt the spells. Giving them a summon spirit gem will do the trick. Go up the three ramps and open the chest for Draupnir. Go down one of the ramps and kill the sluggy enemy for a Memory Gem. Go back down one more ramp and head west, then south and out of the cave.

Revive the flower and blow east, then east two more times. Walk east, then up the trail. There is another Kirima tree here. Revive both the orange flowers on either side of the bridge, then let the one on the east side blow you across and up. With the rock blocking the waterfall, continue west to the storyteller's house. Go south of it to find a chest containing a Battle Pick in it on the brink of the waterfall. Enter the house and examine the green thing in the closet behind the old man to find the Wonder Chef one last time. His last recipe for you is Pescatore. Talk to the old man. Once outside again, go south down the path. Let the flower blow you east and you will drop right down in front of a cave. Enter it to fight Plantix.

BOSS: Plantix

- HP: 36,000
- AA: none
- Weakness: fire
- Resistance: earth

Plantix is one of the few bosses that has an exploitable weakness, so take advantage of it. Genis using his advanced fire spells or equipping Garnet to your main melee fighter are the best ways to do this.

Plantix can attack by sending one of his tentacles underground and popping it up to smack someone in the back like Genis or Raine. If your melee fighters are in his face, he will rarely do this attack. When his HP gets to around half, he sprouts a tail and will occasionally thwack you with it. He also starts shooting out lots of bugs that not only hit your melee people, but keep going to hit your spell casters. All of these are easily blocked if you can manage in time, but you're not going to stop them once they start.

Your reward for beating Plantix is the Mana Leaf Herb. You are put in front of the storyteller's house after the battle. Go on in and talk to him again for a startling story. Thankfully you are placed at the entrance to the gorge after this last story.

IF YOU HAVE THE ZIRCON, CONTINUE ON TO THE SOUTHEAST ABBEY.

IF YOU DON'T HAVE THE ZIRCON, DO **The quest for Zircon**.

Southeast Abbey

The time has come to go to the Tower of Salvation once more, but you can't get in without the key. The Southeast Abbey is on an island in the southeast corner of the Tethe'alla map. Enter the building, go upstairs, and talk to the girl, Seles, to get Zelos's Cruxis Crystal.

[[The coliseum]] in Meltokio is now open for business as long as you have all eight party members with you. You can also start the **Princess in distress** sidequest and get Zelos's and Presea's unique costumes (**Zorro, eat your heart out** and **Behold the Klonoa!**). It is possible at this point to get Kratos's/Zelos's best weapon by beating the Advanced singles class at the coliseum twice, then winning the extra fight, but you likely aren't strong enough yet.

Tower of Salvation Again

The Tower of Salvation is at the center of the Tethe'all map, close to Mizuho. Enter from the eastern side. Approach the tower to create a staircase. Ascend the stairs and Zelos will open the door.

Inside, you meet SPOILER again and fight him/her. As with the last time you fought SPOILER, you do not need to win to continue, but you get some nice items and experience for your trouble.

BOSS: SPOILER

- HP: 25,000
- AA: none
- Weakness: none
- Resistance: light, lightning

SPOILER is the same as always, but has a few new techs. S/he will always start out by casting Judgment, which might hit you three times, or it might not hit you at all, or somewhere in that neighborhood. This can take a good chunk out of your health, but you ain't seen nothin' yet.

Don't hold back on saving items during this fight if you want to win, you'll have a chance to restock before any further battles. The last time you fought SPOILER, s/he would devastate you with Lightning Blade and Light Spear, and now s/he will devastate you with Super Lightning Blade and Victory Light Spear. S/he'll still cast intermediate spells on you when left alone, so be ready to equip a Flare Cape or Thunder Cape to reduce spell damage. ALWAYS let SPOILER attack first. It may hurt, but it takes a few hits to stagger SPOILER and if you attack at the same time, you can't guard his/her attacks. Block 'em, then swarm SPOILER with melee fighters.

Backstepping will work some of the time, but won't work against Super Lightning Blade and Double Demon Fang. Jumping over SPOILER will work unless s/he uses Light Spear or Victory Light Spear or Demon Spear.

Keep your HP and TP high if you want to win. Having Raine just dole out items rather than using healing techs may turn out better in the end.

Once victory is yours (or not), it's off to Welgaia for a lovely stay in jail. After breaking out, stand on the circular platform and activate it. Go west to the save point and up the stairs to the teleporter. Before you get your hopes up about your jailbreak, it doesn't happen again. Try to activate the teleporter. Something is blocking it. Colette finds the problem, but you have to solve it. Push the bottom block to the left, then pull the block off of the teleporter. Don't worry about trapping Colette, she'll get out. Use the now functional teleporter to take everyone to Welgaia.

Welgaia, the Holy City

Your main objective is found in the building on the right side of this area. Talk to the guy in this building to get the Mana Fragment. In the building just north of the one with the Mana Fragment is Apocalypse, Regal's Devil's Arm. Get it now if you already started the sidequest by going into the room on the left and opening the chest.

Back outside in the plaza, go west and then north on the moving sidewalk. Go across the purple bridges and over another moving sidewalk. Take the stairs up on the next screen to reach the information district. There are refreshers on the upper level of the second and third alcoves and a vending machine above the fourth. Examine the computer terminal in the third bay to activate your exit. Examine the computer in the fourth bay and read all three data entries. You must do this or Raine won't let you leave. Head back down the stairs, then down the stairs below. Get on the floating round platform and activate it. Go over to the warp and make your escape.

Escaping Welgaia

Treasure to get:

1. EX Gem Lv 3 (2)
2. EX Gem Lv 4
3. Rare Guard
4. Nagazuki
5. Laser Blade
6. Dragon Fang
7. Holy Robe

- 8. Energy Tablets
- 9. Holy Circlet
- 10. EX Gem lv 2

This dungeon is tricky because everything looks the same, but I'll do my best to guide you through this in one piece with all the treasure. Southwest of the warp you came in on is a save point. Use it. Go down the stairs and continue southwest. There is a chest containing an EX Gem lv 3 against the southern wall. Continue down the corridor to the southwest and follow it down the stairs. When the hall opens out into a bigger room, go through the door to the northeast. Through here you will find a sliding puzzle like there was in the temple of ice. Your goal this time is a doorway on the east wall between the orange lights. Go:

Right	down	left	up	left	up	left	down	left	
up	left	down	right	down	right	down	right	up	right

Head through the door and open the chest for an EX Gem lv 4. Examine the red thing near the top of the room to open some of the sealed hallways. Go back into the slide room and go left, down, left, down, left to get back out. Go south and through the newly opened corridor to find a chest with Rare Guard in it. Follow two corridors back north and up the stairs. At the top of the stairs, keep going until you find the chest that had the EX Gem lv 3 in it, then go left and down the stairs.

Open the two chests on the south side of this large room for Nagazuki and a Laser Blade. Go on to the northwest and examine the blue thing to open the rest of the hallways. Go back up the stairs, then through the door straight ahead. Take the hall south and down the stairs. Open the chest just inside the larger room for another EX Gem lv 3. Move northeast in this room, then north into another room that has Dragon Fang in it. Follow the hallway northeast and up more stairs. Open the chest in this new hall to get a Holy Robe. Go around the corner and south through a door. The stairs leading up to the save point are just ahead, so save if you wish.

It's now time to go back to the slide room (southwest from the save point). In the slide room, go:

Right	down	left	up	left	up	left	down	left
up	left	down	left	down	right	up	right	

and take the elevator up. In this new slide room:

Down	right	up	left	up	right	up	right	down
right	down	right	up	left	up			

and through the door. At the fork in this hallway, go north and open the chest for Energy Tablets. Go down the southern fork and through the door back into the previous slide room, but a different section of it. Go:

Left	up	left	down	right	down	right	down
right	up	left	down				

Take the elevator down. Slide to the left and take the other elevator down. In the third slide room:

Left	up	right	up	right	down	right	down	left
down	left	up	left	down	left	up	right	
down	right	up	right					

Go through this door and open the chest for a Holy Circlet, then examine the shiny blue thing for the Elevator Key. Go back into the slide room and go left, down, left, up, left, down, and right to get back to the elevator. Go right, up, and left to be done with slide puzzles for the rest of the game! Praise the Lord!

Now go to the west and up the stairs. Follow the hallway to the northwest and go through the door. Continue forward and you will find a robot guarding a door. Examine the left side of the door to unlock it with the Elevator Key. Go through this door and examine the blue thing to lower the elevator. Head southwest into a large room. Hidden on the west side of this room is an EX Gem lv 2. Go through the western exit to the large room, down the stairs, and use the huge teleporter.

After Lloyd's failure at being a thief, Yggdrasill shows up and fights you. Same as last time, you can't win, so just don't try or use any items. After leaving, you have to go to Altessa's house.

Altessa's house and what happened there

Use the newly added save point outside Altessa's house if you wish, then go in. A long and spoilerific scene will take place, ending in a fight against some wimpy enemies. After the battle is over, talk to Yuan, Altessa, and Tabatha.

Your task now is to go to Flanoir to get the doctor. In Flanoir, go down the stairs to the right of the town entrance, then north. You'll see Zelos talking to himself in front of the doctor's office. Go in and the doctor will leave with four of your party members. These four people are the ones with the lowest affection for Lloyd. The other three people will stay in Flanoir with you for the night.

During the night, these three people will in turn knock on your door and ask you to go outside. You can only go outside with one of them, so choose wisely. Kratos will also call you outside at some point. There are three items you can get during this scene, but you can only get one item per playthrough. Colette will give you the Snow Hare, Kratos will give you Kratos' Locket, and Zelos will give you the Chosen's Orb. Another important thing to note about this scene is that whoever you talk to will go missing for a bit in the future.

PS3 Version

In the Gamecube version, you will always have the chance to choose Kratos. In the PS3 version, however, he must be in the top three for affection or he won't call you. It's easy to get Kratos to the top if you have done the training scenes in Sylvarant and investigated his material gathering scenes and shown an interest in what he's doing. Just to recap those material gathering scenes, the first is in Sybak after bringing Genis and Raine back to Kate; talk to a female student in the main area of town. The second is in Ozette after giving Presea her keycrest; talk to the girl in the inn. The third is in Meltokio before you confront the pope; go to the castle before you go to the church. Conversely, initiating those three scenes but choosing to ignore it will greatly boost Zelos' affection.

Another key thing to know is that if you talk to Kratos, he will be in your party at the end of the game. You also will fight a different enemy, which is the only time you encounter this enemy. This is the only way you can get most of Kratos's titles.

Just for reference, this scene is referred to as the Flanoir doctor scene later in my guide and many other places.

When the rest of your party gets back in town in the morning, it's time to go once more to the Tower of Salvation. Before you do that, you may want to do some of the numerous sidequests that opened up (**Beach blanket blowout** being the first one listed), especially if you talked to Kratos, since this will be your **ONLY** chance for some sidequests. If you've been investigating the optional Kratos scenes in Sybak, Ozette's inn, and in front of Meltokio's castle, you can go back to Altessa's house to see the last of these events by entering the door.

Tower of Salvation one last time

Treasure to get:

1. Diamond Shell
2. Southern Cross
3. Hanuman's Staff
4. Ogre Ax
5. Heavenly Robe
6. Energy Tablets
7. Star Mail
8. EX Gem lv 4 (2)
9. Phoenix Cloak
10. Star Guard
11. Shaman Dress
12. EX Gem lv 3 (2)
13. Star Helm
14. Star Shield
15. Star Circlet
16. Star Gauntlet
17. EX Gem lv 2
18. Star Bracelet
19. Spirit Bottle

The ToS hasn't moved since last time. Go up the stairs to see the guards at the top. Follow Yuan into the cave. Use the vending machines to buy anything you need, then use the warp. After a nifty scene, you'll face one of two bosses, depending on who you talked to in Flanoir.

If you talked to anybody who knocked on your door (i.e., not Kratos), you will fight

BOSS: Gatekeeper

- HP: 18,000
- AA: none
- Weakness: none
- Resistance: light

BOSS: Angel Swordian x 2

- HP: 7480
- AA: none
- Weakness: none
- Resistance: none

These three are none too difficult. You should focus on the Angel Swordians first since they like to cast Ice Tornado. The Gatekeeper won't cast from what I've seen, but s/he (it's hard to tell, the out of battle voice sounds male, but the in battle voice sounds female) does have some nasty combos. You can take the edge off of them just by blocking or having somebody else attack from the side. The Gatekeeper staggers quite easily, meaning you'll have an easier time of doing your own combos. That's really all there is to the Gatekeeper.

If you did talk to Kratos in Flanoir, you will face

BOSS: SPOILER

- HP: 28,000
- AA: none
- Weakness: none
- Resistance: light, lightning

Use the exact same strategy you used in the previous fight with the other SPOILER boss. The only difference is that you must win this time.

After the fight, you take a warp to the lower levels of the tower. Use the save point if you wish, then go northeast. When you get to the root blocking your way, shoot it with the Sorcerer's Ring to make it go away. Go through the door and jump the gap onto the bridge. Down on the lower level is a chest with Diamond Shell in it. Go up

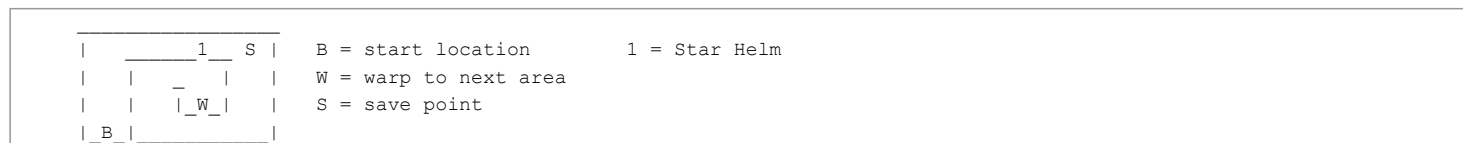
the stairs on the north side of the room and jump onto the bridge again. Walk across it to the other side and jump off. Go through the door to the east. Follow this path to the south. When it goes back north, there is a room blocked off by some big roots. Shoot them three times to make them retreat, allowing you to get the Southern Cross, Hanuman's Staff, and Ogre Ax. Continue to follow the path to the north and around to the southwest, shooting both the roots out of your way. Go up the stairs at the end of the hallway.

Go up the next flight of stairs and blast a root, then go south in the large room. Open the chest for Heavenly Robe. Go north and east, shoot another root and grab the Energy Tablets. Go southeast to another room. Go through the northeastern exit and shoot yet another root, then open the chests for Star Mail and an EX Gem lv 4. Go back south and through the southern exit in the previous room, then through the door. Open the chest along the southern wall for the Phoenix Cloak. There is a large rock hanging by some roots that Presea noticed down below. Move near it and shoot it with the ring three times to burn the roots off and make the rock fall down onto the tippy bridge below. Go all the way back through the halls on this floor to the stairs and go down.

Head straight south from the stairs and examine the machine on the wall to open the nearby door. Go through it and you'll come out near where you started the dungeon. Take the fork northeast and go through the door. Go down the stairs on the northern wall, jump onto the bridge, and run across. Hop off on the other side. Open the chest for Star Guard. Use the warp on the top level. Run through this room and defeat the enemies to get to another warp.

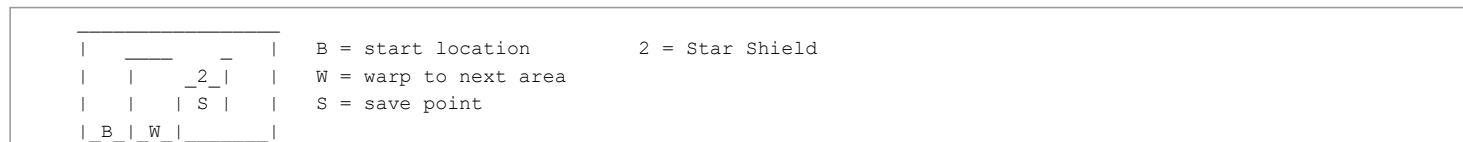
Don't take the warp in this area until you get the treasure. Go south to find a vending machine and the Shaman Dress. Go to the north and open the chest for an EX Gem lv 3. While you're up here, fight the angel enemy. This and the next few areas are the only places you can find the Angel Archer enemies, which I've seen a lot of people ask about. Find one early if you can. With both treasures in hand, go back to the middle area and use the warp. Run down the stairs and across the bridge to another warp.

The next area is set up like a 4x4 grid. I'll try to draw a map of it:



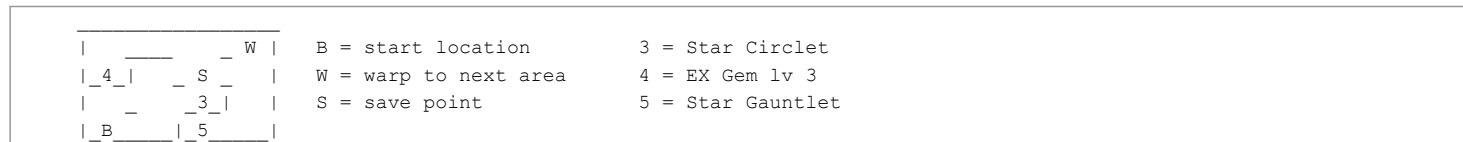
Take the warp after getting the treasure, then go through the next room, killing the two enemies to get to the warp.

This area is similar to the previous one, but with different paths open.



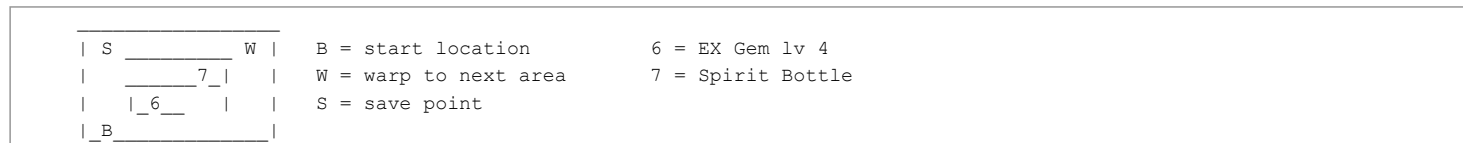
Again, use the warp after getting the Star Shield. Go down the stairs and up to the door. Use the warp on the other side of this room.

The same deal as the last two times, get the treasure, save if you want, and take the warp.



Now with three more pieces of booty, take the warp. Go north until you come to a fork. Take the left path to get an EX Gem lv 2. Take the right path to get the Star Bracelet. Go up the northern path to the warp.

Only one more 4x4 area to go through and only one more horrible ASCII drawing to go through.



Take the warp when you've got both of the treasures. Approach the bridge and notice that it will collapse after you cross it. Cross it anyway. Use the save point at the top of the stairs if you wish, then examine the sword in the wall.

BOSS: Pronyma

- HP: 32,000
- AA: none
- Weakness: light
- Resistance: darkness

BOSS: Idun x 2

- HP: 11,000
- AA: darkness
- Weakness: none
- Resistance: none

Before this battle starts, you have full access to the menu, so reorganize your party, heal up, and use that nifty new equipment you got. Instead of using items to heal, you should assign your best cook to cook the best meal you have. Raine is essential for this battle because of Pronyma's weakness to light. If Genis knows Prism Sword, go ahead and put him in, too. Give Topaz to your main melee fighter to really

put the hurt on Pronyma. Sheena is also good to have in this fight since that Shaman Dress you found earlier is resistant to darkness, which the Iduns have an AA of. Sheena can also use S. Seal: Light to give herself an AA of light for attacking Pronyma.

The Iduns should be your first target. They don't cast spells or use techs, but those scythes they carry will knock you flat on your back easily. Once they start swinging, you're not going to stagger them, so just block the hit and counter. Blowing them away with something like Super Sonic Thrust, Raging Beast, Pyre Seal, or Demon Seal is excellent since it gives you time to target the other one, who is probably giving your allies some grief.

Pronyma will do the same as she did before, cast Spread, Acid Rain, Ice Tornado, and teleport around. She'll use Leonazium at close range and Agarazium from farther away. Keep the pressure on her so Raine and Genis can get their spells in, which will do major damage. Try not to use items for this fight unless you absolutely need to. After the battle is over, hold off on cooking.

After the battle another scene ensues. Once your party is full again, it's time to fight. Again, you get full access to the menu, so reorganize your party to your liking, set your best cook if you just got a better one, equip new items, and kick some tail.

BOSS: Yggdrasill

- HP: 40,000
- AA: none
- Weakness: darkness
- Resistance: light

Yggdrasill is the same as he was the last two times you fought him, but you must win this time. That 40,000 HP may look intimidating, but it goes down fast if you abuse his weakness. Give Lloyd or another fighter the Amethyst and don't forget to remove Topaz if you equipped it to someone. Genis can be more of a hindrance in this battle not because his magic is ineffective, but because if he has a mid or advanced spell happening on the field, no other mid or advanced spells can be finished by your allies, meaning Raine might not use Nurse/Healing Circle/Revitalize or whatever else in time to heal you.

Yggdrasill will cast Ray, Holy Lance, Thunder Arrow, Ground Dasher, and maybe some other spells from a distance and will use Death Eater and Outburst at close range. Death Eater is a mini version of Judgment which may give you some magical ailments. Outburst is a blue version of Explosion, but is unblockable, even with a guard tech. If he comes right at you, get ready to run in the opposite direction and jump when he leans over to hit the ground. It gets extremely annoying when he chains several Outbursts together, but there's nothing to do about it except hope that Raine hits him with Photon or use some Energy Tablets. He will also teleport around, avoiding a head on assault while getting behind you or your allies.

Once you're outside the tower, it's off to Heimdall. You can talk to your party members if you like, or you can just go to the inn, tell Colette you're going to bed, and go inside. A scene will occur with whoever you went outside with in Flanoir.

PS3 Version

If you went outside with Colette when getting the doctor from Flanoir, now is your one and only (and very narrow) chance to get Colette's Twinsies <3 title. Simply go to Dirk's House for it.

In the morning, go to the second screen of Heimdall. The elder will show you to the entrance of Torent Forest.

Torent Forest

Treasure to get:

1. Stardust
2. Crystal Dagger
3. Acalanatha
4. Angel's Tear
5. EX Gem lv 4 (2)
6. Mana Protector
7. EX Gem lv 3
8. Shield Ring
9. Warlock Garb

This forest is one insane maze that just circles back to where you started unless you know how to find the correct path. The trick is to follow the bush baby hiding in the stump. Shoot the stump to make the bush baby come out, then go down the same path as it. However, simply doing that won't get you all the treasure, so if you want the goodies, follow my directions. If you just want to get this part over with, just follow the bush baby.

First screen:

From the entrance, head north until you see a bush baby hide in the stump. Go to the stump, then northwest. Take the fork west, then south and open the chest for Stardust. Go back east to the stump, then keep going east. Near the end of the path is a chest containing a Crystal Dagger. Go west and take the first path that goes north to the next screen.

Second screen:

Take the west path at the fork and open the chest for Acalanatha. Go back to the fork and head east this time. Continue east at the next fork. The chest north of the path contains Angel's Tear. Keep going east to the next screen.

Third screen:

Go east past the two paths going north and south. Kill the plant enemy around the pond for a Memory Gem. Go east past the pond to find a dragon enemy wandering around. This Gold Dragon gives good experience, so if you're looking for a place to level up, this one isn't bad. Take the path north of the pond to the next screen.

Fourth screen:

Go north until the fork, then west. At the next fork, go north and open the chest for an EX Gem lv 4. Go down the south fork a ways to find a chest with Mana Protector in it. Go east from here under a branch, then open the chest to the north for an EX Gem lv 3. Continue east and south to find the sealed memory circle. Unseal it and save, it's a long way back to the village. Go down the eastern path and open the chest for an EX Gem lv 4. Go back to the save point and take the southern path. Go east at the next fork and open the chests at the end for Warlock Garb and a Shield Ring. Go back to the last fork and go south. Follow this path to the next screen.

Fifth screen:

Go east until you hit the main trail, then take it north. Take the second path to the east and the next screen. Take a few steps in to trigger a scene.

BOSS: SPOILER

- HP: 12,000
- AA: none
- Weakness: none
- Resistance: light, lightning

Lloyd must win this fight by himself. Give him the best equipment ahead of time and set his techs the way you want. I strongly advise you to use Rising Falcon somewhat frequently in this battle. Avoid techs that knock SPOILER down since s/he will just get back up and attack with a vengeance.

SPOILER is much more disposed to using Double Demon Fang in this battle, so keep your finger on the guard button even at long range. S/he will also backstep and follow up with Double Demon Fang. Those same Lightning Blade and Super Lightning Blade combos are back, so giving yourself resistance to lightning doesn't hurt. Grave is always a constant threat, but it's easily dodged by simply running forward. Thunder Blade is a bit trickier since you have to jump to get out of the way in addition to running forward, but still not a big concern.

Don't be afraid to use Lemon and Miracle Gels to keep your HP high, SPOILER won't slow down just because you're running low on health.

With SPOILER finally defeated, the seal on Origin is broken. Time for one more pact.

BOSS: Origin

- HP: 40,000
- AA: none
- Weakness: none
- Resistance: none

Origin is a real pain when he casts spells since he has a wide array of powerful spells that will affect an area. Up close he'll smack you with his four weapons. His melee attacks are nothing to worry about, so get in close and bash him good. Just like Yggdrasil, he'll teleport around. Even worse is when he makes two copies of himself for an attack called Rameesh. When he does this, anybody in the triangle formed by his copies will suffer high damage and take a lot of hits. If you can see it coming, just use a guard tech, don't try to run away.

After the battle is won, an unexpected guest makes an appearance and departure. On top of all that, the ToS is collapsing on Heimdall! Get back to the village and help those elves.

In the village, head west and free the elf trapped under the rubble. Go north and into the elder's house. Talk to the elder to make him leave. Go to the first screen and cross the first bridge to free the last of the remaining elves. Now get to the village entrance yourself. Your next stop is Dirk's house in Sylvarant.

Daddy's Gift

Go inside and a scene will occur. After the scene is over, Kratos will join you if you talked to him in Flanoir. If he joins, he gets the title Judgment and gets the title Dad just outside. It is finally time to go to Derris Kharlan. Go to the spot where Tethe'alla's Tower of Salvation once stood to acquire the Eternal Swordsman title for Lloyd. Origin will then take you to Derris Kharlan. Before you go to Derris Kharlan, though, you should get the Gigolo title for Zelos if you have hit on all the women in both worlds. You could also wait a bit and use a glitch (explained in another section) to get it, but what's the fun in that.

Derris Kharlan

Treasure to get:

1. EX Gem lv 3 (2)

2. EX Gem lv 2
3. Golden Helm
4. Magical Ribbon
5. EX Gem lv 4 (2)

This first area of Derris Kharlan can be a bit confusing, but bear with me. Go northeast from the warp to the next platform. Go north and open the chest for an EX Gem lv 3. Follow the path east from here to find an EX Gem lv 2. Keep going west and you will end up back at the warp. Go northeast of the warp again, then east to get to the next screen.

Open the chest on the back of this platform to get the Golden Helm. Head west along the path until you find a fork. Take the western fork. Go north at the next fork and open the chest on the next platform for Magical Ribbon. Go back south, then east. Keep going east past the fork. One of the larger platforms is another fork. Go south first and open the chest for an EX Gem lv 4. Go back and then north through the fork. At the next fork there is a green circle on the ground. DO NOT step on it yet. Continue down the eastern path.

The chest on the next platform has an EX Gem lv 4 in it. On a platform along the way is a chest with an EX Gem lv 3 in it. If you keep going down this path you'll end up back on the first platform, so go ahead and turn around and go back to that green circle and walk across it to the warp.

You may or may not find your first kidnapped buddy here, but take the next warp anyway.

Return to Welgaia

You start in the central area of Welgaia. Head west towards where you got the Mana Fragment. You'll find two of your friends here. After rescuing them, you get the Spider Figurine. If you examine the magic circle in this area, you can fight an optional mini-boss called the Fugitive. It has 20,000 HP, is resistant to water, lightning, light, and darkness, and drops the Magic Ring.

Use the warp to the south to go to the prison area. Walk up to the left cell to free two more of your friends and get the Chipped Dagger. Examine the pool of blood to fight the Judged, another mini-boss. This one also has 20,000 HP, is resistant to wind, earth, light, and darkness, and drops the Attack Ring.

Go all the way back to the central area where you entered the city. Keep going east this time. On the next screen, go down the stairs and east along the northern wall. Use one of the elevators to go down, then approach the mirror on the right to free two more pals and get the Mirror Shard. Examine the broken mirror to fight the Neglected, the last of these mini-bosses. It has 20,000 HP, is resistant to fire, ice, light, and darkness, and drops the Defense Ring.

Return to the central area to find your last friend if you don't have all eight yet. If you want to get the Gigolo title through cheating, now is the time. Go back to Meltokio and Zelos's house and talk to Sebastian while Zelos is the on screen character. When you're done with that or if you just don't bother, continue north to find the Derris Emblem. Go farther north and take the warp, then the next to end up in Vinheim.

Vinheim

Treasure to get:

1. Energy Tablets
2. Prism Guard
3. EX Gem lv 4
4. Spirit Bottle
5. Mortality Cloak
6. Ninja Sword
7. Elemental Guard
8. Past Stone
9. Elixir
10. Shield Ring
11. Demon's Seal
12. Future Stone
13. Blue Shield
14. Sacred Stone

All you really have to do here is walk straight up the stairs, defeat the Dark Dragon, go through the door, and take the warp to the final boss. However, there is much more left to do in the game, so don't be hasty.

Start by going to the right side of the castle and through the door. On the lowest level is an angel that does not move when he sees you. Kill him to make a chest appear on a higher level. Go into the room east of here for Energy Tablets. Go back out of the room, up the stairs, and into the room on the right. Hidden behind the couch is a chest with the Prism Guard in it. Cross over to the left side of the room and go through the door. Go through the door to the north to find a large stairwell. Go down these stairs to find an EX Gem lv 4.

Go back up the stairs, skipping the first and second doors. Enter the third and open the chest on the left side of the room for a Spirit Bottle. Open the chest hidden behind the couch for Mortality Cloak. Go back to the stairs and keep going up. Go through the orange doorway to get out onto the roof. Follow the wall with the door in it to the north and around behind the wall is a chest with the Ninja Sword in it. Go west across the roof and behind the wall on the other side in the exact same place to find the Elemental Guard. Go in the door to find the stairwell on the left side of the castle.

Enter the first room on your way down and kill the angel. A chest will appear behind the table. Open it for the Past Stone. Keep going down and open the chest in the next room for Elixir. Skip the next door and go through the next. You should be in the main room again, but up a level. Go through the door below you. Go left across the room, staying on the same level, and go through the door. Open the chest in here for a Shield Ring. Go back through the door and up to the highest level. Go through the door on the left and open the chest for a Demon's Seal. Go all the way across to the right and through the door. Follow the path along the wall and through the door on the right side of the room. Open the chest that you made appear earlier for the Future Stone. Go back through the room and down three sets of stairs, then through the door on the right to get back into the main room. Go through the door above you to get back into the stairwell. Keep going down and skip the next door. At the bottom of the stairs is a chest with the Blue Shield in it. Go back to the door you skipped and go through it. The Past Stone will make four blocks appear. Go over to the right side of the main room to make the Future Stone respond and make four more blocks appear.

You must bring these blocks to the right teleporter in the right order to solve the puzzle. Pull the black block over to the teleporter on the left. It will take you and the block up to the roof. Push the block into the gap between the rails to make a bridge. Go back down and get the dark blue block and do the same thing, then the red block, and then the purple one goes across the bridge and onto the brown button. Do the same thing with the right teleporter, but the order is yellow, green, light blue, and white on the button. When the purple and white blocks are on the buttons, a forcefield disappears between them, allowing you to open the chest containing the Sacred Stone. The Sacred Stone allows you to warp directly from Vinheim to the ruined Tower of Salvation and back again without having to go all the way through Derris Kharlan.

Warp back down to the main area and use the save point near the teleporter on the right. Go up the stairs in the middle and fight the Dark Dragon, who should be a push over. Open the door he guards and go on through to see the final scene. It is required that you see this scene before you can do some sidequests, so you should do it now even if you don't plan on fighting the final boss any time soon. As long as you don't take the warp in the next room, you can always return.

When you're ready for the final showdown, take the warp.

BOSS: Mithos

- HP: 55,000
- AA: none
- Weakness: none
- Resistance: light, darkness, maybe others

Mithos is an annoying little brat in and out of battle. He will always be resistant to light and darkness, but you must defeat the Judged, Fugitive, and Neglected to remove the rest of his resistances. He will cast Ray and Holy Lance, Ground Dasher, and a new tech called Retribution, which will give everybody some nasty status effects. Equip any Krona Symbols you have to prevent the physical ailments like poison and curse. Mithos turns out to actually be a bit disappointing. It doesn't take long to take him down, but don't get cocky, there's still another fight after this one. Don't be afraid to use items generously.

BOSS: Mithos

- HP: 60,000
- AA: none
- Weakness: none
- Resistance: light, darkness, maybe others

Same Mithos, new body. This fight is just like the Judged, Neglected, and Fugitive. He will mainly cast mid level spells while you're happily pounding away on him. His melee attack is making a ball of light in front of him that will hit you several times, but it's easily blocked. Just keep attacking him and he'll fall in a surprising amount of time. If you have Colette in the party, try to make her steal from Mithos, you can get a good item for later.

Huzzah, congratulations, good show, and all that! Enjoy the ending and the credits or despise the long wait, but don't you dare turn it off yet. After the credits roll, you are asked to save the game. I highly recommend that you do not save over your file, but make a new save. When you load this new save, you will be taken to the Grade Shop where you can buy some fabulous prizes with your grade to start a new game.

The Grade Shop and starting a new game

When you load the save you made after the credits, you will be taken to the Grade Shop before starting a new game. The grade you have to spend in the Grade Shop looks something like this:

```
Total grade at the end of the playthrough
+ 1000 grade for beating the game
+ Any grade you spent in the Grade Shop(only applies if you went to the Grade
  Shop before you started the game you just now beat)
```

You can buy:

EX Skills (400 grade) - Characters start out with the EX Gems, skills, and compound skills they had at the end of the game.

EX Gems (600 grade) - All EX Gems in your possession that are not equipped will transfer directly to your inventory, including the EX Gem MAX Mithos drops and may have had stolen from him, too.

Affection (10 grade) - Carry over character affection levels.

Increase Tension (100 grade) - Both you and certain enemies enter overlimit more often.

Playtime (10 grade) - Instead of the new game starting with zero hours, it starts with the amount of time spent on the previous playthrough(this stacks across multiple playthroughs).

Memory Circles (20 grade) - All sealed memory circles that were unlocked this game will remain unlocked in the new game so you don't have to find the Memory Gems.

30 Items (500 grade) - Allows you to carry up to 30 of an item instead of 20.

Gald (1000 grade) - You start out with the amount of gald you had at the end of the previous playthrough.

Recipes (50 grade) - You start with the same recipes you had at the end of the previous playthrough. The Wonder Chef will not be there to teach you these recipes again, but you can still get the recipes you may have missed.

Cooking Ability (50 grade) - Keep each character's cooking ability.

Titles (1000 grade) - Keep all titles that you had at the end of the previous playthrough. Characters start out with the title they had at the end of the game and any levels they gain before they join you get the benefit of having that title equipped. This is the only way to get all of the beach and formal costumes at once.

Figurines (10 grade) - Keep Figurine Book data.

Monster List (10 grade) - Keep Monster List data. Required to get all the entries.

Collector's Book (10 grade) - Keep Collector's Book data. Required to get all the entries.

World Map (10 grade) - Keep all map data. Cities show up as red dots on the map before you visit them for the first time, shop inventories and long range mode carry over, too.

Mini Game (10 grade) - Your records from various mini-games are kept.

Battle Data (10 grade) - Your highest combo, encounters, and each character's kill count carry over. Very useful for making the Devil's Arms stronger.

Techs (1000 grade) - Every character starts with the techs s/he knew at the end of the previous playthrough.

Tech Usage (25 grade) - The usage counter for each tech is carried over, even if you don't currently know the tech or buy the Techs option.

Max HP (250 grade) - Characters start out with 500 more max HP than normal. Cannot be bought with Min HP.

Min HP (10 grade) - Characters start the game with less max HP than normal. Cannot be bought with Max HP.

Combo Experience (50 grade) - Earned experience is set to 1, but the combo bonus is multiplied by 10. You must get a 10 hit combo to get normal experience, A 20 hit combo will get you double experience, 30 is triple, etc. Cannot be bought with other experience multipliers.

1/2 Experience (10 grade) - Earned experience is cut in half. Cannot be bought with other experience multipliers.

2x Experience (1000 grade) - Earned experience is doubled. Cannot be bought with other experience multipliers.

10x Experience (3000 grade) - Earned experience is multiplied by ten. Cannot be bought with other experience multipliers.

Grade (100 grade) - Doubles the maximum amount of grade you can gain or lose in a battle and doubles the actual amount you gain or lose. Highly recommended.

PS3 Version

If you did not unlock the Tales of the Abyss/Graces/Vesperia/Xillia costumes already, they will unlock when you start a New Game+.

General Hints and Tips

1. Block, block, block! I cannot stress enough the importance of blocking. If you don't know what an enemy's doing, block. If an enemy makes a sudden movement, block. Your reflex should be to block, not attack.
2. Stop enemies from casting magic whenever possible. Most of the time when an enemy starts casting, one of your buddies will mention it. If it's just a regular monster, drop what you're doing and attack it to interrupt it. There's nothing more annoying than having a combo interrupted by an enemy spell. Most bosses can't be interrupted in one or two hits, so it's often better to get back and prepare to either dodge or use a guard tech.
3. Using attack attributes to your advantage is a great strategy to employ against bosses who have elemental weaknesses, but it can just as easily backfire on you if an enemy is resistant to your attack attribute. Never assume anything in regards to what will be effective against an enemy since there is not always a predictable pattern. When in doubt, use a Magic Lens to check.
4. Always keep some accessories or pieces of armor that give you elemental defense, even if it has a low defense stat. Magic damage is not affected by defense, but if you're resistant to an element, you'll only take half damage from it. This is especially useful against enemies that have attack attributes since it will cut damage in half. Sure, you could equip something with higher defense, but would you rather reduce damage by maybe 10 per hit, or reduce it by 50% per hit? Check elemental resistances of equipment by highlighting it and pressing Start to display stats.
5. Cure poison, deadly poison, petrify, and curse ASAP. Those four status ailments really interfere with the flow of battle. The other ailments are annoying, but not critical to remove. It is often better to save Panacea Bottles for Raine if she gets cursed or petrified, but using one to cure poison and deadly poison can be better in the long run, especially if Raine is currently casting a healing spell.
6. Never get so focused on one enemy that you don't know what the others are doing. While you're busy kicking one enemy's butt on one end of the field, another enemy could very well be doing the same thing to your pals. It's nice to think you can depend on AI melee fighters to keep your spell casters safe, but don't. Work as a team to keep all enemies away from your back line.
7. When you know a boss fight is coming, heal your battle party before entering battle. If Raine isn't going to be in the battle, have her use First Aid or a higher healing spell. If Kratos/Zelos isn't going to fight, have him use First Aid or another healing spell. The same goes for Regal. If you're going to use all of them, use gels. It's much easier to use a bunch of gels outside of battle than in battle.
8. Try to keep multi-tech combos short. The higher the hit number in a combo, the less damage it does. Using high hit combos can be effective for keeping enemies out of action for a longer time, but it burns through TP very quickly.
9. If you're trying to avoid enemies in a dungeon, you can sometimes use the Sorcerer's Ring to shoot enemies and stun them for about five seconds. Only some functions will stun enemies. Sheena's Personal EX Skill also aids in avoiding battles in dungeons. The higher her luck stat, the more often it takes effect. On the overworld, use Holy Bottles and/or long range mode if you have it activated. While in long range mode, it can be hard to see the small blobs if they materialize directly in front of you. It's also hard to avoid them in narrow places, like on bridges.

Sidequests

Colette the dog lover

Colette can get the title Dog Lover if she names all the dogs in both worlds. To do this, make Colette your on screen character and talk to the dog. Now you just need to find them. I got the title while making this list, so it is complete.

Iselia House of Salvation

1. Kitty: south of the building wandering around

Triet

1. Cammy: next to the oasis on the second screen

Izold

1. Pookie: next to the inn

Palmacosta

1. Teddy: between the fish market and boats
2. Pepe: wandering around in front of the government building and church

Palmacosta House of Salvation

1. Caramel: on the left side of the building

Thoda Dock

1. Binky: in front of the building or on the dock

Thoda Geyser

1. Bob: on the left side next to the fence

Asgard House of Salvation

1. Monmon: on the northern end, lower elevation

Asgard

1. Hal: next to the item store
2. Murry: on the far east side of town, lowest level

Luin

1. Lucky: by the weapon shop after step four of the restoration

Hima

1. Boo: in front of the inn
2. Rocky: next to the cemetery

Balacruf Mausoleum

1. Pepe: Pepe is already named, but he needs some love, too

Meltokio

1. Chibi: in the slums on an upper level. Look for hidden stairs to go up
2. Pudding: in the upper class area east of the castle on the far end

Sybak

1. Chappy: just north of the inn
2. Turbie: in front of the academy next to the water

Mizuho

1. Tiggy: next to the item shop

Ozette

1. Kalcy: near the center of town
2. Sammy: in the highest part of town, next to the food shop

Flanoir

1. Poochi: wandering around in front of the inn
2. Penny: next to the food cart on the same screen as the doctor's office

Altamira(daytime)

1. Lulu: past the hotel, next to the path to the memorial

Altamira(nighttime)

1. Kenny: next to the front steps of the casino. Take the elemental railway to the casino

Exire

1. Simon: near some buildings on the right side of town

2. Chuchu: next to a building on the left side of town

Iselia

1. Bunz: next to the pond in front of Raine and Genis's house

Heimdall

1. Coco: next to the inn. Go under the bottom corner of the inn to get to him

2. Cookie: behind a building on the second screen. Go under the elder's house and along the path to find him/her

The Sword Dancer

The Sword Dancer is a very strong opponent who you have the option of fighting on three separate occasions in different locations.

- The first place you can fight him is in the cave on Ossa Trail.

BOSS: Sword Dancer 1

- HP: 8,888
- AA: none
- Weakness: light
- Resistance: none

The SD is very formidable at close quarters and will annihilate your spellcasters if you let him reach them. Use a melee fighter to hold him back before he advances too far. Rather than risk getting sliced to pieces by his four swords, just stand there and block while the others cast spells. Colette using Angel Feathers and Raine using Photon work wonders, while you can have Kratos keep your HP up with First Aid. When a spell hits him and he staggers, you could start a combo of your own, but it's risky to do so unless he staggers.

If you do not defeat him before talking to a man in Hima about riding his dragons to the Tower of Salvation, he will disappear, meaning you cannot fight him any of the other times. When you defeat him, he will drop the Yata Mirror, an accessory that recovers 1% of your max HP/TP every 7 seconds in battle.

- The second place is Gaoracchia Forest. On the screen above the memory circle, take the first path to the left when entering from the bottom. He will only be here if you defeated him the first time and are not missing Raine or Genis from your party. He also doesn't appear the first time you visit this screen, for some reason.

BOSS: Sword Dancer 2

- HP: 33,333
- AA: none
- Weakness: light
- Resistance: none

The SD is back, bigger and better than before. This time he will cast intermediate spells on you, like Flame Lance, Spark Wave, and Grave in addition to using his swords, but now he can chain together some of his attacks, making guarding even more critical. With the same weakness to light, Photon, Ray, Holy Lance, Angel Feathers, and Judgment work very well against him.

He will disappear after you make the pact with Luna if you do not defeat him before hand. He will give you the Yasakani Jewel when you beat him, which prevents physical status effects.

- The third place is Iselia Forest next to the exit near Dirk's House. Once you have the Mana Fragment and Colette and Raine are in the party, you can fight him.

BOSS: Sword Dancer 3

- HP: 99,999
- AA: none
- Weakness: light
- Resistance: none

Now that he's regained what he lost, he means business. He will use advanced magic on you now, such as Indignation and Ground Dasher. He also gains a terrifying new sword technique called Death Spiral, where he spins his arms around several times, causing severe damage, and knocking you down. This attack will easily kill you even at 2/3 HP. Continue exploiting his weakness to light by using Photon, Ray, Holy Lance, Angel Feathers, Judgment and Prism Sword. You can further exploit it now by equipping Topaz to your melee fighter, giving him/her an attack attribute of light.

When he is utterly defeated, he leaves behind the Kusanagi Blade, Lloyd's best weapon for the Slash stat.

Emo Bubble

The katz on the dock in Izoold will ask to play a game with Genis. He will display an emotion bubble or some other expression, then you have to show the same. Before the round starts, remember as many of the buttons as you can.

Win easy mode for 5 Apple Gels, medium for 5 Life Bottles, and hard for 5 Lemon Gels.

Colette, the turbo waitress

In Palmacosta, you can go to the Academy, then the room at the end of the first floor corridor. Talk to the cook in the back and he'll ask Colette if she wants to do some waitress work. Accept to start. Some tips for this are jot orders and quantities down, then watch where the customer goes to sit down. If you don't have enough of the right food, go back to where the cook was and you can order more. At the end of three rounds, I think, Colette will get the title Turbo Waitress and some gald.

Genis the genius

In Palmacosta, enter the academy. Some students will challenge Genis to a quiz. Accept and go upstairs into the first or second room to start practicing for the quiz. You are asked three questions and choose one of three answers for each of them. In the exam, everybody participates. If you wait to do this until after you have been to Tethe'alla, you can see their test scores, too. Genis's score is based on how many questions you answered correctly during the practice, but he will get the title Honor Roll regardless.

The Spiritua Statue

After meeting Governor General Dorr in the government building of Palmacosta and giving a Palma Potion to the other group, go to the church in Palmacosta and talk to the priest. Go speak to Koton at Hakonesia Peak and Colette will notice the scripture he has. Koton will let you look at it if you bring him the Spiritua Statue from the House of Salvation to the south. After chasing Magnius out of Palmacosta, head to the House of Salvation and talk to the priests here. They will tell you that the statue is at Thoda Geysir. Go to Thoda Geysir when Genis knows Icicle (level 11) and approach the bridge to the seal of water. Follow Genis's directions to get the statue. Bring it back to Koton before going to the Tower of Salvation. If you do not give it to Koton before going to the Tower of Salvation, you can't give it to him later and can't get the Golden Armor from him at the end of the game.

Orienteering

After getting the Pass, return to Palmacosta. On the south side of the plaza is a guard. Talk to him and he will ask you if you want to play a round of orienteering. What you have to do is find three places based on clues you are given. There are 16 total clues and which one you get next is random. There is no reward for this game, but it is fun until you know the answer to each hint right away.

PS3 Version

Actually, they added a title for Lloyd, Palmacosta Pro, if you can complete it in under one minute. This is rather tough, even if you get lucky and get three nearby clues.

The restoration of Luin

After you heal Pietro from his curse, he will vow to rebuild Luin. Talk to him twice in the upper room of the Hima inn and he will go to Luin, where he will accept donations of gald from you. Follow this suggested donation list to completely rebuild Luin while paying a minimum amount of gald in the process. It takes 455,500 gald to completely rebuild the town.

YOU MUST EXIT LUIN AND RE-ENTER BETWEEN DONATIONS

1. 5,000 - Pietro says thank you
2. 12,000 - Three people turn up
3. 21,500 - Town is renamed the City of Rebirth, one more person
4. 15,000 - Dog, Lucky, appears
5. 20,000 - One more woman appears
6. 25,000 - Two more people
7. 35,000 - Music changes, many new people, item shop re-opens. The following donations can only be made **after** you have been to Tethe'alla:
8. 40,000 - More people
9. 45,000 - Katz Exploration Team returns, inn opens
10. 50,000 - Weapon shop opens again, restored to former state
11. 75,000 - Flagged streets, new weapons
12. 100,000 - Covered bridges
13. 5,000 - Sheena statue by weapon shop
14. 5,000 - Lloyd statue in the fountain
15. 5,000 - Raine statue by the item shop

If you donate more than the amount listed for the step you are on, the extra gald goes to waste. If you donate less than the suggested amount, the next donation will get added to the previous until you reach the suggested amount. After step 11, the weapon shop gets new merchandise that is very strong. Getting these weapons early on can be a great help, but each weapon costs 40,000 gald. If you need an easy way to get gald, fight the Dragon in the earth temple, who drops 10,000 gald each time. To increase this, equip a Sephira or Blue Sephira to somebody.

Indiana Sheena and the Temples of Sylvarant and Tethe'alla

If you can manage to open all of the treasure chests in dungeons in both Sylvarant and Tethe'alla, Sheena can get a nice title called Treasure Hunter. I got this title while compiling the walkthrough, so my lists of treasures to find should be accurate. Once you've opened the final chest, go to Katz Village, which is on an island in the northwest corner of Sylvarant. With Sheena as the onscreen character, talk to the katz that is sleeping at the inn. He will tell you a percentage, which is the percent of chests you've opened. If you get 100.0%, he'll give you the title. You do not need to open any of the chests on the overworld. In order to get credit for opening the chest, you must receive the item inside it. If you have too many and can't carry any more, either use one or toss it away in the menu, then open the chest again.

Red Light, Green Light

On the Tethe'alla Bridge's second screen is a blue katz. He will only appear if you enter the screen from the Meltokio side. Talk to him and he will invite you to play the game with him. The rules are simple enough, but the game is far from it. Press A to make Genis advance one step. Use L and R to steer Genis left or right as he moves forward. If you run into someone else, they will move back a step. This is tricky to do, though, and quite often happens to you. When the katz turns around, you must stop moving. If you're caught moving, you'll have to go back to the starting line. Cross the finish line in front of the katz to win the round. There are three in all. If you manage to win all three, Genis gets the Strategist title. If you win after viewing the final scene before the warp to the last boss, Genis will get the One World, his strongest weapon.

If you're having trouble beating the little devils, there is a glitch you can use to put them in their place, which is outlined here: **Easy Red Light, Green Light**.

PS3 Version

As with many ports and remakes, they have fixed this glitch for the PS3. Too bad :(

Presea's childhood friends

After making a new keycrest for Presea, return to Meltokio. In front of the castle, turn right. Enter the house on the far east end and talk to the girl. Ask Presea for more information about it, then go to Sybak. In front of the academy is a man. Speak to him and get Presea to talk more about it on the way out. Go back to Meltokio and talk to the same girl again. Not much to it, but it gives you more insight into Presea.

Zelos the Gigolo

Using Zelos's Personal EX Skill, he can hit on women to get free items or gold if he is your on screen character. If he hits on every woman in both Sylvarant and Tethe'alla, he gets the title Gigolo. Here is a list of all the women:

Iselia(7)-

1. Little girl near the southern exit
2. Woman near the southern exit
3. Old woman next to a burned out building across from the item shop
4. Old woman in the vineyard behind the item shop. It's tough to see her under the vines
5. Woman in front of the mayor's house
6. Woman near a sign in the open area next to the school
7. Little girl near the northern exit

Iselia House of Salvation(1)-

1. Old woman upstairs

Triet(5)-

1. Near the shops on the left side of town
2. In front of the inn
3. In the lobby of the inn
4. In the back room on the first floor of the inn
5. Outside fortune teller's tent

Izood(7)-

1. Just inside town
2. Little girl playing in the surf on the first screen
3. Old woman in the second house on the first screen
4. Little girl wandering around on the second screen
5. Two women talking on the docks
6. Little girl hiding in the building on the docks, behind the boxes on the left

Palmacosta(23)-

1. Just inside the city, next to the sign
2. Just right of the entrance
3. Little girl on the dock near the bridge
4. In the second room on the first floor of the inn
5. Wandering around near the weapon and armor shops
6. In the building next to Marble's Shop, talk to the woman from behind the counter
7. In front of Marble's Shop
8. On the south side of the plaza in front of the government building
9. Little girl in front of the academy
10. Student in the garden in front of the academy
11. Old woman behind the fence in front of the academy
12. On the left side of the first room on the first floor of the academy

13. Student in the first room on the first floor of the academy
14. Student sitting on the left side of the second room on the first floor of the academy
15. Student sitting on the far right side of the second room of the first floor of the academy
16. First row, bottom side of the first classroom on the second floor of the academy
17. Third row, bottom side of the first classroom on the second floor of the academy
18. First row, top side of the second classroom on the second floor of the academy
19. Second row, top side of the second classroom on the second floor of the academy
20. Third row, top side of the second classroom on the second floor of the academy
21. Woman wandering around the top part of the plaza in front of the government building
22. Old woman in the front row, right side of the church
23. Second row, left side of the church

Thoda Dock(1)-

1. Old woman upstairs

Thoda Geyser(3)-

1. Old woman in central area
2. Tour guide next to a sign
3. Near the steps to the seal

Asgard(22)-

1. Just inside town
2. Old woman at the first inn, talk to her from behind the counter
3. In the back room of the first inn
4. In the back of the cave next to the weapon and armor shops
5. Up high next to the Katz booth
6. Near the cave exit of the cave next to the item shop
7. Little girl in the cave near the item shop
8. In the back of the cave near the item shop
9. In front of the biggest inn
10. Behind the counter of the largest inn
11. In the room on the right of the second floor of the largest inn
12. In the second room of the third inn
13. In the third room of the third inn
14. Little girl in the second area
15. Woman in the first house in the second area
16. Two women talking on the right side of the second screen
17. Little girl at the top of the first stairs on the second screen
18. Maid outside the highest house on the second screen
19. Maid in the kitchen of the highest house on the second screen
20. Old woman in the highest house on the second screen
21. Maid on the left side of the highest house on the second screen

Asgard House of Salvation(1)-

1. Upstairs in the building

Balacruf Mausoleum(1)-

1. Old woman on the left path

Luin, completely restored(8)-

1. Just inside town, in front of the inn
2. In the back corner of the inn
3. Next to a bridge by the item shop
4. South of the item shop
5. Old woman on the little dock south of the item shop
6. Upstairs in the item shop
7. On the docks south of the fountain
8. Wandering around the fountain

Hima(1)-

1. In the second room of the inn on the first floor

Meltokio(34)-

1. Little girl next to the sewer entrance in town
2. Woman near the sewer entrance in town
3. Woman in front of the item shop
4. Wandering in the lobby of the inn
5. Maid on the second floor of the inn
6. Girl just inside the second room on the second floor of the inn
7. Woman between the beds in the second room on the second floor of the inn
8. The receptionist in the elemental research laboratory. Talk to her from behind the counter
9. In the basement of the elemental research laboratory

10. In front of the elemental research laboratory
11. At the base of the stairs in the slums
12. On a roof in the slums. Look for stairs to get up to her
13. Little girl in the plaza where you first met Zelos
14. Old woman in the plaza where you first met Zelos
15. Woman in the plaza where you first met Zelos
16. Nurse in front of the coliseum
17. Woman on the right side of the coliseum's lobby
18. The receptionist in the coliseum. Talk to her from behind the counter
19. Woman in the waiting room of the coliseum. To talk to her, you must have Zelos fight in the coliseum when it is open and talk to her before starting the fights
20. Nurse in the waiting room. Same as above
21. Woman wandering around in front of the castle
22. Maid next to the rose garden in front of the castle
23. Priestess in front of the church
24. Priestess just inside the church
25. Priestess on the right side of the church
26. Woman on the second floor of the left side of the castle
27. Maid in the crimson chamber (second floor on the left side of the castle)
28. Woman on the second floor of the right side of the castle
29. Maid in the kitchen area of the castle on the first floor
30. Little girl in the kitchen of the castle
31. Another maid in the kitchen of the castle
32. Woman next to the first house in the upper class area east of the castle
33. Woman in front of Zelos's house in the upper class area
34. Woman in a back corner of the upper class area

Meltokio House of Guidance(2)-

1. Old woman outside on the grounds
2. Priestess in the chapel area

Sybak(22)-

1. In the inn between two beds
2. Wandering around in front/above the inn
3. Student in the central area of the first screen
4. Library receptionist
5. Blonde student around the stairs in the library
6. Brunette student around the stairs in the library
7. Student on the far right end of the library
8. Woman next to the water on the second screen
9. Student near the secret entrance in front of the academy
10. In the first room of the first floor corridor in the academy
11. In the second room of the first floor corridor in the academy
12. Walking in the first floor corridor
13. In the fourth room of the first floor corridor in the academy
14. In the fifth room of the first floor corridor in the academy
15. In the sixth room of the first floor corridor in the academy
16. Next to a table in the cafeteria of the academy
17. In a corner of the cafeteria of the academy
18. On the far right side of the cafeteria of the academy
19. At the top of the stairs in the lobby
20. In the first room of the second floor corridor in the academy
21. Walking in the second floor corridor in the academy
22. In the third room of the second floor corridor in the academy

Mizuho(4)-

1. At the grave site
2. Woman in the first building
3. Wandering around on the far side of the wooden bridge
4. Little girl wandering around on the far side of the wooden bridge

Ozette(3)-

1. In the lobby of the inn
2. Old woman next to a sign near the entrance
3. Little girl wandering around the central area

Flanoir(11)-

1. Old woman across from the inn
2. In the lobby of the inn
3. Maid on the second floor of the inn
4. Woman in the back room upstairs in the inn
5. Little girl on the lowest level of the first screen
6. Second person in line at the doctor's office

7. Little girl left of the doctor's office
8. Below the stairs to the accessory shop
9. Little girl outside of the church
10. Just inside of the church
11. Priestess behind the altar at the church

Altamira, daytime(16)-

1. Bunny girl outside of hotel
2. At the top of the stairs to the beach
3. At the bottom of the stairs to the beach
4. Near the changing stalls on the beach
5. Bunny girl next to the drink stand on the beach
6. Next to the lounge chairs on the beach
7. South of the bridge to the railway
8. Bunny girl next to the bridge
9. Next to the elemental railway on the lower level
10. Bunny girl at the amusement park, near one of the supports for the coaster
11. Little girl wandering the central area of the amusement park
12. Woman next to the tea cup ride, on the stairs
13. Little girl on the second floor of the hotel
14. On the south side of the third floor of the hotel
15. Old woman on the west side of the third floor of the hotel
16. Blond woman on the north side of the third floor of the hotel

Altamira, nighttime(13)-

1. In front of the casino
2. Bunny girl next to the front desk in the casino
3. Blond woman playing roulette on the left side of casino
4. Bunny girl behind the black jack table at the top of the casino
5. Woman playing black jack in the casino
6. In front of the benches on the right side of the casino
7. Bunny girl next to the slot machines on the right side of the casino
8. Woman playing the slots on the right side of the casino
9. Second row, left side of the theatre
10. First row, left side of the theatre. Walk around the man to get to her
11. First row, right side of the theatre
12. Maid on the fourth floor of the hotel
13. Maid on the fifth floor of the hotel

Exire(7)-

1. Old woman on the left side of town, outside of a building you can enter
2. Woman on the platform below the previous
3. Inside the lowest level of the three story building
4. Hiding behind the lattice outside the second level of the three story building
5. Little girl outside of the elder's house
6. Woman in front of elder's house
7. Old woman in front of elder's house

Heimdall(12)-

1. On the right side of the weapon and armor shop
2. On the porch of the item shop
3. Walking near the streams north of the item shop
4. On the east side of the first screen near the southern end
5. Hanging laundry next to the inn
6. Just inside the inn
7. Between two beds at the inn
8. In front of a house near the windmill on the second screen
9. On the windmill's platform, walk clockwise around it to get to her
10. In the first house on the second screen
11. Girl in front of the elder's house
12. In the area behind a house on the second screen. Go under the elder's house and across a little bridge to find her

Heimdall House of Guidance(2)-

1. Outside on the grounds
2. Upstairs in the building

Southeast Abbey(2)-

1. Outside on the grounds x 2

Hot Springs(2)-

1. Priestess in the chapel area
2. Old woman in the upstairs room

Talk to Sebastian in Zelos's house after the pact with Origin but before you get the Derris Emblem to get the title. There is also a glitch to get the title without talking to all 210 women, explained here: **Easy Gigolo glitch**.

PS3 Version

Yet again, they fixed the above mentioned glitch.

The Secret Notebook

After meeting Altessa, return to Mizuho and speak with the shopkeeper. Agree to retrieve his notebook from the well, which is east of the chief's house. Bring it back to him and he will give you the Secret Notebook.

The Pink Pearl Ring

After rescuing Colette from the dragon's nest, go to Sybak and talk to the student near the item shop, who will give Sheena the Pink Pearl Ring. Later on in Altamira as you cross the bridge, the ring will drop and a woman will give it back to you and ask you to give some money to the student, Joshua. Accept if you want to continue the sidequest and go see Joshua in Sybak again. Accept again and go to the area east of the castle in Meltokio to find Rosa again. Go back to Sybak and see Joshua again to tell him the truth. Then after the Flanoir doctor scenes, you can go to the slums in Meltokio to see Joshua and Rosa one last time.

The Devil's Arms

This is my personal favorite sidequest, especially because of the results. You collect nine cursed weapons in order to seal them away. To start the sidequest you need either the Evil Eye or Soul Eater.

- Evil Eye: Obtained in Toize Valley Mine. Near the boulder trap is an elevator that will take you down. Examine the rubble of the Bacura to find the Evil Eye.

OR

- Soul Eater: After passing through the Otherworldly Gate, go to Triet. Talk to the man near the corner item shop and the man next to the oasis. Now a ring of light will appear nearby. You can see it when you exit Triet. Enter the ring to fight the Sandworm. This guy will easily knock you to the ground, but is weak to water. Defeat him to get the Soul Eater.

Once you have either the Evil Eye or Soul Eater and 8 characters with you, go to Flanoir. There is a man sitting on a stoop in front of a building on the first screen. Talk to him to get Nebilim's Key and Nebilim. YOU WILL NEED TO HAVE 8 CHARACTERS WITH YOU TO GET THE REST OF THE WEAPONS.

- Fafnir: Enter Gaoracchia Forest from the Mizuho/Ozette side and change the ring's function. Go north two screens and use the ring to open the bushes on the right side of the path. Open the chest for Fafnir.
- Gates of Hell: After getting the pact with Gnome, go back to Altessa's house and talk to the Gnomelette on the west side. Go back to the temple of earth past the Dragon and the Gnomelettes will move out of the way. Go past them and open the chest for Gates of Hell.
- Disaster: After Regal gets the El Presidente title and you have Fafnir, go to Altamira and spend the night at the hotel. Go out at night and take the elemental railway to the casino. On the bridge to the theater is a man. Talk to him and agree to buy the kendama, which turns out to be Disaster.

PS3 Version

The man on the bridge no longer sells Disaster (if he's even still there). It must be purchased as a prize from the casino for 250 chips. It is called the Devil's Plaything in the list of prizes and still has the same requirement of getting it after Fafnir.

- Diablos: On the second screen of Latheon Gorge, go up the ramp to the south, then down the ramp to the southwest. Open the chest for Diablos.
- Apocalypse: In Welgaia, enter the building north of the warp to the prison area. Go through the door on the west side and open the chest for Apocalypse.
- Heart of Chaos: Once you have all eight other Devil's Arms, return to Flanoir and talk to Abyssion. Go to Hakonesia Peak and talk to Koton, who will trade you Heart of Chaos for one of Raine's artifacts.

Now that you have all nine DAs, head to the seal in the temple of darkness. SAVE BEFORE YOU GO ALL THE WAY DOWN. Talk to Abyssion, but then, oh no, he's betrayed you! Kill kill kill!

BOSS: Abyssion

- HP: 120,000
- AA: none
- Weakness: none
- Resistance: none

Abyssion is my favorite boss and is quite difficult unless you know what you are doing. He attacks with a wide variety of borrowed techs and mid and advanced spells. I recommend a party of three melee fighters and Raine. You should be able to keep Abyssion away from Raine or any other spellcaster you decide to bring with your melee fighters, but he has a tendency to warp around every now and then.

Abyssion will use Ring Whirlwind, Raging Beast, Infinite Destruction, Tiger Rage, Swallow Dance, Double Demon Fang, Super Lightning Blade, and Victory Light Spear for techs, and Spread, Flame Lance, Explosion, Thunder Blade, Indignation, Ground Dasher, Prism Sword, Gravity Well, Meteor Storm, and Indignation Judgment (hard and mania mode only). He will quite often chain Raging Beast onto the end of another tech, and then start casting a spell, too. When he reaches half and one quarter HP, he will use Meteor Storm. On hard and mania difficulties, he will use Indignation Judgment after the first Meteor Storm. You cannot interrupt him when he is casting Meteor Storm or Indignation Judgment,

so don't bother trying to. All other spells can be interrupted by attacking him from the side or behind as he finishes a tech if you start before he casts. Most of his spells can be easily dodged, though, so it's not always worth it to try to stop him.

In the PS3 version, he will also use some of the new hi-ougi attacks on the higher difficulties. All I have to say about that is good luck.

A good strategy is to jump over him as he comes in to attack, but sometimes he will use Tiger Rage, Swallow Dance, or Victory Light Spear, which will hit you in midair and knock you back down. The rest of the time he will try a ground based tech and miss, giving you a great opportunity to attack him from behind.

This is a long and hard battle, so come prepared with Lemon, Pineapple, and Miracle Gels, Life Bottles, and any Elixers you can find. Using an All-Divide at the start of battle will reduce all damage given and taken by half, giving you more time to recover before you get killed. The downside is that the battle will last much longer. If you are playing the PS3 version, be aware that they prevented All-Divides from affecting Abyssion's damage to you, but it will still cut your damage in half.

If you lose, don't feel too bad, very few people defeat Abyssion on their first try. Either come back after advancing in the story and gaining some levels or get some equipment that will reduce elemental damage.

Now that you've defeated Abyssion, the true power of the Devil's Arms is activated. For every kill a character has made, one invisible point of Attack will be added when the character uses his/her DA. ALL kills count, whether it was made with the DA or not, whether it was a spell that got the last hit, it does not matter. It is only worth it to equip DAs when the kill count is greater than the Attack stat of the character's strongest weapon. Since you can't see how many kills a character has, equip the DA and compare the damage to that of the strongest weapon. DAs do not do additional damage through spells since they add to the Attack stat, not Intelligence. However, Raine's Heart of Chaos has a +50 Intelligence stat, making it her best weapon. Kratos and Zelos have two DAs, Soul Eater(sword) and Fafnir(dagger). They both receive the same boost to Attack, but I prefer Soul Eater because of the range, even though it lowers almost every stat while Fafnir does not. The Battle Data option in the Grade Shop will transfer each character's kill count, which directly affects the DAs extra damage, so buy it if you want to have uber powerful DAs next time you get them. You still have to get them all and defeat Abyssion again, though.

Katz Village skit theatre

On a game file that has a green star, you can go to Katz Village to see nearly all of the Z skits. Talk to the mayor, who is spinning around on top of the mountain. You cannot see skits from which you receive something, like an item, title, or entry in the Training Manual. There are 380 in all that you can see here.

PS3 Version

Before you can see the skits here, you must purchase the Forget-Me-Not from the casino in Altamira for 75,000 chips.

The Assassin's Ring

Once you have completed the Remote Island Human Ranch, go to Hima to find Yuan looking for something. Go to the Fooji Mountains next to find Yuan at the summit. Now after you complete Latheon Gorge, go to the Palmacosta Ranch and find Yuan one final time for this sidequest and learn the importance of the ring.

Clara's final appearance

After completing the Remote Island Ranch, return to Izoold. Walk onto the beach to find Clara. Agree to help her and Raine will heal her. She'll just stand there forever, wondering how to get back to Palmacosta.

Uncle

In Triet after you clear the Remote Island Ranch, there is a man near the inn that will let you play the Uncle mini-game. To play, you watch several men enter the screen and try to remember their order of entry. If you can identify 100 men correctly and then beat the hardest mode, Lloyd gets the Midlife Crisis title.

The Casino

PS3 Version

While the casino in Altamira exists in the Gamecube version, you can't play any of the games or claim any of the prizes. It is found by spending the night in Altamira when you have all eight characters with you and choosing to go out at night. Take the railway to the casino/theater area and enter the only building.

Chips are the currency used to play the games and redeem for prizes. Talk to the man behind the counter by the entrance to purchase chips. You have several options for getting chips without gambling:

- 1 chip for 500 gald
- 1 chip for an EX Gem Lv1
- 2 chips for an EX Gem Lv2
- 5 chips for an EX Gem Lv3
- 10 chips for an EX Gem Lv4

- 50 chips for an EX Gem MAX
- 1 chip for 10 grade

Cash in your chips with the woman to the right of the chip purchase counter. The prizes you can exchange chips for are:

- Miracle Gel: 20 chips
- Rune Bottle: 500 chips
- Rare Pellets: 2,000 chips
- Strike Ring: 5,000 chips
- Technical Ring: 5,000 chips
- Spirit Ring: 15,000 chips
- Devil's Plaything (The Devil's Arm, Disaster): 250 chips
- Forget-Me-Not: 75,000 chips
- ??? (Raine's Chosen Beauty costume): 150,000 chips

The two games you can play to earn chips are black jack (at the table in the back) and the slots (all the way to the right). Personally, I prefer the slots since it doesn't seem so stacked against you, but it's usually easiest to just buy what chips you need.

Getting gald is a bit tougher in the PS3 version since the Dragon in the Temple of Earth only drops 1,000 instead of 10,000, but there is another way if you have enough capital to begin with. Give Colette the EX Skills Sharp-Eyed (level 1), Magical (level 2), Lucky (level 3), and Stat Boost (level 4), which gets her the compound EX Skill Item Getter. Now go to the Fooji Mountains and get into a fight that has some Chimaeras in it. Have everyone but Colette Hold Position while Colette steals a Rune Bottle from each Chimaera in battle, then run away. Encounter the same enemy again and repeat until you can't carry any more Rune Bottles. Fly to Flanoir and buy as many Talismans from the accessory shop (where you got the Penguinist Gloves) as you can carry. Use the Rune Bottles to transform the Talismans into Blue Talismans, then sell them for major profits. If Regal has his Personal EX Skill on, you'll buy the Talismans for 10% less and sell the Blue Talismans for 10% more.

Genis's new friend

After visiting the Sybak library with Mithos early on in disc 2, return to Altessa's house. Raine will collapse and Genis and Mithos will go off to find a cure for her. Choose the option to follow them and Genis will get the title Friend at the end of the sidequest.

Raine and Genis's mother

Any time on disc 2 before going to Derris Kharlan, go to Exire, the city in the sky. Exire is in Tethe'alla and moves around on the map every time you enter the world map. Look for a little grey dot somewhere over the water to find it.

There are three buildings in Exire; the elder's house, a three story building, and Virginia's house. Enter the elder's house and talk to him to learn that Virginia is somewhere in the city. Head west from the elder's house, going up through the three story building, learning the Shortcake recipe from the Wonder Chef on the second floor, and along the paths to the other house you can enter. Go in to meet Virginia. After leaving her house, go back and talk to the elder and read Virginia's Diary. After you read it, the elder will give you the diary.

Princess in distress

After completing Latheon Gorge, go to Zelos's house to learn that the princess has been kidnapped. Go to the Tethe'alla Bridge to try and get her back, but it's Kate disguised as the princess. Kate tells you to go to Gaoracchia Forest to find the real princess. Enter from the Mizuho/Ozette side and defeat the soldiers to rescue the princess, earning Zelos the title Princess Guard. This also increases Zelos's affection for you, in case you are having trouble making him like you.

The Coliseum

Any time after you retrieve Zelos's Cruxis Crystal from Seles and have eight party members with you, you can enter the coliseum in Meltokio and compete for fabulous prizes. There are two tournaments you can enter; the singles class and party class. The only available option at first is beginner singles. Once you beat beginner singles, intermediate singles and beginner party become available. Beat intermediate singles to get advanced singles. Beat beginner party to get advanced party. To enter the singles classes, talk to the receptionist in green. To enter the party classes, talk to the receptionist in red. The second receptionist won't show up until you unlock the party class. Before you enter in any round, use the save point in the southwest corner of the lobby in case you lose.

Since you cannot change equipment during the fights, equip your participant for battle before you register. I strongly recommend HP restoring accessories, such as Heal Bracelet, Holy Symbol, or Turquoise. It also really helps to have everybody get good at cooking something that will restore a lot of HP/TP, like Miso Stew. Before diving head first into battle with a character you never use in battle, take some time to get a feel for that character and learn some good combos.

Some of the enemies you will encounter in the coliseum are quite tough and only found here. Since there are other faqs devoted solely to the coliseum, I won't bother writing up individual strategies for characters or battles.

Each character will receive a quite good title when they win advanced singles class and can also get a very strong weapon if you have viewed the final scene before warping to the final boss. You will also receive a Krona Symbol the first time you beat advanced singles and an Extreme Symbol the first time you beat advanced party.

In addition to being just plain tough all around, there are two unique bosses in the coliseum.

BOSS: Seles

- HP: 12,000
- AA: none
- Weakness: none
- Resistance: fire, water, earth, wind

To fight Seles, you must beat advanced class singles while Zelos is in the party with you, then complete advanced class singles again any time later. If you defeat Seles and then later get Kratos back, you can fight her a second time. The second Last Fencer she drops doesn't do you one lick of good, but the second Elemental Circlet is nice. If you lose to her, you can beat advanced class singles again and give her another shot.

Seles packs quite a punch for a little squirt. She will cast Freeze Lancer and Absolute on you if you keep your distance and will use the devastating Mini Meteor and Star Cannon at closer range. She'll also pull out a sword from her handbag of horrors and take about three swipes at you.

This fight would be getting close to fair if you didn't have to go through the entirety of advanced singles class, but there's no way around it. She will always start the match by casting Freeze Lancer or Absolute, so run in and jump over her. Every time I have done this, her spell will miss and I get a chance to attack. If you give her time to recover from your attack, get ready to block her sword swings and jump back immediately if she uses Star Cannon or Mini Meteor. If either of those moves hits you, you will get flattened. Either get in close and jump back when she uses Star Cannon or Mini Meteor, or stay back until she starts casting a spell, then attack her.

There is one foolproof way to beat her without taking a single hit, but you must use Kratos/Zelos. Right at the start of the battle, charge and jump over her. While behind her, do three basic A attacks and end with Demon Fang. IMMEDIATELY start the same combo again, always ending it with Demon Fang. The beauty of this strategy is that you can start attacking again after Demon Fang so quickly that Seles does not get a chance to turn around or guard. If she does manage to guard, you will break her guard with the first hit. This whole combo only costs 1 TP. If you have the compound EX Skill Super Blast, do six basic A attacks and you will recover 2 TP with each use of the combo.

BOSS: Garr

- HP: 20,000
- AA: none
- Weakness: none
- Resistance: earth, ice, lightning, darkness

BOSS: Farah Oersted

- HP: 20,000
- AA: none
- Weakness: none
- Resistance: fire

Boss: Meredy

- HP: 16,000
- AA: none
- Weakness: none
- Resistance: none

The Tales Trio is one of the hardest battles in the entire game, but quite fun. In every other coliseum battle, you cannot use items. In this battle, however, you can, so don't forget that. Also, the first one of them to go down will be automatically revived, so finish him/her off again. These legends of battle will challenge you when you beat advanced party. As with Seles, you can try to beat them again if you lose, but you still have to go through advanced party.

Meredy should be your first target since she casts extremely powerful magic, including Meteor Storm. She can also use Resurrection on downed allies. All Meredy can do is cast spells, run around, and block, so get in close and let loose on her. While you do this, keep an eye on your other two buddies' HP and use items as needed to keep them alive.

With Meredy gone, focus on Garr. Garr is perfectly happy to stand back and turn spellcasters into pin cushions with his bow, so it's a very good idea to give your spellcasters the Concentrate Compound EX Skill. When you get in close to Garr, he'll swing a sword at you three times or use some tech where he jumps up and hits you multiple times. Block his sword strikes and counter with your own attacks. While you are taking Garr down, Farah should hopefully be focusing on another party member, leaving you alone to finish Garr.

Farah Oersted will get in close and use attacks like Wolverine, Crescent Moon, and Beast. She has one tech that is like five Beasts chained together which hurts big time and staggers you quite a bit. When attacking her, let her attack first while you block, then counter. If it's just Farah left, she doesn't last too long.

Since the Tales Trio deals quite a bit of damage very quickly, you shouldn't think of fighting them until you are ready to beat the game. Using an All-Divide is another great way of making things easier for yourself. On hard and mania difficulty, they use an Hourglass at some point, leaving you at their mercy

for a few seconds. If you lose to them, just beat advanced party again and rechallenge them.

Beach blanket blowout

BEACH COSTUME TITLES

After the doctor scene in Flanoir, go to Altamira. Talk to the woman in front of the hotel and agree to help her find her daughters. Go down to the beach and talk to the short-haired girl on the far end. Go to the second floor of the hotel and talk to the girl looking at the sign with Kratos or Zelos as your onscreen character. Take the elemental railway to the amusement park and talk to the girl near the entrance. Return to the mother and talk to her, then talk to the girl in the amusement park again. Return to the beach and talk to the girl at the juice bar, then go back and talk to the mother. Spend the night at the hotel to get some swimsuits. Lloyd will automatically get his Beach Boy title, then you get to choose one other person who will get a swimsuit. The next two people with the highest affection for Lloyd will also get a title, except Kratos. Talk to each of them on the beach to end the sidequest.

The dinner party

FORMAL COSTUME TITLES

After the doctor scene in Flanoir and after you complete the **Princess in distress** sidequest, go to Zelos's house to find that formal outfits have arrived for you. Lloyd's doesn't seem to be there, so go up to the castle to get his Nobleman title. At the party, you choose someone you will meet on a balcony. This person will get his/her formal costume title. During the party, talk to three people who you want the formal costume for, then you will go meet the person you chose earlier. You must have Zelos to do this sidequest.

A long delayed delivery

LLOYD'S UNIQUE COSTUME TITLE

After the doctor scene in Flanoir and if you accepted Lyla's letter way back in Izoold, fully rebuild Luin. There will be a boat moored at one of the docks south of the fountain with a strange looking man on board. Talk to the man and agree to buy the boat. Leave Luin and re-enter. Talk to the man again to get Lloyd's Argh, Me Hearties costume title. Go around to each of the Houses of Salvation(Iselia area, Palmacosta area, Asgard area) and talk to the priests. Go to Thoda Dock and talk to the old priest on the end of the dock, who will give you Spiritua's Ring. Go to Hima and talk to Aifreed at the graveyard and give him Lyla's Letter. He will give you in return Aifreed's Letter, which you deliver back to Lyla in Izoold. Now head to Hakonesia Peak and talk to Koton, who will buy the Spiritua's Ring. Return to Izoold and give the money to Lyla, then go talk to Max on the docks, who will give you Aifreed's Hat.

A job for Colette

COLETTE'S UNIQUE COSTUME TITLE

After the doctor scene in Flanoir, go to Meltokio Castle and over to the right side. Approach the maids in the corner by the stairs and Colette will agree to help out. After "helping out," Colette will get the Maid title. You cannot do this sidequest if you talked to Kratos during the Flanoir doctor scene.

Genis the furry

GENIS'S UNIQUE COSTUME TITLE

After the doctor scene in Flanoir, go to the slums in Meltokio(to the far east) and watch a katz being chased by a boy. Work your way up hidden stairs to the highest area here and watch the katz evade the boy. Genis will agree to help the boy out. Go to the item shop in Meltokio and talk to the katz that is not behind the counter. Now go to Katz Village in Sylvarant. It is on an island in the far north. Talk to the elder on top of the mountain to get a katz suit, then go back to the slums in Meltokio. Genis will get the title Katz Katz Katz.

Professor Raine's fanclub

RAINE'S UNIQUE COSTUME TITLE

After the doctor scene in Flanoir while you have Zelos, go to Asgard and walk up to the dais where you fought the Wind Master. Raine will perform the ritual again, much to the delight of her admirers. She will get the title Maiden when the ceremony is done.

Sheena's Duel

Enter Mizuho after getting the Zircon to start Sheena's duel with Kuchinawa. I strongly recommend that you save before you start the duel, because you won't get a rematch if you lose.

BOSS: Kuchinawa

- HP: 10,000
- AA: none
- Weakness: none
- Resistance: none

Kuchinawa is very annoying to fight due to his ability to attack from a distance. Move in between his attacks and try to start a combo. I don't like using Sheena, but Demon Seal tends to work very well against Kuchinawa. If you can't beat Kuchinawa on your own, try setting Sheena's control type to auto during the battle and letting the CPU fight. Sheena also tends to lack HP, so equipping her with a Black Onyx and Holy Symbol helps with this fight.

Whether you win or lose, it doesn't really matter and the quest continues.

Return of the chief

SHEENA'S UNIQUE COSTUME TITLE

After the doctor scene in Flanoir and after the battle with Kuchinawa, return to Mizuho. Orochi will tell you that the chief, who is in a coma, has begun talking in his sleep. Talk to Tiga, then head to the seal in the temple of lightning to find the chief's astral body. Back in Mizuho, the chief recovers and Sheena gets her Successor title. If you talk to the chief after viewing the final scene, he will give Sheena the Kannazuki, Sheena's best robe.

Corrine's comeback

After the duel with Kuchinawa, go to Martel Temple and take the warp up to the seal room to find Corrine again.

Zorro, eat your heart out

ZELOS'S UNIQUE COSTUME TITLE

After meeting Seles at the SE Abby, return to Zelos's house in Meltokio. On the stoop you will encounter Zelos's floozies who start causing trouble. In the end, Zelos wears a mask to disguise himself, thus getting the Masked Swordsman title. Zorro's got nothing on Zelos.

Behold the Klonoa!

PRESEA'S UNIQUE COSTUME TITLE

After clearing Latheon Gorge, go to Altamira and talk to George in the president's office of Lezareno Company and Presea will agree to wear a costume. Thus Presea gets the Dream Traveler title.

Regal to the rescue

REGAL'S UNIQUE COSTUME TITLE

After getting the Derris Emblem, head to Meltokio Castle. To the left of the front steps you will find the Wonder Chef being assailed by a Dark Chef. Walk up to them and Regal will be challenged to a cooking duel, but first will learn how to make Beef Stew. After winning the challenge, the Wonder Chef will award Regal the title God of the Kitchen.

New PS3 Costumes

PS3 Version

Each character gets a new costume in the PS3 version of the game. You'll need all eight characters with you to get any of these costumes.

- If you go outside with Colette at the Flanoir doctor event, visit Dirk's House immediately after spending the night in Heimdall before entering Torent Forest. This will get Colette's Twinsies <3 title.
- If you go outside with Zelos at the Flanoir doctor event, go to Altamira and spend the night after completing **Sheena's Duel** and the **Return of the chief** sidequests. Choose the option to go out at night, then go back into the hotel. Zelos will get the Altamiran Rider title and Sheena will get the Star Straddler title. You can do this event if you pick Sheena at Flanoir, but only she will get a title from it.
- If you go outside with Kratos at the Flanoir doctor event, talk to Taiga in Mizuho after completing **Sheena's Duel** and the **Return of the chief** sidequests. Lloyd will get the Unrivaled Blade title and Kratos will get the Steel Demon title.
- If you go outside with Genis at the Flanoir doctor event, spend the night in Flanoir after viewing the final scene behind the Dark Dragon. Genis gets the I'm Not Cold! title and Presea gets the Gentle Warmth title. You can still do the event if you pick Presea at Flanoir, but then only Presea will get the title.
- If you go outside with Regal at the Flanoir doctor event, simply go to Altamira to get his title The Duke.
- Purchase the ???? from the casino in Altamira for 150,000 chips to get Raine's Chosen Beauty title.

Cooking titles and the last of the recipes

After you get Regal's God of the Kitchen title, make him your onscreen character. Go to the House of Guidance near Meltokio and talk to the chef next to the stairs inside. He'll teach you to make Pork Cutlets. Go to the House of Guidance across the mountains from Latheon Gorge and talk to the chef in the chapel area inside to learn how to make Potato Salad. The last recipe can be found in Asgard. Talk to the chef in front of one of the inns to learn Paella.

The Wonder Chef will make a few more appearances, but only if you prove your- self to be a master chef. Each character can get a new title from him by filling all the stars for every recipe. Once your cooking ability is maxed, go to Altamira. With the maxed ability character as the onscreen character, go to the third floor of the hotel. The Wonder Chef should be waiting on the far left side. Talk to him to get the title. Every character can get a title this way.

The Hotspring

After the Flanoir doctor event, go to the hot springs on the island just north of the temple of earth. Walk east along the path and talk to the priest. The guys go in for a dip afterwards. Talk to the priest again and choose to have the ladies go in. During and after the scene, Colette gets the title Ironing Board, Sheena gets the WOW! title, and Lloyd gets Peeping Tom. You must have Zelos with you to do this sidequest.

Little boy lost

After clearing Latheon Gorge, go to Sybak and talk to the little boy outside the inn. Agree to help him find his mother and ask the women on this screen and in the library. A soldier will accost the poor boy, but Zelos comes to the rescue. That's really all there is to it. This sidequest is great for boosting Zelos's affection for you.

Genis's last spell

After you get the Derris Emblem, go to the eastern side of Heimdall. Here an old man will teach Genis the Meteor Storm tech and give him the Mana Master title.

The truth about Noishe

After getting the Derris Emblem, talk to the little boy just inside Heimdall, who will talk about Noishe. The elder joins in and tells you what Noishe really is.

Maxwell

After getting the Derris Emblem, go to Exire. Walk up to the elder's front door, then walk counterclockwise around his house. You will end up in an area behind his house. Walk across the long bridge and examine the large stone with the Opal, Aquamarine, Ruby, and Garnet equipped to any of your characters and Maxwell will appear.

BOSS: Maxwell

- HP: 60,000
- AA: none
- Weakness: none
- Resistance: none

Maxwell isn't very much of a challenge if you can overwhelm him and keep him from casting any spells. He can spin his platform to hit you or raise rings below you and knock you over, but will more often than not try to cast a spell or teleport to another location. His frequent use of Meteor Storm is the biggest threat he poses, but as long as you keep attacking him, he falls quickly.

After making the pact, you get Turquoise and Sheena gets the title Master Summoner.

The Gaia Cleaver

After you view the final scene, return to Ozette to find one of Presea's father's old friends. Talk to him and choose the option about a friend. Exit and return when Presea is at least level 80 and talk to Ralph again to get the Gaia Cleaver, Presea's strongest ax. If you equip it right away and talk to Ralph again, you can get a second Gaia Cleaver, but it won't do you any good.

Master Levin's lesson

After you view the final scene, go to the jail in Meltokio's castle. Regal will talk to one of the prisoners, who says Regal's master is at the Hot Springs to the north. Go and visit master Levin when Regal is at least level 80 and after a bit of talk, you will get the Dynast, Regal's best weapon.

Niflheim, the Underworld

Grab the Sacred Stone from Vinheim and go to Heimdall. On the second screen in front of the windmill should be an elf with green hair. Talk to him and he will mention some books being stolen. Go to Sybak and examine the large book on a bottom shelf at the back of the library.

Niflheim consists of fifteen floors on three stratum, five floors per stratum. Every floor has the same basic 3 x 3 layout, but bridges connecting different platforms are either randomized or activated by shooting devices with the Sorcerer's Ring. Try to figure out which of the platforms you are on when you start a floor so you kind of know where you're going.

There is a thing called Soulfire which is very important. You start off with 100. Walking around will gradually reduce Soulfire and shooting the ring will cost 10 Soulfire. You can gain Soulfire by shooting the black candlesticks. You can examine the flame to get some sort of boost or item. Red flames give items, blue flames either heal you or give you free Soulfire, and green flames either temporarily boost some stats or give you the option to exit the dungeon. Be careful with the green flames and don't just mash the A button to get past the text or you could find yourself back in the library. ONLY EXAMINE EACH FLAME ONCE, bad things can happen if you examine them again. Lighting a torch nets you 40 Soulfire. There are four flame sizes, small, medium, large, and HUGE. I recommend that you only examine the medium, large, and HUGE flames since the other benefits usually aren't worth it. Soulfire is also gained or lost in battle. Depending on your battle time, you can gain or lose up to 10 Soulfire per battle. IF YOUR SOULFIRE DROPS TO 0 YOU LOSE AND GET A GAME OVER.

As you continue on through the floors, you will do less and less damage to the enemies, so try to avoid encounters in later floors. On blue floors, you must use the ring to activate the bridges to find the portal to the next floor. Most enemies will respawn on these floors. On the green ones, the bridges are already there and you simply need to find the portal. On red floors, you must defeat every enemy to make the warp appear. At the start of each floor, you may get a floor effect such as "Soulfire not consumed while in motion" or "HP decreases with motion." These affects are random and last only for the current floor. You may also get a choice of effects. The options farther down on the list can give large boosts to Soulfire, but make it much harder.

Work your way through the floors until 10, where you will fight Hell Knight.

PS3 Version

Hell Knight is fought after floor 5.

BOSS: Hell Knight

- HP: 88,000
- AA: darkness
- Weakness: light
- Resistance: fire, lightning, darkness

Hell Knight is purely a physical attacker, but since he has an AA of darkness, you can use this to your advantage by equipping Drain Charms or a Reflect Ring to halve damage taken. His weakness to light makes Raine an excellent choice for this battle and equipping Topaz to your main fighter will take him down even faster.

Hell Knight has a very long sword and can reach very far with it. Get in close and attack, but he can be hard to hit because he is high above the ground. He'll either swing his sword at you, swing while moving forward, or spin in place and hit several times while knocking you back. His mount will also shoot fireballs at you occasionally.

PS3 Version

Instead of fighting Hell Knight after the tenth floor, you fight shadow versions of Magnius, Forcystus, and Pronyma.

BOSS: Shadow Magnius

- HP: 78,000
- AA: none
- Weakness: none
- Resistance: fire

BOSS: Shadow Forcystus

- HP: 65,000
- AA: none
- Weakness: none
- Resistance: wind

BOSS: Shadow Pronyma

- HP: 58,000
- AA: none
- Weakness: light
- Resistance: darkness

These three will behave largely like they did way back when, but Magnius will tend to run around and just bulldoze your characters. He also takes several hits to stagger, so you'll want to gang up on him and keep him away from your spell casters. I know this strat doesn't help much, but I just shredded them with overpowered Devil's Arms.

Continue on to the fourteenth floor. You need somewhere between 800 and 900 Soulfire to continue to the fifteenth and final floor. If you don't have that much, you will be sent back to the eleventh floor and the total needed will be increased by 200. If you've got enough, you fight Living Armor.

BOSS: Living Armor

- HP: 120,000
- AA: darkness
- Weakness: none
- Resistance: fire, lightning, darkness

Living Armor is simply HUGE. He has an AA of darkness, so Drain Charms and Reflect Rings are great. He does not just swing around a big sword, he will instantly cast advanced spells. For this reason, Reflect Rings work better than Drain Charms. Besides taking three swipes at you with his sword, his shield can shoot fireballs at you. As a big target, AI melee fighters will attack from his side easily. He staggers rather easily when attacked, but can guard quickly, so try to go for fewer hits in a combo.

Endurance is the key here, as well as using any items you have left.

Defeat Living Armor to be awarded the awesome Persian Boots. You are now given the choice of burning Niflheim or leaving it. I strongly suggest that you DON'T burn the book, which allows you to come back again. This is very handy for leveling and you can get more Force Rings, which can be turned into Reflect Rings with a Rune Bottle.

PS3 Version

Actually, you have another five floors after Living Armor. But wait, there's more!

BOSS: Mithos the Hero

- HP: 64,000
- AA: none
- Weakness: none
- Resistance: light

BOSS: Kratos the Hero

- HP: 95,000
- AA: none
- Weakness: none
- Resistance: light, lightning

BOSS: Yuan the Hero

- HP: 88,000
- AA: none
- Weakness: none
- Resistance: lightning

If you thought the shadow cardinals were bad, you ain't seen nothin' yet. Worse still, you can only have three characters in this fight. Mithos tends to just sit back and cast high level spells, Yuan will melee, and Kratos will do some of both. I recommend taking them out in the order of Mithos first, Yuan second, and Kratos third. Again, I mopped the floor with them using Devil's Arms, but that's hardly a strategy. Sorry, but that's all I've got for you.

Titles - Stat Boosts

In the first part of this section, I will list each character's titles and the chance they give you of getting an additional boost to each of the seven stats. A 0 means you'll never get an additional boost and a 10 means you always will. Keep in mind that the boosts from titles are in addition to what the character naturally gains.

Lloyd's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Swordsman	0	0	0	0	0	0	0
Drifting Swordsman	1	0	2	2	0	0	0
Eternal Swordsman	7	0	7	6	0	0	6
Gourmet King	0	0	0	5	4	5	0
Nobleman	0	0	0	0	0	0	0
Arrgh, Me Hearties	0	0	0	0	0	0	0
Beach Boy	0	0	0	0	0	0	0
Unrivaled Blade (PS3)	0	0	0	0	0	0	0
Gentle Idealist	0	1	0	4	4	0	0
Peeping Tom	0	0	0	0	5	5	0
Midlife Crisis	0	1	0	0	6	0	0
Palmacosta Pro (PS3)	0	0	0	0	<4	<4	1
Sword of Swords	4	3	4	4	4	4	4
Tactical Leader	0	3	0	0	5	5	5
Grand Swordsman	4	0	4	3	0	0	0
Master Swordsman	5	0	5	4	0	0	4
Holy Sword	0	0	0	10	0	10	0
Combo Newbie	0	0	3	0	0	0	2
Comboist	0	1	4	0	0	0	4
Combo Expert	6	2	6	0	0	0	2
Combo Master	0	5	0	0	0	0	10
Tetra Slash	2	0	2	0	0	0	0
Brave Soul	5	0	5	4	0	5	0
Lone General	0	0	0	2	0	3	0
Boorish General	0	1	0	0	3	0	0

Gung Ho	6	2	0	5	0	0	0
Eternal Apprentice	3	0	2	2	0	4	3
Berserker	10	0	10	0	0	0	6
Guardian (PS3)	0	0	0	0	0	0	0

Colette's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Fledgling Chosen	0	0	0	0	0	0	0
Spiritua Reborn	4	0	5	0	0	3	0
Klutz	1	0	1	0	0	0	1
Charismatic Chef	0	0	0	5	4	5	0
Fair Lady	0	0	0	0	0	0	0
Maid	0	0	0	0	0	0	0
Mermaid	0	0	0	0	0	0	0
Twinsies <3 (PS3)	0	0	0	0	0	0	0
Ill-fated Girl	3	0	0	3	0	0	0
Dog Lover	0	0	0	0	4	4	4
Ironing Board	5	0	0	4	0	0	0
Turbo Waitress	0	0	0	2	2	0	0
Super Girl	4	3	4	4	4	4	4
Chosen	0	2	0	0	3	0	2
Tiny Angel	0	0	4	0	4	0	3
Angelic Maiden	10	0	0	10	0	0	0
Little Pickpocket	6	0	6	6	0	0	0
Oblivious	3	0	0	0	0	0	0
Single-minded	0	1	0	0	0	0	2
Self-control	0	0	0	1	1	0	0
Don't Run!	0	1	0	0	0	1	0
Friendship First	3	3	3	3	3	3	3
Genius Researcher (PS3)	0	0	0	0	0	0	0

Genis's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Magic User	0	0	0	0	0	0	0
Honor Roll	0	0	0	0	1	0	1
Friend	0	0	4	3	0	0	0
Little Chef	0	0	0	5	4	5	0
Easter Sunday	0	0	0	0	0	0	0
Katz Katz Katz	0	0	0	0	0	0	0
Beach Comber	0	0	0	0	0	0	0
I'm Not Cold! (PS3)	0	0	0	0	0	0	0
Brotherly Love	1	0	0	1	0	0	0
Item Collector	10	0	10	0	0	0	0
Figurine Collector	0	0	10	10	0	0	0
Strategist	2	0	3	0	0	0	0
Ultimate Kid	4	3	4	4	4	4	4
Mana Master	0	3	0	0	5	2	2
Sorcerer	2	1	0	0	0	0	1
Warlock	3	2	0	0	1	0	2
Experimental	1	0	1	0	0	0	3
Study Harder!	0	0	0	0	0	2	2

Dependent	0	0	1	1	0	0	0
Magic Cycle	0	1	0	0	2	0	0
I Hate Gels!	3	1	3	3	3	3	3
Noble Son (PS3)	0	0	0	0	0	0	0

Kratos's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Mercenary	0	0	0	0	0	0	0
Traitor	0	2	0	2	2	0	0
Dad	0	0	0	0	3	3	3
Gourmet Master	0	0	0	5	4	5	0
Judgement	0	0	0	0	0	0	0
Steel Demon (PS3)	0	0	0	0	0	0	0
Conqueror	4	3	4	4	4	4	4
Magic Swordsman	2	1	0	0	1	0	0
Battle God	3	0	2	0	1	0	0
War God	10	0	0	0	10	0	5
Tetra Slash	2	2	0	0	0	0	0
Transforming Agent (PS3)	0	0	0	0	0	0	0

Raine's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Teacher	0	0	0	0	0	0	0
Archeological Mania	0	1	0	0	2	0	0
Grand Healer	0	1	2	2	0	0	0
Passable Chef?	0	0	0	5	4	5	0
Glamorous Beauty	0	0	0	0	0	0	0
Maiden	0	0	0	0	0	0	0
No, Not the Sun!	0	0	0	0	0	0	0
Chosen Beauty (PS3)	0	0	0	0	0	0	0
Sisterly Love	0	0	1	0	0	0	1
Monster Collector	0	3	0	0	10	0	0
Gladiator Queen	4	3	4	4	4	4	4
Researcher	2	0	0	0	3	0	0
Professor	4	0	8	0	4	2	0
Wisewoman	10	0	0	0	10	0	0
Item Keeper	0	0	0	3	0	3	0
Crimson Rose	0	0	0	0	4	4	0
Never Say Never	5	0	0	4	0	0	0
Survivor	2	1	2	2	2	2	2
Vagabond (PS3)	0	0	0	0	0	0	0

Sheena's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Mysterious Assassin	0	0	0	0	0	0	0
Summoner	0	1	0	0	3	0	0
Elemental Summoner	0	2	0	0	4	0	3
Master Summoner	0	3	0	0	5	0	4
You Look Great!	0	0	0	0	0	0	0
Successor	0	0	0	0	0	0	0

Queen of the Beach	0	0	0	0	0	0	0
Star Straddler (PS3)	0	0	0	0	0	0	0
Master Cook	0	0	0	5	4	5	0
Treasure Hunter	0	0	5	5	10	0	0
WOW!	0	0	0	0	0	0	0
Rose of Battle	4	3	4	4	4	4	4
Acrobat	2	0	3	2	0	0	0
Ultimate Summoner	10	0	0	10	0	0	0
Chicken	0	1	0	0	2	3	0
Indecisive	1	0	0	2	0	0	0
Party Comboist	0	0	2	0	0	0	2
Combo Conductor	1	0	3	0	0	0	3
Blastia Hunter (PS3)	0	0	0	0	0	0	0

Zelos's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Magic Swordsman	0	0	0	0	0	0	0
Princess Guard	0	0	4	5	0	0	0
Gigolo	2	1	2	2	2	2	2
Gourmet Prince	0	0	0	5	4	5	0
Narcissist	0	0	0	0	0	0	0
Masked Swordsman	0	0	0	0	0	0	0
Pickup Artist	0	0	0	0	0	0	0
Altamiran Rider (PS3)	0	0	0	0	0	0	0
Idiot Chosen	0	0	3	0	0	3	0
Grand Champion	4	3	4	4	4	4	4
Gleaming Knight	3	2	2	0	1	0	0
Elegant Swordsman	10	0	0	10	0	0	0
Tetra Slash	2	0	2	0	0	0	0
Casanova	0	0	0	2	2	2	0
Gilgamesh	8	1	8	8	0	0	0
Commander-in-Chief	0	1	0	0	3	0	0
Loudmouth	0	0	0	0	3	2	2
Sword For Hire (PS3)	0	0	0	0	0	0	0

Presea's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Taciturn Girl	0	0	0	0	0	0	0
Mature Kid	7	2	0	0	0	0	3
Empty Soul	4	3	4	4	4	4	4
Master Chef	0	0	0	5	4	5	0
Little Madam	0	0	0	0	0	0	0
Dream Traveler	0	0	0	0	0	0	0
First-timer at Sea	0	0	0	0	0	0	0
Gentle Warmth (PS3)	0	0	0	0	0	0	0
Paw Mania	0	1	0	0	5	0	0
Deadly Flower	3	2	3	3	3	3	3
Axman	2	1	0	3	0	0	0
Bursting Girl	10	0	10	0	0	0	0
Fragile Shield	2	0	0	3	0	0	0
Lone Girl	0	0	0	2	2	2	0

Associate	0	0	0	3	3	0	0
Hunter	0	0	3	0	0	0	2
Plush Channeler (PS3)	0	0	0	0	0	0	0

Regal's Title Stats

Title	HP	TP	STR	DEF	INT	EVA	ACC
Convict	0	0	0	0	0	0	0
El Presidente	0	0	5	5	4	0	0
Eternal Sinner	0	2	0	0	0	5	5
True Chef	0	0	0	5	4	5	0
Dandy	0	0	0	0	0	0	0
God of the Kitchen	0	0	0	0	0	0	0
Swimmer	0	0	0	0	0	0	0
The Duke (PS3)	0	0	0	0	0	0	0
Paw Dandy	0	1	0	0	5	0	0
King of the Coliseum	4	2	4	4	4	4	4
Battle Artist	5	0	5	0	0	0	4
Perfect Battler	10	0	10	0	0	0	0
Testosterone	0	0	0	0	0	4	4
Potion King	0	0	3	3	0	0	3
Way of the Jungle	4	0	0	3	0	3	0
Pratfall King	2	0	0	4	0	4	0
Knight Academy Instructor (PS3)	0	0	0	0	0	0	0

Acquisition of Titles

This section will tell you how to acquire the titles. If you get the title through a sidequest, I'll tell you which sidequest, which can be looked up in the sidequest portion of the FAQ. For titles that are earned at the end of a battle, the character must be alive and usually must be in the battle itself. You can also only gain one title per character per battle even if you meet the requirements for more than one.

Getting Lloyd's Titles

- **Swordsman**: Default title at the start of the game.
- **Drifting Swordsman**: Acquired as part of the story after the Exbelua fight.
- **Eternal Swordsman**: Acquired as part of the story when returning to the Tower of Salvation after the pact with Origin.
- **Gourmet King**: See the **Cooking titles and the last of the recipes** sidequest
- **Nobleman**: See **The dinner party** sidequest.
- **Arrgh, Me Hearties**: See **A long delayed delivery** sidequest.
- **Beach Boy**: See the **Beach blanket blowout** sidequest.
- (PS3) **Unrivaled Blade**: See the **New PS3 Costumes** sidequest.
- **Gentle Idealist**: Acquired through the story on your first visit to Mizuho.
- **Peeping Tom**: See **The Hotspring** sidequest.
- **Midlife Crisis**: See the **Uncle** sidequest.
- **Palmacosta Pro**: See the **Orienteering** sidequest.
- **Sword of Swords**: Beat the advanced singles class in the coliseum with Lloyd.
- **Tactical Leader**: Beat the advanced party class in the coliseum with Lloyd in the party.
- **Grand Swordsman**: Get Lloyd to level 20.
- **Master Swordsman**: Get Lloyd to level 40.
- **Holy Sword**: Get Lloyd to level 100.
- **Combo Newbie**: Perform a combo of at least 10 hits while Lloyd is in the battle party.
- **Comboist**: Perform a combo of at least 30 hits while Lloyd is in the battle party. You must first get the Combo Newbie title.
- **Combo Expert**: Perform a combo of at least 60 hits while Lloyd is in the battle party. You must first get the Combo Newbie and Comboist titles.
- **Combo Master**: Perform a combo of at least 100 hits while Lloyd is in the battle party. You must first get the Combo Newbie, Comboist, and Combo Expert titles. One of the easiest ways to get 100 hits is to use the Compound Unison Attack Stardust Rain on the Dragon in the earth temple. To use Stardust Rain, have Lloyd use Sword Rain: Alpha/Beta or Sonic Sword Rain and Colette use Hammer Rain. Get a combo built up before you use the Unison Attack to increase your chances of getting at least 100 hits.
- **Tetra Slash**: While controlling Lloyd, perform a three hit combo, holding a different direction on the control stick for each hit, and link on a tech like Demon Fang. An easy way to get this title is to hold the control stick right, then down, then neutral, then use Demon Fang.
- **Brave Soul**: Do not run from any battles up to the fight against Yuan and Botta.
- **Lone General**: Let your other three party members die, then use the D pad to issue four order changes, waiting for Lloyd to say something before making another change.

- **Boorish General:** Use at least 10 C stick shortcuts for other party members in one battle.
- **Gung Ho:** Finish the Rodyle battle with a team of characters whose combined level is less than 145.
- **Eternal Apprentice:** Do not remove the Wooden Sword from Lloyd until you defeat Kilia.
- **Berserker:** Fight 256 battles in hard or mania mode. They do not need to be consecutive, and you may change the difficulty for whatever reason and pick up again where you left off by upping the difficulty again.
- (PS3) **Guardian:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Getting Colette's Titles

- **Fledgling Chosen:** Default title at the start of the game.
- **Spiritua Reborn:** Acquired through the story after confronting the pope.
- **Klutz:** Examine the hole in the Iselia school after Colette joins you but before you leave.
- **Charismatic Chef:** See the **Cooking titles and the last of the recipes** sidequest.
- **Fair Lady:** See **The dinner party** sidequest.
- **Maid:** See the **A job for Colette** sidequest.
- **Mermaid:** See the **Beach blanket blowout** sidequest.
- (PS3) **Twinsies <3:** See the **New PS3 Costumes** sidequest.
- **Ill-fated Girl:** Acquired through the story when you learn about Colette's Cruxis Crystal in Sybak.
- **Dog Lover:** See the **Colette the dog lover** sidequest.
- **Ironing Board:** See **The Hotspring** sidequest.
- **Turbo Waitress:** See the **Colette, the turbo waitress** sidequest.
- **Super Girl:** Complete advanced class singles in the coliseum as Colette.
- **Chosen:** Get Colette to level 20.
- **Tiny Angel:** Get Colette to level 40.
- **Angelic Maiden:** Get Colette to level 100.
- **Little Pickpocket:** Use Item Thief and Item Rover a combined total of 400 times.
- **Oblivious:** Start a battle while Colette is afflicted with a status ailment and finish without curing it.
- **Single-minded:** Control Colette and use the same level 1 tech at least 10 times.
- **Self-control:** Control Colette and don't use any techs.
- **Don't Run!:** Control Colette and don't run during the battle.
- **Friendship First:** Beat Iubaris at the Tower of Mana without any party members dying at all before or during the fight.
- (PS3) **Genius Researcher:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Getting Genis's Titles

- **Magic User:** Default title at the start of the game.
- **Honor Roll:** See the **Genis the genius** sidequest.
- **Friend:** See the **Genis's new friend** sidequest.
- **Little Chef:** See the **Cooking titles and the last of the recipes** sidequest.
- **Easter Sunday:** See **The dinner party** sidequest.
- **Katz Katz Katz:** See the **Genis the furry** sidequest.
- **Beach Comber:** See the **Beach blanket blowout** sidequest.
- (PS3) **I'm Not Cold!:** See the **New PS3 Costumes** sidequest.
- **Brotherly Love:** After visiting Colette's house and getting the Collector's Book, go to the school house to find Raine.
- **Item Collector:** Complete the Collector's Book and talk to Koton at Hakonesia Peak. Refer to the item lists in the next section for help.
- **Figurine Collector:** Complete the Figurine Book and talk to Harley in his workshop in Asgard. Refer to the next section for help on figurines.
- **Strategist:** See the **Red Light, Green Light** sidequest.
- **Ultimate Kid:** Complete the advanced singles class in the coliseum as Genis.
- **Mana Master:** See the **Genis's last spell** sidequest.
- **Sorcerer:** Get Genis to level 20.
- **Warlock:** Get Genis to level 40.
- **Experimental:** Change Genis's weapon at least 5 times in one battle.
- **Study Harder:** Use a spell that an enemy is resistant to at least 10 times in one battle.
- **Dependent:** Control Genis and finish the battle without attacking or getting attacked.
- **Magic Cycle:** Use one of each elemental spells in one battle. The easiest way to get this one is to use Fire Ball, Stone Blast, Wind Blade, Aqua Edge, Lightning, and Icicle. Prism Sword is not needed.
- **I Hate Gels!:** Do not use gels in battle until after the fight with Pronyma in the Fooji Mountains. Genis must be in the battle to get the title.
- (PS3) **Noble Son:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Getting Kratos's Titles

- **Mercenary:** Default title at the start of the game.
- **Traitor:** Acquired during the story after the pact with Luna.
- **Dad:** Acquired during the skit "Childhood Memories." To see this skit, you must talk to Kratos when you go to Flanoir to get the doctor. The skit will happen later when you get the Material Blades.
- **Gourmet Master:** See the **Cooking titles and the last of the recipes** sidequest.
- **Judgement:** Acquired during the story if Kratos rejoins you when you get the Material Blades. To make this happen, you must talk to Kratos in Flanoir when you go to get the doctor. This is also Kratos's one and only costume title.
- (PS3) **Steel Demon:** See the **New PS3 Costumes** sidequest.
- **Conqueror:** Complete the advanced singles class in the coliseum with Kratos.

- **Magic Swordsman:** Get Kratos to level 20.
- **Battle God:** Get Kratos to level 40.
- **War God:** Get Kratos to level 100.
- **Tetra Slash:** Perform a three hit combo and link a tech onto it. The easiest way to get this one is to use down, up, and left/right for the normal combo, then link Demon Fang to it.
- (PS3) **Transforming Agent:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Getting Raine's Titles

- **Teacher:** Default title at the start of the game.
- **Archeological Mania:** Acquired through the story when you open the entrance to the seal of fire.
- **Grand Healer:** Acquired through the story when you get the Unicorn Horn.
- **Passable Chef?:** See the **Cooking titles and the last of the recipes** sidequest.
- **Glamorous Beauty:** See **The dinner party** sidequest.
- **Maiden:** See the **Professor Raine's fanclub** sidequest.
- **No, Not the Sun!:** See the **Beach blanket blowout** sidequest.
- (PS3) **Chosen Beauty:** See the **New PS3 Costumes** sidequest.
- **Sisterly Love:** Return to Triet after releasing the seal of fire but before entering the Ossa Trail.
- **Monster Collector:** Complete the Monster List and show it to Professor Nova. Refer to the monster list for help in finding all of them. You must beat the Sandworm, then find Nova in the desert to get the title.
- **Gladiator Queen:** Complete the advanced singles class in the coliseum with Raine.
- **Researcher:** Get Raine to level 20.
- **Professor:** Get Raine to level 40.
- **Wise Woman:** Get Raine to level 100.
- **Item Keeper:** Have Raine use the same item 5 times in a row in battle.
- **Crimson Rose:** Fight a battle with all women on your side.
- **Never Say Never:** Have Raine die at least 5 times in one battle.
- **Survivor:** Finish a battle with only Raine left alive.
- (PS3) **Vagabond:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Getting Sheena's Titles

- **Mysterious Assassin:** Default title at the start of the game.
- **Summoner:** Acquired through the story when you form the pact with Volt.
- **Elemental Summoner:** Acquired through the story when you break the third mana link.
- **Master Summoner:** See the **Maxwell** sidequest.
- **You Look Great!:** See **The dinner party** sidequest.
- **Successor:** See the **Return of the chief** sidequest.
- **Queen of the Beach:** See the **Beach blanket blowout** sidequest.
- (PS3) **Star Straddler:** See the **New PS3 Costumes** sidequest.
- **Master Cook:** See the **Cooking titles and the last of the recipes** sidequest.
- **Treasure Hunter:** See the **Indiana Sheena and the Temples of Sylvarant and Tethe'alla** sidequest.
- **WOW!:** See **The Hotspring** sidequest.
- **Rose of Battle:** Complete the advanced singles class in the coliseum with Sheena.
- **Acrobat:** Get Sheena to level 40.
- **Ultimate Summoner:** Get Sheena to level 100.
- **Chicken:** While controlling Sheena, run away from 50 battles, then finish one to get the title.
- **Indecisive:** While controlling Sheena, cancel an escape three times in one battle.
- **Party Comboist:** While controlling Sheena, use two Unison Attacks in one battle. Either get this title while fighting a boss that will let your Unison Attack gauge fill up again, or give Sheena the EX Skills Personal and Taunt, getting her the Compound EX Skill L. Unison. With L. Unison, the Unison Attack gauge has a chance of staying full after using a Unison Attack.
- **Combo Conductor:** While Controlling Sheena, finish a battle by only using Unison Attacks. This is easily done against the Golems in Martel Temple.
- (PS3) **Blastia Hunter:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Getting Zelos's Titles

- **Magic Swordsman:** Default title at the start of the game.
- **Princess Guard:** See the **Princess in distress** sidequest.
- **Gigolo:** See the **Zelos the Gigolo** sidequest
- **Gourmet Prince:** See the **Cooking titles and the last of the recipes** sidequest.
- **Narcissist:** See **The dinner party** sidequest.
- **Masked Swordsman:** See the **Zorro, eat your heart out** sidequest.
- **Pickup Artist:** See the **Beach blanket blowout** sidequest.
- (PS3) **Altamiran Rider:** See the **New PS3 Costumes** sidequest.
- **Idiot Chosen:** Acquired during the skit "Mizuho, the mystical village." After Lloyd gets the Gentle Idealist title, hang around Mizuho until this skit appears.
- **Grand Champion:** Complete the advanced singles class in the coliseum with Zelos.
- **Gleaming Knight:** Get Zelos to level 40.
- **Elegant Swordsman:** Get Zelos to level 100.
- **Tetra Slash:** Perform a three hit combo and link a tech onto it. The easiest way to get this one is to use down, up, and left/right for the normal combo, then link Demon Fang to it.

- **Casanova:** Finish a battle with Zelos and 3 women on your side.
- **Gilgamesh':** Get the last kill as Zelos while he is equipped with Excalibur, Golden Helm, Golden Armor, Hyper Gauntlet or Blue Shield, and Jet Boots. See the item lists for help on getting these items.
- **Commander-in-Chief:** Issue 4 order changes with the D pad as Zelos in one battle.
- **Loudmouth:** Make Zelos speak at least 50 times in one battle. Do this by using techs, etc.
- (PS3) **Sword For Hire:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Getting Presea's Titles

- **Taciturn Girl:** Default title at the start of the game.
- **Mature Kid:** After visiting Presea's house the first time, go towards the food shop in Ozette. There is a path up to it in the central area. Choose either option in the dialogue, then go to the memorial in Altamira on disk 2.
- **Empty Soul:** Complete **The Devil's Arms** sidequest.
- **Master Chef:** See the **Cooking titles and the last of the recipes** sidequest.
- **Little Madam:** See **The dinner party** sidequest.
- **Dream Traveler:** See the **Behold the Klonoa!** sidequest.
- **First-timer at Sea:** See the **Beach blanket blowout** sidequest.
- (PS3) **Gentle Warmth:** See the **New PS3 Costumes** sidequest.
- **Paw Mania:** Acquired during the skit "Poke Poke." After being told to form the pact with Volt by Tiga, wander around on the world map until the skit pops up. It can take some time, so be patient and DON'T ENTER THE TEMPLE OF LIGHTNING until you see the skit.
- **Deadly Flower:** Complete the advanced singles class in the coliseum with Presea.
- **Axman:** Get Presea to level 40.
- **Bursting Girl:** Get Presea to level 100.
- **Fragile Shield:** Have Presea's guard broken 10 times in one battle. Simply turn your back to an enemy and guard, then the enemy attack should instantly break your guard.
- **Lone Girl:** Fight a battle with Presea and 3 guys on your side.
- **Associate:** Fight a battle with all the Tethe'allans on your side.
- **Hunter:** Fight the same monster 5 times in a row.
- (PS3) **Plush Channeler:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Getting Regal's Titles

- **Convict:** Default title at the start of the game.
- **El Presidente:** Acquired through the story when you bring Regal to Alicia's grave in Altamira.
- **Eternal Sinner:** Talk to George in the president's office of Lezareno Company after confronting the pope.
- **True Chef:** See the **Cooking titles and the last of the recipes** sidequest.
- **Dandy:** See **The dinner party** sidequest.
- **God of the Kitchen:** See the **Regal to the rescue** sidequest.
- **Swimmer:** See the **Beach blanket blowout** sidequest.
- (PS3) **The Duke:** See the **New PS3 Costumes** sidequest.
- **Paw Dandy:** Acquired during the skit "Paw." To see it, you must have already seen the "Poke Poke" skit and rescued Colette from the dragon's nest. Wander around on the world map before making a pact with Gnome to make the skit appear.
- **King of the Coliseum:** Complete the advanced singles class in the coliseum with Regal.
- **Battle Artist:** Get Regal to level 40.
- **Perfect Battler:** Get Regal to level 100.
- **Testosterone:** Fight a battle with only guys on your side.
- **Potion King:** Use 5 potions on Regal in one battle.
- **Way of the Jungle:** Beat some wimpy monsters with Regal in the battle.
- **Pratfall King:** Let Regal get knocked down 3 times in one battle.
- (PS3) **Knight Academy Instructor:** Either have a save file on the PS3 for Tales of Graces f or Tales of Xillia, or start a New Game+.

Cooking and Recipes

Elsewhere in this guide I have listed where to find all of the recipes, but have said little (if anything) about their value and merit. Here I will list all the recipes, where to find them, what effects they have, and the required ingredients. Any extra ingredients depend on who you set to cook. These extra ingredients will be used automatically if you have them and will increase the amount of HP/TP recovered. Recipes that increase stats will only increase them during the next battle, not permanently.

Nearly every ingredient can be bought in the cafeteria in Sybak, but you'll have to go to Katz Village to find all of the satays. It's also the only place to buy Purple Satay. Flanoir and Asgard are also good places to buy food.

- ```
#1 - Sandwich
 Location: Already known at the start of the game
 Effect: Small HP regen
 Ingredients: some kind of bread

#2 - Risotto
 Location: Hima. Second room of the inn on the first floor, left of the
 fireplace.
 Effect: Small HP regen
 Ingredients: some kind of rice, Cheese
```



- #3 - Ramen  
Location: Mizuho. In the back of the chief's house, just above the door.  
Effect: Moderate HP regen  
Ingredients: Panyan, Black Satay, Seaweed
  
- #4 - Spaghetti  
Location: Altamira. Once Regal gets the "El Presidente" title, spend the night at the hotel and choose to go out at night. Take the elevator to the fourth floor and look under the stairs.  
Effect: Large HP regen  
Ingredients: some kind of noodle, Onion, Tomato
  
- #5 - Cabbage Roll  
Location: Triet. On the right side of the balcony at the inn.  
Effect: Small TP regen  
Ingredients: Cabbage, Pork
  
- #6 - Fruit Cocktail  
Location: Meltokio. After you sneak through the sewers and go to Zelos's house, examine the pile of packages on the balcony.  
Effect: Small TP regen  
Ingredients: any fruit, any fruit
  
- #7 - Tenderloin  
Location: Ozette. On the north side in the inn.  
Effect: Moderate TP regen  
Ingredients: some kind of meat, Onion, Tomato
  
- #8 - Shortcake  
Location: Exire. On the second floor of the three story building.  
Effect: Large TP regen  
Ingredients: any fruit, Egg, Milk
  
- #9 - Rice Ball  
Location: Izoold. In the back right corner of the third building.  
Effect: Small HP/TP regen  
Ingredients: some kind of rice
  
- #10 - Fried Rice  
Location: Sybak. Along the back wall of the library between two large bookshelves.  
Effect: Small HP/TP regen  
Ingredients: some kind of rice, Egg
  
- #11 - Curry  
Location: Altessa's house. After you rescue Colette from the dragons, talk to Tabatha.  
Effect: Moderate HP/TP regen  
Ingredients: some kind of rice, Onion, Red Satay
  
- #12 - Miso Stew  
Location: Dirk's house. After returning to Sylvarant, go upstairs. It's next to the bed in the corner.  
Effect: Large HP/TP regen  
Ingredients: Miso, Kelp, Egg
  
- #13 - Omelet  
Location: Palmacosta. Under the stairs in the acadamy.  
Effect: Cures poison  
Ingredients: some kind of rice, Egg
  
- #14 - Steak  
Location: Meltokio. Back left corner of the weapons shop.  
Effect: Cures paralysis  
Ingredients: some kind of meat, Onion
  
- #15 - Quiche  
Location: Flanoir. In the back left corner of the church.  
Effect: Cures curse  
Ingredients: Egg, some kind of meat
  
- #16 - Cream Stew  
Location: Heimdall. In the elder's bedroom.  
Effect: Cures all status effects  
Ingredients: Milk, Onion, Carrot
  
- #17 - Meat Stew  
Location: Asgard. In the upper room of Linar and Aisha's house next to

the bed.

Effect: Small HP regen and increased attack

Ingredients: some kind of meat, Kelp

#### #18 - Seafood Stew

Location: Luin. Back left corner of the item shop.

Effect: Small TP regen and increased defense

Ingredients: some kind of fish, Kelp

#### #19 - Gratin

Location: Ozette. After meeting Mithos, it's in Presea's house.

Effect: Small HP/TP regen and increased accuracy

Ingredients: Cheese, Pasta, Milk

#### #20 - Pescatore

Location: Latheon Gorge. Behind the storyteller in the closet.

Effect: Small HP/TP regen and increased magic attack

Ingredients: Pasta, some kind of fish, Tomato

#### #21 - Pork Cutlets

Location: House of Guidance near Meltokio. After the pact with Origin, talk to the chef here with Regal as the on screen character.

Effect: HUGE HP regen

Ingredients: Pork, Bread, Egg

#### #22 - Potato Salad

Location: House of Guidance near Heimdall. After the pact with Origin, talk to the chef here with Regal as the on screen character.

Effect: HUGE TP regen

Ingredients: Potato, any vegetable, Purple Satay

#### #23 - Beef Stew

Location: Meltokio. Get it during the sidequest "Regal to the rescue."

Effect: Cures all status effects

Ingredients: some kind of meat, Tomato, Purple Satay

#### #24 - Paella

Location: Asgard. After the pact with Origin, talk to the chef in front of the Fresco inn.

Effect: Increases all stats

Ingredients: some kind of rice, some kind of fish, Purple Satay.

## Techs

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This section will point out how to get each tech. I'm not going to go in-depth about the pros and cons of each and every tech, but I will point out the ones that I recommend. If a tech can be learned through **The tech glitch**, I will make note of it.

### Lloyd's Techs

---

Lloyd is a good character to use the tech glitch on for several of his techs. For the most part, I prefer him to be S type.

Demon Fang <-- Good tech to use

- Tech level: 1
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech glitch?: No

Double Demon Fang

- Tech level: 2
- Req. level: 16
- Type: T
- Forget: Fierce Demon Fang
- Know/use: Use Demon Fang at least 50 times
- Activate: Demon Fang
- Tech glitch?: No

Demonic Chaos

- Tech level: 3
- Req. level: 50
- Type: T
- Forget: none
- Know/use: Use Double Demon Fang at least 50 times

- Activate: Double Demon Fang
- Tech Glitch?: Yes

#### Fierce Demon Fang <-- Good tech to use

- Tech level: 2
- Req. level: 16
- Type: S
- Forget: Double Demon Fang
- Know/use: Use Demon Fang at least 50 times
- Activate: Demon Fang
- Tech Glitch?: No

#### Demonic Circle

- Tech level: 3
- Req. level: 50
- Type: S
- Forget: none
- Know/use: Use Fierce Demon Fang at least 50 times
- Activate: Fierce Demon Fang
- Tech Glitch?: Yes

#### Tiger Blade <-- Good tech to use

- Tech level: 1
- Req. level: 9
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Tiger Rage <-- Good tech to use

- Tech level: 2
- Req. level: 27
- Type: T
- Forget: Heavy Tiger Blade
- Know/use: Use Tiger Blade at least 50 times
- Activate: Tiger Blade
- Tech Glitch?: No

#### Heavy Tiger Blade

- Tech level: 2
- Req. level: 27
- Type: S
- Forget: Tiger Rage
- Know/use: Use Tiger Blade at least 50 times
- Activate: Tiger Blade
- Tech Glitch?: No

#### Twin Tiger Blade <-- Good tech to use

- Tech level: 3
- Req. level: 54
- Type: S
- Forget: none
- Know/use: Use Heavy Tiger Blade at least 50 times
- Activate: Heavy Tiger Blade
- Tech Glitch?: Yes

#### Sword Rain <-- Good tech to use

- Tech level: 1
- Req. level: 7
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Sword Rain: Alpha

- Tech level: 2
- Req. level: 21
- Type: T
- Forget: Sonic Sword Rain
- Know/use: Use Sword Rain at least 50 times

- Activate: Sword Rain
- Tech Glitch?: No

#### Sword Rain: Beta

- Tech level: 3
- Req. level: 59
- Type: T
- Forget: none
- Know/use: Use Sword Rain: Alpha at least 50 times
- Activate: Sword Rain: Alpha
- Tech Glitch?: Yes

#### Sonic Sword Rain

- Tech level: 2
- Req. level: 21
- Type: S
- Forget: Sword Rain: Alpha
- Know/use: Use Sword Rain at least 50 times
- Activate: Sword Rain
- Tech Glitch?: No

#### Sonic Thrust

- Tech level: 1
- Req. level: 4
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Hurricane Thrust <-- Good tech to use

- Tech level: 2
- Req. level: 18
- Type: T
- Forget: Super Sonic Thrust
- Know/use: Use Sonic Thrust at least 50 times
- Activate: Sonic Thrust
- Tech Glitch?: No

#### Super Sonic Thrust

- Tech level: 2
- Req. level: 18
- Type: S
- Forget: Hurricane Thrust
- Know/use: Use Sonic Thrust at least 50 times
- Activate: Sonic Thrust
- Tech Glitch?: No

#### Tempest

- Tech level: 1
- Req. level: 11
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Omega Tempest

- Tech level: 2
- Req. level: 24
- Type: T
- Forget: Psi Tempest
- Know/use: Use Tempest at least 50 times
- Activate: Tempest
- Tech Glitch?: No

#### Psi Tempest

- Tech level: 2
- Req. level: 24
- Type: S
- Forget: Omega Tempest
- Know/use: Use Tempest at least 50 times

- Activate: Tempest
- Tech Glitch?: No

#### Beast <-- Good tech to use

- Tech level: 2
- Req. level: 14
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Raging Beast <-- Good tech to use

- Tech level: 3
- Req. level: 30
- Type: T
- Forget: Hunting Beast
- Know/use: Use Beast at least 50 times
- Activate: Beast
- Tech Glitch?: No

#### Hunting Beast

- Tech level: 3
- Req. level: 30
- Type: S
- Forget: Raging Beast
- Know/use: Use Beast at least 50 times
- Activate: Beast
- Tech Glitch?: No

#### Demonic Tiger Blade

- Tech level: 3
- Req. level: 35
- Type: N/A
- Forget: N/A
- Know/use: Know and use Demon Fang and Tiger Blade techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### Demonic Thrust

- Tech level: 3
- Req. level: 32
- Type: N/A
- Forget: N/A
- Know/use: Know and use Demon Fang and Sonic Thrust techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### Raining Tiger Blade

- Tech level: 3
- Req. level: 44
- Type: N/A
- Forget: N/A
- Know/use: Know and use Sword Rain and Tiger Blade techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### Tempest Thrust

- Tech level: 3
- Req. level: 38
- Type: N/A
- Forget: N/A
- Know/use: Know and use Tempest and Sonic Thrust techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### Tempest Beast

- Tech level: 3
- Req. level: 41
- Type: N/A
- Forget: N/A
- Know/use: Know and use Tempest and Beast techs at least 50 times

- Activate: normal attacks
- Tech Glitch?: No

#### Beast Sword Rain

- Tech level: 3
- Req. level: 47
- Type: N/A
- Forget: N/A
- Know/use: Know and use Beast and Sword Rain techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### Rising Falcon <-- Good tech to use

- Tech level: 3
- Req. level: 40
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Guardian

- Beat the Fire Elementals outside of the seal of fire.

#### Lightning Thrust

- After using Sonic Thrust at least 200 times, use it again when Lloyd has an attack attribute of lightning to use this tech instead.

#### Lightning Tiger

- After using Tiger Blade at least 200 times, use it again when Lloyd has an attack attribute of lightning to use this tech instead.

#### Grave Blade

- After using Fierce Demon Fang at least 200 times, use it again when Lloyd has an attack attribute of earth to use this tech instead.

#### Rising Phoenix

- After using Rising Falcon at least 200 times, use it again when Lloyd has an attack attribute of fire to use this tech instead.

#### **PS3 Version**

##### Blazing Tempest

- After using Tempest at least 200 times, use it again when Lloyd has an attack attribute of fire to use this tech instead.

#### Falcon's Crest (HI-OUGI/MYSTIC ARTE)

- After you pass the scene where you earn the Eternal Swordsman title, have the Material Blades equipped, and have less than 16% HP, press and hold the defend, attack, and tech buttons to use Falcon's Crest. None of your allies may have a level 2 or higher spell on the field for you to use this tech. It is also once per battle.

## Colette's Techs

---

Colette is definitely best as an S type. If you wish, you can use the tech glitch to get Hammer Rain for the Compound Unison Attack Stardust Rain. Please note that you must complete the first seal before you can use most of Colette's level 2 or higher techs, even if you carry them over from a previous game.

#### Ray Thrust

- Tech level: 1
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Dual Ray Thrust

- Tech level: 2
- Req. level: 15
- Type: T
- Forget: Ray Satellite
- Know/use: Use Ray Thrust at least 50 times
- Activate: Ray Thrust
- Tech Glitch?: No

#### Triple Ray Thrust

- Tech level: 3
- Req. level: 36
- Type: T
- Forget: none
- Know/use: Use Dual Ray Thrust at least 50 times
- Activate: Dual Ray Thrust
- Tech Glitch?: Yes

Ray Satellite <-- Good tech to use

- Tech level: 2
- Req. level: 15
- Type: S
- Forget: Dual Ray Thrust
- Know/use: Use Ray Thrust at least 50 times
- Activate: Ray Thrust
- Tech Glitch?: No

Triple Ray Satellite <-- Good tech to use

- Tech level: 3
- Req. level: 36
- Type: S
- Forget: none
- Know/use: Use Ray Satellite at least 50 times
- Activate: Ray Satellite
- Tech Glitch?: Yes

Pow Hammer <-- Good tech to use

- Tech level: 1
- Req. level: 8
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

Pow Pow Hammer

- Tech level: 2
- Req. level: 18
- Type: T
- Forget: Para Ball
- Know/use: Use Pow Hammer at least 50 times
- Activate: Pow Hammer
- Tech Glitch?: No

Hammer Rain

- Tech level: 3
- Req. level: 44
- Type: T
- Forget: none
- Know/use: Use Pow Pow Hammer at least 50 times
- Activate: Pow Pow Hammer
- Tech Glitch?: Yes

Para Ball <-- One of the best techs EVER

- Tech level: 2
- Req. level: 18
- Type: S
- Forget: Pow Pow Hammer
- Know/use: Use Pow Hammer at least 50 times
- Activate: Pow Hammer
- Tech Glitch?: No

Torrential Para Ball

- Tech level: 3
- Req. level: 44
- Type: S
- Forget: none
- Know/use: Use Para Ball at least 50 times
- Activate: Para Ball
- Tech Glitch?: Yes

Ring Whirlwind

- Tech level: 2
- Req. level: 12
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Ring Cyclone

- Tech level: 3
- Req. level: 40
- Type: T
- Forget: Whirlwind Rush
- Know/use: Use Ring Whirlwind at least 50 times
- Activate: Ring Whirlwind
- Tech Glitch?: No

#### Whirlwind Rush

- Tech level: 3
- Req. level: 40
- Type: S
- Forget: Ring Cyclone
- Know/use: Use Ring Whirlwind at least 50 times
- Activate: Ring Whirlwind
- Tech Glitch?: No

#### Item Thief

- Tech level: 2
- Req. level: 10
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Item Rover

- Tech level: 3
- Req. level: 28
- Type: N/A
- Forget: N/A
- Know/use: Use Item Thief at least 50 times
- Activate: Item Thief
- Tech Glitch?: No

#### Grand Chariot

- Tech level: 3
- Req. level: 32
- Type: N/A
- Forget: N/A
- Know/use: Know and use Pow Hammer and Ray Thrust techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### Stardust Cross

- Tech level: 3
- Req. level: 50
- Type: N/A
- Forget: N/A
- Know/use: Know and use Pow Hammer and Ring Whirlwind techs at least 50 times
- Activate: normal techs
- Tech Glitch?: No

#### Angel Feathers

- Release the first seal. After earning this tech, Colette can use any of her upper level techs.

#### Holy Song

- Release any three seals.

#### Judgment

- Release the final seal.

#### Sacrifice

- Release four seals.



**PS3 Version**

## Grand Cross

- Tech level: advanced
- Req. level: 43
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell or acquire after battle
- Tech Glitch?: N/A

## Damage Guard

- Defeat the Fire Elementals outside the fire seal.

## Toss Hammer

- After using Pow Hammer 200 times, Toss Hammer will randomly replace Pow Hammer based on Colette's luck. This is the only method you have of poisoning enemies.

## Ice Hammer

- After using Pow Hammer at least 200 times, use it again when Colette has an attack attribute of ice to use this tech instead.

## Holy Judgment (HI-OUGI/MYSTIC ARTE)

- After using Holy Song and Judgment at least 50 times each, Holy Judgment will randomly replace either tech. An easy way to use this tech once the requirements are met is to use Holy Song and watch the character's faces on the bottom of the screen. If you'll cast Holy Song, a targetting icon will appear. If the target does not appear, it will be Holy Judgment. This bug was removed in the PS3 version.

## Genis's Techs

---

Genis gains the most from the tech glitch of any character. If you don't want to use the tech glitch, get all of the S type skills except for fire and lightning, which should be T type.

## Aqua Edge

- Tech level: novice
- Req. level: 7
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

## Spread

- Tech level: mid
- Req. level: 17
- Type: T
- Forget: Aqua Laser
- Know/use: Use Aqua Edge at least 50 times
- Activate: Aqua Edge
- Tech Glitch?: No

## Tidal Wave

- Tech level: advanced
- Req. level: 38
- Type: T
- Forget: none
- Know/use: Use Spread at least 50 times
- Activate: Spread
- Tech Glitch?: Yes

## Aqua Laser

- Tech level: mid
- Req. level: 17
- Type: S
- Forget: Spread
- Know/use: Use Aqua Edge at least 50 times
- Activate: Aqua Edge
- Tech Glitch?: No

## Fire Ball

- Tech level: novice
- Req. level: N/A
- Type: N/A

- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Eruption

- Tech level: mid
- Req. level: 23
- Type: T
- Forget: Flame Lance
- Know/use: Use Fire Ball at least 50 times
- Activate: Fire Ball
- Tech Glitch?: No

#### Explosion

- Tech level: advanced
- Req. level: 56
- Type: T
- Forget: none
- Know/use: Use Eruption at least 50 times
- Activate: Eruption
- Tech Glitch?: Yes

#### Flame Lance

- Tech level: mid
- Req. level: 23
- Type: S
- Forget: Eruption
- Know/use: Use Fire Ball at least 50 times
- Activate: Fire Ball
- Tech Glitch?: No

#### Wind Blade

- Tech level: novice
- Req. level: 5
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Air Thrust

- Tech level: mid
- Req. level: 20
- Type: T
- Forget: Air Blade
- Know/use: Use Wind Blade at least 50 times
- Activate: Wind Blade
- Tech Glitch?: No

#### Cyclone

- Tech level: advanced
- Req. level: 50
- Type: T
- Forget: none
- Know/use: Use Air Thrust at least 50 times
- Activate: Air Thrust
- Tech Glitch?: Yes

#### Air Blade

- Tech level: mid
- Req. level: 20
- Type: S
- Forget: Air Thrust
- Know/use: Use Wind Blade at least 50 times
- Activate: Wind Blade
- Tech Glitch?: No

#### Stone Blast

- Tech level: novice
- Req. level: 3
- Type: N/A

- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Stalagmite

- Tech level: mid
- Req. level: 14
- Type: T
- Forget: Grave
- Know/use: Use Stone Blast at least 50 times
- Activate: Stone Blast
- Tech Glitch?: No

#### Ground Dasher

- Tech level: advanced
- Req. level: 46
- Type: T
- Forget: none
- Know/use: Use Stalagmite at least 50 times
- Activate: Stalagmite
- Tech Glitch?: Yes

#### Grave

- Tech level: mid
- Req. level: 14
- Type: S
- Forget: Stalagmite
- Know/use: Use Stone Blast at least 50 times
- Activate: Stone Blast
- Tech Glitch?: No

#### Lightning

- Tech level: novice
- Req. level: 9
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Thunder Blade

- Tech level: mid
- Req. level: 26
- Type: T
- Forget: Spark Wave
- Know/use: Use Lightning at least 50 times
- Activate: Lightning
- Tech Glitch?: No

#### Indignation

- Tech level: advanced
- Req. level: 60
- Type: T
- Forget: none
- Know/use: Use Thunder Blade at least 50 times
- Activate: Thunder Blade
- Tech Glitch?: Yes

#### Spark Wave

- Tech level: mid
- Req. level: 26
- Type: S
- Forget: Thunder Blade
- Know/use: Use Lightning at least 50 times
- Activate: Lightning
- Tech Glitch?: No

#### Icicle

- Tech level: novice
- Req. level: 11
- Type: N/A

- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Ice Tornado

- Tech level: mid
- Req. level: 29
- Type: T
- Forget: Freeze Lancer
- Know/use: Use Icicle at least 50 times
- Activate: Icicle
- Tech Glitch?: No

#### Freeze Lancer

- Tech level: mid
- Req. level: 29
- Type: S
- Forget: Ice Tornado
- Know/use: Use Icicle at least 50 times
- Activate: Icicle
- Tech Glitch?: No

#### Raging Mist

- Tech level: advanced
- Req. level: 35
- Type: T
- Forget: none
- Know/use: Know Spread and Eruption
- Activate: any spell
- Tech Glitch?: No

#### Gravity Well

- Tech level: advanced
- Req. level: 42
- Type: T
- Forget: none
- Know/use: Know Thunder Blade and Stalagmite
- Activate: any spell
- Tech Glitch?: No

#### Spiral Flare

- Tech level: advanced
- Req. level: 35
- Type: S
- Forget: none
- Know/use: Know Flame Lance and Air Blade
- Activate: any spell
- Tech Glitch?: No

#### Thunder Arrow

- Tech level: advanced
- Req. level: 40
- Type: S
- Forget: none
- Know/use: Know Spark Wave and Flame Lance
- Activate: any spell
- Tech Glitch?: No

#### Dreaded Wave

- Tech level: advanced
- Req. level: 32
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Atlas

- Tech level: advanced
- Req. level: 48
- Type: S

- Forget: none
- Know/use: Know Aqua Laser and Air Blade
- Activate: any spell
- Tech Glitch?: No

#### Absolute

- Tech level: advanced
- Req. level: 44
- Type: S
- Forget: none
- Know/use: Know Grave and Freeze Lancer
- Activate: any spell
- Tech Glitch?: No

#### Earth Bite

- Tech level: advanced
- Req. level: 53
- Type: S
- Forget: none
- Know/use: Know Spark Wave and Grave
- Activate: any spell
- Tech Glitch?: No

#### Prism Sword

- Tech level: advanced
- Req. level: 58
- Type: S
- Forget: none
- Know/use: Know Atlas and Absolute
- Activate: any spell
- Tech Glitch?: No

#### Meteor Storm

- Complete the "Genis's last spell" sidequest.

#### Force Field

- Defeat the Fire Elementals outside of the fire seal.

#### Indignation Judgment (HI-OUGI/MYSTIC ARTE)

- Use Indignation at least 50 times, then use it while in overlimit. You can use it twice per overlimit if you use the EX Skill Spell Charge to charge the first one, then cast a second. This bug was fixed in the PS3 version.

## Raine's Techs

---

Raine is pretty useless before she starts getting some mid level techs, but you need to get the usage up on some of those sucky techs to get the good ones.

#### First Aid

- Tech level: novice
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Nurse <-- Good tech to use

- Tech level: intermediate
- Req. level: 26
- Type: T
- Forget: Heal
- Know/use: use First Aid at least 50 times
- Activate: First Aid
- Tech Glitch?: No

#### Healing Circle

- Tech level: advanced
- Req. level: 42
- Type: T
- Forget: none
- Know/use: use Nurse at least 50 times
- Activate: Nurse
- Tech Glitch?: Yes

#### Revitalize <-- Good tech to use

- Tech level: advanced
- Req. level: 52
- Type: T
- Forget: none
- Know/use: use Healing Circle at least 50 times
- Activate: Healing Circle
- Tech Glitch?: Yes

#### Heal

- Tech level: intermediate
- Req. level: 26
- Type: S
- Forget: Nurse
- Know/use: use First Aid at least 50 times
- Activate: First Aid
- Tech Glitch?: No

#### Cure <-- Good tech to use

- Tech level: advanced
- Req. level: 42
- Type: S
- Forget: none
- Know/use: use Heal at least 50 times
- Activate: Heal
- Tech Glitch?: Yes

#### Revive

- Tech level: advanced
- Req. level: 50
- Type: S
- Forget: none
- Know/use: use Cure at least 50 times
- Activate: Cure
- Tech Glitch?: Yes

#### Recover

- Tech level: novice
- Req. level: 12
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Purify

- Tech level: intermediate
- Req. level: 32
- Type: T
- Forget: Restore
- Know/use: know Recover
- Activate: Recover
- Tech Glitch?: No

#### Restore

- Tech level: intermediate
- Req. level: 32
- Type: S
- Forget: Purify
- Know/use: know Recover
- Activate: Recover
- Tech Glitch?: No

#### Dispel

- Tech level: novice
- Req. level: 16
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Nullify

- Tech level: intermediate
- Req. level: 38
- Type: T
- Forget: Anti-magic
- Know/use: know Dispel
- Activate: Dispel
- Tech Glitch?: No

#### Anti-magic

- Tech level: intermediate
- Req. level: 38
- Type: S
- Forget: Nullify
- Know/use: know Dispel
- Activate: Dispel
- Tech Glitch?: No

#### Sharpness

- Tech level: novice
- Req. level: 14
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Acuteness

- Tech level: intermediate
- Req. level: 35
- Type: T
- Forget: Keeness
- Know/use: use Sharpness at least 50 times
- Activate: Sharpness
- Tech Glitch?: No

#### Keeness

- Tech level: intermediate
- Req. level: 35
- Type: S
- Forget: Acuteness
- Know/use: use Sharpness at least 50 times
- Activate: Sharpness
- Tech Glitch?: No

#### Barrier

- Tech level: novice
- Req. level: 10
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Field Barrier

- Tech level: intermediate
- Req. level: 29
- Type: T
- Forget: Permaguard
- Know/use: use Barrier at least 50 times
- Activate: Barrier
- Tech Glitch?: No

#### Permaguard

- Tech level: intermediate
- Req. level: 29
- Type: S
- Forget: Field Barrier
- Know/use: use Barrier at least 50 times
- Activate: Barrier
- Tech Glitch?: No

#### Photon <-- Good tech to use

- Tech level: intermediate
- Req. level: 18
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Ray

- Tech level: advanced
- Req. level: 46
- Type: T
- Forget: Holy Lance
- Know/use: use Photon at least 50 times
- Activate: Photon
- Tech Glitch?: No

#### Holy Lance <-- Good tech to use

- Tech level: advanced
- Req. level: 46
- Type: S
- Forget: Ray
- Know/use: use Photon at least 50 times
- Activate: Photon
- Tech Glitch?: No

#### **PS3 Version**

##### Inspect Magic

- Tech Level: novice
- Req. Level: 22
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: N/A

#### Charge

- Tech level: novice
- Req. level: 8
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Resurrection

- Acquire the Unicorn Horn.

#### Force Field

- Defeat the Fire Elementals outside of the fire seal.

#### **PS3 Version**

##### Fairy Circle (HI-OUGI/MYSTIC ARTE)

- Use Revitalize at least 100 times, then use it in overlimit.

#### **PS3 Version**

##### Sacred Light (HI-OUGI/MYSTIC ARTE)

- Use Ray or Holy Lance at least 100 times, then use it in overlimit.

## Sheena's Techs

---

Sheena doesn't have too many good techs. As a matter of fact, I do not like any of her type dependent skills.

#### Power Seal



- Tech level: 1
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Power Seal Pinion

- Tech level: 2
- Req. level: 37
- Type: T
- Forget: Power Seal Absolute
- Know/use: Use Power Seal at least 50 times
- Activate: Power Seal
- Tech Glitch?: No

#### Power Seal Absolute

- Tech level: 2
- Req. level: 37
- Type: S
- Forget: Power Seal Pinion
- Know/use: Use Power Seal at least 50 times
- Activate: Power Seal
- Tech Glitch?: No

#### Serpent Seal

- Tech level: 1
- Req. level: 34
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Serpent Seal Pinion

- Tech level: 2
- Req. level: 52
- Type: T
- Forget: Serpent Seal Absolute
- Know/use: Use Serpent Seal at least 50 times
- Activate: Serpent Seal
- Tech Glitch?: No

#### Serpent Seal Absolute

- Tech level: 2
- Req. level: 52
- Type: S
- Forget: Serpent Seal Pinion
- Know/use: Use Serpent Seal at least 50 times
- Activate: Serpent Seal
- Tech Glitch?: No

#### Pyre Seal

- Tech level: 3
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Life Seal <-- Good tech to use

- Tech level: 2
- Req. level: 22
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Mirage Seal

- Tech level: 1
- Req. level: 26
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Mirage Seal Pinion

- Tech level: 2
- Req. level: 44
- Type: T
- Forget: Mirage Seal Absolute
- Know/use: Use Mirage Seal at least 50 times
- Activate: Mirage Seal
- Tech Glitch?: No

#### Mirage Seal Absolute

- Tech level: 2
- Req. level: 44
- Type: S
- Forget: Mirage Seal Pinion
- Know/use: Use Mirage Seal at least 50 times
- Activate: Mirage Seal
- Tech Glitch?: No

#### Spirit Seal <-- Good tech to use

- Tech level: 2
- Req. level: 30
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Force Seal

- Tech level: 3
- Req. level: 40
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Demon Seal <-- Good tech to use

- Tech level: 3
- Req. level: 60
- Type: N/A
- Forget: N/A
- Know/use: Use Pyre Seal at least 50 times
- Activate: Pyre Seal
- Tech Glitch?: No

#### Cyclone Seal <-- Good tech to use

- Tech level: 3
- Req. level: 56
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Purgatory Seal

- Tech level: novice
- Req. level: 48
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: acquire after battle
- Tech Glitch?: No

#### S. Seal Fire/Light/Water/Wind

- Get after making a pact with Efreet/Luna/Undine/Sylph

T. Seal Darkness/Earth/Ice/Lightning

- Get after making a pact with Shadow/Gnome/Celsius/Volt

Summon: Corrine

- Already known at the start of the game

Summon: Darkness/Earth/Fire/Ice/Light/Lightning/Origin/Water/Wind

- Get after making a pact with Shadow/Gnome/Efreet/Celsius/Luna/Volt/Origin/Undine/Sylph. Can only be used during Overlimit

Summon: Birth

- Get after making a pact with **Maxwell**. Can only be used during Overlimit

Guardian Seal

- Already known at the start of the game

## Kratos/Zelos's Techs

---

Kratos and Zelos may be very different characters, but they have pretty much the same skill set. They have a refreshing variety of physical techs and spells, making them quite versatile.

Demon Fang <-- Good tech to use

- Tech level: 1
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

Double Demon Fang

- Tech level: 2
- Req. level: 15
- Type: T
- Forget: Fierce Demon Fang
- Know/use: Use Demon Fang at least 50 times
- Activate: Demon Fang
- Tech Glitch?: No

Fierce Demon Fang <-- Good tech to use

- Tech level: 2
- Req. level: 15
- Type: S
- Forget: Double Demon Fang
- Know/use: Use Demon Fang at least 50 times
- Activate: Demon Fang
- Tech Glitch?: No

Sonic Thrust

- Tech level: 1
- Req. level: 5
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

Hurricane Thrust

- Tech level: 2
- Req. level: 28
- Type: T
- Forget: Super Sonic Thrust
- Know/use: Use Sonic Thrust at least 50 times
- Activate: Sonic Thrust
- Tech Glitch?: No

Super Sonic Thrust

- Tech level: 2
- Req. level: 28
- Type: S
- Forget: Hurricane Thrust

- Know/use: Use Sonic Thrust at least 50 times
- Activate: Sonic Thrust
- Tech Glitch?: No

#### Light Spear <-- Good tech to use

- Tech level: 2
- Req. level: 23
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Victory Light Spear

- Tech level: 3
- Req. level: 43
- Type: T
- Forget: Light Spear Cannon
- Know/use: Use Light Spear at least 50 times
- Activate: Light Spear
- Tech Glitch?: No

#### Light Spear Cannon

- Tech level: 3
- Req. level: 43
- Type: S
- Forget: Victory Light Spear
- Know/use: Use Light Spear at least 50 times
- Activate: Light Spear
- Tech Glitch?: No

#### Demon Spear

- Tech level: 3
- Req. level: 49
- Type: N/A
- Forget: N/A
- Know/use: Know and use Demon Fang and Light Spear techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### **PS3 Version**

##### Guardian Field (Kratos only)

- Acquire when he rejoins at Iselia Ranch. I'm not 100% sure on this,

#### Lightning Blade <-- Good tech to use

- Tech level: 2
- Req. level: 37
- Type: N/A
- Forget: N/A
- Know/use: Know Thunder Blade
- Activate: normal attacks
- Tech Glitch?: No

#### Super Lightning Blade <-- Good tech to use

- Tech level: 3
- Req. level: 52
- Type: N/A
- Forget: N/A
- Know/use: Know Thunder Blade and Air Thrust
- Activate: normal attacks
- Tech Glitch?: No

#### Hell Pyre

- Tech level: 3
- Req. level: 40
- Type: N/A
- Forget: N/A
- Know/use: Know Eruption
- Activate: normal attacks
- Tech Glitch?: No

#### Fire Ball

- Tech level: novice
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Eruption

- Tech level: intermediate
- Req. level: 31
- Type: N/A
- Forget: N/A
- Know/use: Use Fire Ball at least 50 times
- Activate: Fire Ball
- Tech Glitch?: No

#### Wind Blade

- Tech level: novice
- Req. level: 8
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Air Thrust

- Tech level: intermediate
- Req. level: 18
- Type: N/A
- Forget: N/A
- Know/use: Use Wind Blade at least 50 times
- Activate: Wind Blade
- Tech Glitch?: No

#### Stone Blast

- Tech level: novice
- Req. level: 10
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Grave

- Tech level: intermediate
- Req. level: 34
- Type: N/A
- Forget: N/A
- Know/use: Use Stone Blast at least 50 times
- Activate: Stone Blast
- Tech Glitch?: No

#### Lightning

- Tech level: novice
- Req. level: 12
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: any spell
- Tech Glitch?: No

#### Thunder Blade

- Tech level: intermediate
- Req. level: 21
- Type: N/A
- Forget: N/A
- Know/use: Use Lightning at least 50 times
- Activate: Lightning
- Tech Glitch?: No

#### First Aid

- Tech level: novice
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/a
- Tech Glitch?: No

#### Healing Wind

- Tech level: intermediate
- Req. level: 26
- Type: N/A
- Forget: N/A
- Know/use: Know Air Thrust
- Activate: any spell
- Tech Glitch?: No

#### Healing Stream

- Tech level: intermediate
- Req. level: 46
- Type: N/A
- Forget: N/A
- Know/use: Know Grave
- Activate: any spell
- Tech Glitch?: No

#### Guardian

- Already known at the start of the game

#### Grave Blade

- After using Fierce Demon Fang at least 200 times, use it again with an attack attribute of earth to use Grave Blade instead.

#### **PS3 Version**

Decisive Slice (Zelos only)

- After using Light Spear at least 200 times, use it again with an attack attribute of wind to use Decisive Slice instead.

#### **PS3 Version**

Holy Binds (Zelos only) (HI-OUGI/MYSTIC ARTE)

- Use Demon Spear at least 100 times. After the third visit to the Tower of Salvation, during overlimit, and with less than 16% HP, use Demon Spear. You will learn Judgment at the end of the battle.

#### Judgment (Kratos only)

- Kratos joins again near the end of the game. You must talk to him in Flanoir when you get the doctor to do this.

#### **PS3 Version**

Judgment (Zelos only)

- Use Holy Binds with Zelos and Judgment will be learned at the end of the battle.

#### **PS3 Version**

Divine Judgment (Zelos only) (HI-OUGI/MYSTIC ARTE)

- After using Judgment at least 20 times, use it while in overlimit.

#### **PS3 Version**

Holy Binds (Kratos only) (HI-OUGI/MYSTIC ARTE)

- If Kratos rejoins after Torent Forest (go outside with him in Flanoir when you get the doctor), press and hold the attack, tech, and guard buttons (you'll probably attack or use a tech, but keep holding the three buttons) while in overlimit with less than 16% HP. Lloyd cannot have the Material Blade equipped.

## Presea's Techs

---

Although Presea is a little power house, I hardly ever use her, and I apologize for the lack of recommendations for her techs.

### Destruction

- Tech level: 1
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

### Deadly Destruction

- Tech level: 2
- Req. level: 39
- Type: T
- Forget: Fiery Destruction
- Know/use: Use Destruction at least 50 times
- Activate: Destruction
- Tech Glitch?: No

### Infinite Destruction

- Tech level: 3
- Req. level: 56
- Type: T
- Forget: N/A
- Know/use: Use Deadly Destruction at least 50 times
- Activate: Deadly Destruction
- Tech Glitch?: Yes

### Fiery Destruction

- Tech level: 2
- Req. level: 39
- Type: S
- Forget: Deadly Destruction
- Know/use: Use Destruction at least 50 times
- Activate: Destruction
- Tech Glitch?: No

### Punishment

- Tech level: 1
- Req. level: 25
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

### Dual Punishment

- Tech level: 2
- Req. level: 36
- Type: T
- Forget: Finality Punishment
- Know/use: Use Punishment at least 50 times
- Activate: Punishment
- Tech Glitch?: No

### Rising Punishment

- Tech level: 3
- Req. level: 44
- Type: T
- Forget: N/A
- Know/use: Use Dual Punishment at least 50 times
- Activate: Dual Punishment
- Tech Glitch?: Yes

### Finality Punishment

- Tech level: 2
- Req. level: 36
- Type: S
- Forget: Dual Punishment

- Know/use: Use Punishment at least 50 times
- Activate: Punishment
- Tech Glitch?: No

#### Infliction

- Tech level: 1
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Dual Infliction

- Tech level: 2
- Req. level: 33
- Type: T
- Forget: Resolute Infliction
- Know/use: Use Infliction at least 50 times
- Activate: Infliction
- Tech Glitch?: No

#### Endless Infliction

- Tech level: 3
- Req. level: 40
- Type: T
- Forget: N/A
- Know/use: Use Dual Infliction at least 50 times
- Activate: Dual Infliction
- Tech Glitch?: Yes

#### Resolute Infliction

- Tech level: 2
- Req. level: 33
- Type: S
- Forget: Dual Infliction
- Know/use: Use Infliction at least 50 times
- Activate: Infliction
- Tech Glitch?: No

#### Devastation

- Tech level: 1
- Req. level: 28
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Finite Devastation

- Tech level: 2
- Req. level: 42
- Type: T
- Forget: Mass Devastation
- Know/use: Use Devastation at least 50 times
- Activate: Devastation
- Tech Glitch?: No

#### Mass Devastation

- Tech level: 2
- Req. level: 42
- Type: S
- Forget: Finite Devastation
- Know/use: Use Devastation at least 50 times
- Activate: Devastation
- Tech Glitch?: No

#### Eternal Devastation

- Tech level: 3
- Req. level: 54
- Type: S
- Forget: N/A



- Know/use: Use Mass Devastation at least 50 times
- Activate: Mass Devastation
- Tech Glitch?: Yes

#### Fiery Infliction

- Tech level: 3
- Req. level: 48
- Type: N/A
- Forget: N/A
- Know/use: Know and use Destruction and Infliction techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### Eternal Damnation

- Tech level: 3
- Req. level: 51
- Type: N/A
- Forget: N/A
- Know/use: Know and use Destruction and Devastation techs at least 50 times
- Activate: normal attacks
- Tech Glitch?: No

#### Beast

- Tech level: 3
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### **PS3 Version**

##### Punishing Gale

- After using Punishment at least 200 times, use it again when Presea has an attack attribute of wind to use this tech instead.

#### **PS3 Version**

##### Decimating Storm

- After using Devastation at least 200 times, use it again when Presea has an attack attribute of lightning to use this tech instead.

#### Earthly Protection

- Already known at the start of the game

#### **PS3 Version**

##### Infernal Ruin (HI-OUGI/MYSTIC ARTE)

- Use Beast at least 100 times and have the EX Skill P. Charge (on EX Gem lv 3) on. After giving Presea a new keycrest, when in overlimit, activate P. Charge (hold the attack button until "EX Skill Effect" appears), then use Beast.

#### **PS3 Version**

##### Crimson Devastation (HI-OUGI/MYSTIC ARTE)

- Use Beast at least 200 times and have the Compound EX Skill Overcharge (P. Charge and Taunt) on. After giving Presea a new keycrest, with your other party members dead and Presea at less than 16% HP, activate Overcharge (hold the attack button until "EX Skill Effect" appears. It may fail, as well, which is no good.) during overlimit, and use Beast.

## Regal's Techs

Regal's techs are very different from everybody else's in how they link together. Rather than trying to explain it, you can see it in the tech descriptions in the game. As with Presea, I hardly ever use Regal, so I won't recommend any of his techs, but that's not to say he doesn't have any good ones.

#### Crescent Moon

- Tech level: Anti-air
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Spin Kick

- Tech level: Ground
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Triple Kick

- Tech level: Ground
- Req. level: 38
- Type: N/A
- Forget: N/A
- Know/use: Use Spin Kick at least 50 times
- Activate: Spin Kick
- Tech Glitch?: No

#### Wolverine

- Tech level: Ground
- Req. level: 60
- Type: N/A
- Forget: N/A
- Know/use: Use Triple Kick at least 50 times
- Activate: Triple Kick
- Tech Glitch?: No

#### Swallow Kick

- Tech level: Anti-air
- Req. level: 31
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attack, might need to be directed upwards
- Tech Glitch?: No

#### Swallow Dance

- Tech level: Anti-air
- Req. level: 40
- Type: T
- Forget: Dragon Dance
- Know/use: Use Swallow Kick at least 50 times
- Activate: Swallow Kick
- Tech Glitch?: No

#### Dragon Dance

- Tech level: Anti-air
- Req. level: 40
- Type: S
- Forget: Swallow Dance
- Know/use: Use Swallow Kick at least 50 times
- Activate: Swallow Kick
- Tech Glitch?: No

#### Eagle Dive

- Tech level: Midair
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### Eagle Rage

- Tech level: Midair
- Req. level: 43
- Type: T
- Forget: Eagle Fall
- Know/use: Use Eagle Dive at least 50 times
- Activate: Eagle Dive
- Tech Glitch?: No

#### Eagle Fall

- Tech level: Midair
- Req. level: 43
- Type: S
- Forget: Eagle Rage
- Know/use: Use Eagle Dive at least 50 times
- Activate: Eagle Dive
- Tech Glitch?: No

#### Rising Dragon

- Tech level: Anti-air
- Req. level: 34
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attack, might need to be directed upwards
- Tech Glitch?: No

#### Dragon Fury

- Tech level: Anti-air
- Req. level: 46
- Type: T
- Forget: Dragon Rage
- Know/use: Use Rising Dragon at least 50 times
- Activate: Rising Dragon
- Tech Glitch?: No

#### Dragon Rage

- Tech level: Anti-air
- Req. level: 46
- Type: S
- Forget: Dragon Fury
- Know/use: Use Rising Dragon at least 50 times
- Activate: Rising Dragon
- Tech Glitch?: No

#### Heaven's Charge

- Tech level: Ground
- Req. level: 49
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attacks
- Tech Glitch?: No

#### Triple Rage Kick

- Tech level: Midair
- Req. level: 55
- Type: N/A
- Forget: N/A
- Know/use: Use Eagle Dive and Spin Kick techs at least 50 times
- Activate: normal attack in midair
- Tech Glitch?: No

#### Crescent Dark Moon

- Tech level: Anti-air
- Req. level: 57
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: normal attack, might need to be directed upwards
- Tech Glitch?: No

#### Heaven Rising

- Tech level: Anti-air
- Req. level: 58
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: acquire after battle
- Tech Glitch?: N/A

#### **PS3 Version**

##### Dragon's Talon

- Tech level: Ground
- Req. level: 64
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: acquire after battle
- Tech Glitch?: N/A

#### Mirage

- Tech level: Ground
- Req. level: N/A
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: N/A
- Tech Glitch?: No

#### **PS3 Version**

##### Force

- Tech level: Special
- Req. level: 53
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: acquire after battle
- Tech Glitch?: N/A

#### Healer

- Tech level: novice
- Req. level: 39
- Type: N/A
- Forget: N/A
- Know/use: N/A
- Activate: acquire after battle
- Tech Glitch?: No

#### Chi Healer

- Tech level: novice
- Req. level: 52
- Type: T
- Forget: Grand Healer
- Know/use: Use Healer at least 50 times
- Activate: Healer
- Tech Glitch?: No

#### Grand Healer

- Tech level: novice
- Req. level: 52
- Type: S
- Forget: Chi Healer
- Know/use: Use Healer at least 50 times
- Activate: Healer
- Tech Glitch?: No

#### Bastion

- Already known at the start of the game

#### Super Swallow Dance

- After using Swallow Dance at least 200 times, use it again with an attack attribute of wind to use Super Swallow Dance instead.

**PS3 Version**  
Blazing Strike

- After using Spin Kick at least 200 times, use it again with an attack attribute of fire to use Blazing Strike instead.

**PS3 Version**  
Storm Dance

- After using Swallow Dance at least 200 times, use it again with an attack attribute of lightning to use Storm Dance instead.

**PS3 Version**  
Fanged Finality (HI-OUGI/MYSTIC ARTE)

- Use Force at least 100 times. While in overlimit, chain three techs and end with Force (ex. Spin Kick -> Crescent Moon -> Eagle Dive -> Force).

## EX Skills and Compound EX Skills

When choosing a set of EX Skills, I suggest that you first look through the available Compound EX Skills to see if there's something you want. If you find one that doesn't need four EX Skills, remember that you can have multiple Compound EX Skills active if they have common shared EX Skills. If none of the Compound EX Skills interest you, then start looking at individual EX Skills.

Something else to consider is that each EX Skill is either T type or S type. Having a majority of one type will cause your T-S meter to slowly point to the majority end after each battle the character participates in. The larger the majority, the bigger the change per battle. This T-S meter is what decides whether you'll learn T type techs or S type techs.

## Lloyd

### Standard EX Skills:

- Level 1
  - Strong (S) - Increases Strength
  - Tough (S) - Increases Defense
  - Taunt (T) - Press Z during battle to taunt enemies and fill the Unison Bar by a little
  - Sharp-eyed (T) - Increases Accuracy
- Level 2
  - Vitality (S) - Increases max HP
  - Personal (S) - Increases movement speed in towns and dungeons.
  - Dodge (T) - Increases Evade
  - Dash (T) - Increases movement speed in battle
- Level 3
  - Eternal (S) - Does nothing on its own, but part of many Compound EX Skills
  - Guard Plus (S) - Decreases damage taken while guarding
  - Spirit (T) - Increases max TP
  - Add Combo (T) - Increases the basic combo from three hits to four
- Level 4
  - Immunity (S) - Sometimes avoid getting a status ailment from an enemy attack
  - Ability Plus (S) - Able to link two level 1 techs together.
  - Sky Combo (T) - Able to do three basic attacks in midair
  - Follow-up (T) - Increases enemy stagger time

### Compound EX Skills:

| NAME      | REQUIRED EX SKILLS                        | EFFECT                                           |
|-----------|-------------------------------------------|--------------------------------------------------|
| EX Attack | / Strong (level 1)<br>\ Tough (level 1)   | Increases damage to guarding enemies             |
| EX Defend | / Dodge (level 2)<br>\ Vitality (level 2) | Sometimes avoid staggering when hit              |
| L. Unison | / Taunt (level 1)<br>\ Personal (level 2) | Unison bar might stay full after a Unison Attack |
| Counter   | / Guard Plus (level 3)                    | Quickly attack after guarding                    |

|              |                                                                             |                                                                |
|--------------|-----------------------------------------------------------------------------|----------------------------------------------------------------|
|              | \ Follow-up (level 4)                                                       |                                                                |
| Phys. Status | / Immunity (level 4)<br>\ Eternal (level 3)                                 | No physical ailments                                           |
| Over Limit   | / Eternal (level 3)<br>\ Personal (level 2)                                 | Over limits last longer                                        |
| R. Arts      | / Sharp-eyed (level 1)<br>\ Sky Combo (level 4)                             | Able to attack while in mid-air when recovering from knockdown |
| T. Guard     | / Strong (level 1)<br>\ Taunt (level 1)                                     | Sometimes avoid staggering while taunting                      |
| Life Up      | / Vitality (level 2)<br>\ Eternal (level 3)                                 | Occasionally increase max HP by 0.5% after battle              |
| Spirit Up    | / Spirit (level 3)<br>\ Eternal (level 3)                                   | Occasionally increase max TP by 0.5% after battle              |
| T. Cancel    | / Dodge (level 2)<br>\ Taunt (level 1)                                      | Cancel a taunt by guarding                                     |
| Quick Turn   | / Dash (level 2)<br>\ Tough (level 1)                                       | Quickly turn around when running in battle                     |
| B. Guard     | / Dash (level 1)<br>\ Sharp-eyed (level 1)                                  | Sometimes avoid staggering while backstepping                  |
| Unison Force | / Eternal (level 3)<br>\ Tough (level 1)                                    | Unison Attacks do more damage                                  |
| Relax        | / Dodge (level 2)<br>\ Spirit (level 3)                                     | Slowly recover TP during battle if you stand still             |
| Critical Up  | / Strong (level 1)<br>\ Personal (level 2)                                  | Increase chances of landing a critical hit                     |
| Sky Attack   | / Sky Combo (level 4)<br>\ Ability Plus (level 4)                           | Use certain techs in midair like O. Tempest and Rising F.      |
| Run Away!    | / Dash (level 2)<br>\ Taunt (level 1)                                       | Decrease time needed to run away                               |
| Exp Plus     | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)            | Increase experience earned by maybe 5%                         |
| Jump Combo   | / Sharp-eyed (level 1)<br>  Add Combo (level 3)<br>\ Follow-up (level 4)    | Can continue a basic combo after landing                       |
| Aerial Guard | / Guard Plus (level 3)<br>  Immunity (level 4)<br>\ Sky Combo (level 4)     | Guard while in the air                                         |
| Technical    | / Spirit (level 3)<br>  Add Combo (level 3)<br>\ Follow-up (level 4)        | Reduce TP consumption by 10%                                   |
| C. Combo     | / Guard Plus (level 3)<br>  Follow-up (level 4)<br>\ Ability Plus (level 4) | Able to link techs to a counter                                |
| Self Cure    | / Immunity (level 4)<br>  Tough (level 1)<br>\ Vitality (level 2)           | Automatically recover from status effects after a bit          |

## Colette

### Standard EX Skills:

- Level 1
  - Strong (S) - Increases Strength
  - Tough (S) - Increases Defense
  - Taunt (T) - Allows you to taunt with Z to fill the Unison Bar a little bit
  - Sharp-eyed (T) - Increases Accuracy

- Level 2
  - Vitality (S) - Increases max HP
  - Personal (S) - Increases duration of Holy Bottles
  - Dodge (T) - Increases Evade
  - Magical (T) - Increases Intelligence
- Level 3
  - Eternal (S) - Does nothing on its own, but part of many Compound EX Skills
  - Resurrect (S) - Might revive automatically when killed
  - Spirit (T) - Increases max TP
  - Lucky (T) - Increases Luck
- Level 4
  - Immunity (S) - Might avoid getting a status ailment from an attack
  - Angel Song (S) - Reduces casting time
  - Stat Boost (T) - Increases effect of status boosters like Raine's Barrier and Sharpness
  - Sky Combo (T) - Able to attack once more while in the air

Compound EX Skills:

| NAME         | REQUIRED EX SKILLS                                               | EFFECT                                                                             |
|--------------|------------------------------------------------------------------|------------------------------------------------------------------------------------|
| Spirit Up    | / Spirit (level 3)<br>\ Eternal (level 3)                        | Occasionally increases max TP by 0.5% after battle                                 |
| Regenerate   | / Strong (level 1)<br>\ Taunt (level 1)                          | Slowly recover HP and TP if standing still in battle                               |
| T. Cancel    | / Dodge (level 2)<br>\ Taunt (level 1)                           | Cancel a taunt by guarding                                                         |
| Item Finder  | / Tough (level 1)<br>\ Sharp-eyed (level 1)                      | Increases chances of getting items after battle                                    |
| Gald Finder  | / Dodge (level 2)<br>\ Sharp-eyed (level 1)                      | Might get more gald from a battle                                                  |
| Critical Up  | / Strong (level 1)<br>\ Tough (level 1)                          | Increases chances of landing a critical hit                                        |
| L. Unison    | / Taunt (level 1)<br>\ Personal (level 2)                        | Unison Bar might stay full after a Unison Attack                                   |
| Super Guard  | / Resurrect (level 3)<br>\ Tough (level 1)                       | Receive no damage if you use Damage Guard and your HP is less than 16% its maximum |
| Reflect      | / Tough (level 1)<br>\ Immunity (level 4)                        | Enemies sometimes receive the damage they deal to you                              |
| Nullify      | / Vitality (level 2)<br>\ Dodge (level 2)                        | Sometimes receive no damage from a hit                                             |
| Life Up      | / Vitality (level 2)<br>\ Eternal (level 3)                      | Occasionally increases max HP by 0.5% after battle                                 |
| Exp Plus     | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2) | Increase experience earned by 5%                                                   |
| Life Thief   | / Vitality (level 2)<br>\ Stat Boost (level 4)                   | Recover HP proportional to your combo                                              |
| Spirit Thief | / Spirit (level 3)<br>\ Stat Boost (level 4)                     | Recover TP proportional to your combo                                              |
| Pow Hammer   | / Lucky (level 3)<br>\ Sharp-eyed (level 1)                      | A Pow Hammer sometimes appears when attacked                                       |
| Over Limit   | / Eternal (level 3)<br>\ Personal (level 2)                      | Over limits last longer                                                            |
| Phys. Status | / Immunity (level 4)<br>\ Eternal (level 3)                      | Prevents physical ailments                                                         |
| C. Counter   | / Eternal (level 3)<br>\ Strong (level 1)                        | Increased damage to an enemy that is in the process of attacking                   |
| Battle Cry   | / Personal (level 2)                                             | Get status boosts at the                                                           |

|              |                                                                                                  |                                                                                                     |
|--------------|--------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------|
|              | Stat Boost (level 4)<br>\ Sky Combo (level 4)                                                    | start of battle                                                                                     |
| Exp Plus A   | / Angel Song (level 4)<br>  Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)       | Increases experience earned for the party by 9%. This negates all other Exp Plus Compound EX Skills |
| Angel's Tear | / Resurrect (level 3)<br>  Angel Song (level 4)<br>  Stat Boost (level 4)<br>\ Eternal (level 3) | Automatically revive the first time you die each battle                                             |
| S. Guard     | / Immunity (level 4)<br>  Eternal (level 3)<br>  Angel Song (level 4)<br>\ Lucky (level 3)       | Nullifies all physical ailments                                                                     |
| Resilience   | / Angel Song (level 4)<br>  Magical (level 2)<br>\ Resurrect (level 3)                           | Cannot be interrupted when casting                                                                  |
| Item Getter  | / Lucky (level 3)<br>  Sharp-eyed (level 1)<br>  Stat Boost (level 4)<br>\ Magical (level 2)     | 100% steal rate if the enemy has something to steal and does not block the attack                   |

## Genis

### Standard EX Skills:

- Level 1
  - Tough (S) - Increases Defense
  - Magical (T) - Increases Intelligence
  - Taunt (T) - Allows you to increase the Unison Bar a bit by pressing Z
  - Dodge (T) - Increases Evade
- Level 2
  - Personal (S) - Raises effectiveness of cooking
  - Guard Plus (S) - Reduces damage while guarding
  - Spirit (T) - Increases max TP
  - Dash (T) - Increases movement speed in battle
- Level 3
  - Eternal (S) - Does nothing on its own, but used in many Compound EX Skills
  - E. Guard (S) - Raises elemental defense
  - Add Combo (T) - Increases basic combo by one
  - Rhythm (T) - Tap A button to speed up casting process
- Level 4
  - Immunity (S) - Might prevent physical ailments from enemy attacks
  - Spell Save (S) - Reduces casting time if the same spell was interrupted by an enemy
  - Speed Cast (T) - Reduces casting time
  - Spell Charge (T) - Allows you to charge a spell that will be released after a physical combo at no TP cost, but reduced damage

### Compound EX Skills:

| NAME         | REQUIRED EX SKILLS                             | EFFECT                                            |
|--------------|------------------------------------------------|---------------------------------------------------|
| Magic Boost  | / Magical (level 1)<br>\ Tough (level 1)       | Sometimes make spells more powerful               |
| E. Block     | / E. Guard (level 3)<br>\ Guard Plus (level 2) | Sometimes avoid staggering from elemental attacks |
| L. Unison    | / Taunt (level 1)<br>\ Personal (level 2)      | Unison Bar might stay full after a Unison Attack  |
| Mag. Status  | / E. Guard (level 3)<br>\ Immunity (level 4)   | Prevents magical ailments                         |
| Phys. Status | / Immunity (level 4)<br>\ Eternal (level 3)    | Prevents physical ailments                        |
| Over Limit   | / Personal (level 2)<br>\ Eternal (level 3)    | Over limits last longer                           |
| Hard Hit     | / Add Combo (level 3)<br>\ Dash (level 2)      | Increases stagger from physical attacks           |
| Lucky Soul   | / Magical (level 1)                            | Sometimes recover TP when                         |



|               |                                                                                                    |                                                                               |
|---------------|----------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------|
|               | \ Personal (level 2)                                                                               | knocked over                                                                  |
| Air Brake     | / Add Combo (level 3)<br>\ Taunt (level 1)                                                         | Increases stagger from midair attacks                                         |
| Spirit Up     | / Spirit (level 2)<br>\ Eternal (level 3)                                                          | Occasionally increases max TP by 0.5% after battle                            |
| T. Cancel     | / Dodge (level 1)<br>\ Taunt (level 1)                                                             | Cancel a taunt by guarding                                                    |
| Reducer       | / Speed Cast (level 4)<br>\ Rhythm (level 3)                                                       | Reduce TP cost if same spell is used twice in a row                           |
| Technical     | / Spirit (level 2)<br>\ Magical (level 1)                                                          | Reduce TP consumption                                                         |
| Randomizer    | / Rhythm (level 3)<br>\ Tough (level 1)                                                            | Sometimes instantly cast a spell                                              |
| Relax         | / Dodge (level 1)<br>\ Spirit (level 2)                                                            | Slowly recover TP if standing still in battle                                 |
| Reprise       | / Spell Save (level 4)<br>\ Dash (level 2)                                                         | Reduce casting time if the same spell is used twice in a row                  |
| Nimble Mage   | / Add Combo (level 3)<br>\ Spell Charge (level 4)                                                  | Able to move sooner after casting a spell                                     |
| Roll          | / Tough (level 1)<br>\ Dash (level 2)                                                              | Reduces damage from falling down                                              |
| Exp Plus      | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)                                   | Increases experience earned by 5%                                             |
| Spell Defense | / Spell Charge (level 4)<br>  Spell Save (level 4)<br>\ Guard Plus (level 2)                       | Might avoid staggering from an elemental spell while you have a spell charged |
| Blood Spirit  | / Guard Plus (level 2)<br>  E. Guard (level 3)<br>\ Magical (level 1)                              | Recover TP when you take damage                                               |
| Spell Revenge | / Speed Cast (level 4)<br>  Spell Charge (level 4)<br>\ E. Guard (level 3)                         | Immediately cast a novice spell if sent flying                                |
| Self Cure     | / Immunity (level 4)<br>  Magical (level 1)<br>\ E. Guard (level 3)                                | Automatically recover from status effects after a while                       |
| Concentrate   | / Rhythm (level 3)<br>  Speed Cast (level 4)<br>  Spell Save (level 4)<br>\ Spell Charge (level 4) | Can't be interrupted when casting. There are some exceptions, but not many    |

## Kratos/Zelos

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### Standard EX Skills:

- Level 1
  - Strong (S) - Increases Strength
  - Magical (T) - Increases Intelligence
  - Taunt (T) - Allows you to taunt with the Z button to fill the Unison Bar a little bit
  - Dodge (T) - Increases Evade
- Level 2
  - Vitality (S) - Increases max HP
  - Personal (S) -
    - Kratos: Recover HP as you move in towns and dungeons
    - Zelos: Receive items from female NPCs when Zelos is the onscreen character. Higher luck gets better stuff
  - Spirit (T) - Increases max TP
  - Dash (T) - Increases movement speed in battle
- Level 3
  - Eternal (S) - Does nothing on its own, but used in many Compound EX Skills
  - Guard Plus (S) - Reduce damage while guarding

- Slasher (T) - Able to use six basic attacks, but can't link techs after the fourth hit
- \*Super Chain (T)\* - Link techs in any order, i.e. 2-3-1
- Level 4
  - Immunity (S) - Sometimes avoid status ailments from enemy attacks
  - Speed Cast (T) - Reduce casting time
  - Sky Combo (T) - Able to do one more basic attack in midair
  - Spell Charge (T) - Can charge a spell to be released after a physical combo for no TP cost, but less power

#### Compound EX Skills

| NAME         | REQUIRED EX SKILLS                                                      | EFFECT                                                               |
|--------------|-------------------------------------------------------------------------|----------------------------------------------------------------------|
| B. Guard     | / Dash (level 2)<br>\ Spirit (level 2)                                  | Sometimes avoid staggering when backstepping                         |
| EX Defend    | / Dodge (level 1)<br>\ Vitality (level 2)                               | Sometimes avoid staggering from physical attacks                     |
| Skill Boost  | / Magical (level 1)<br>\ Spirit (level 2)                               | Increases spell effect and TP consumption                            |
| Solid Guard  | / Guard Plus (level 3)<br>\ Dodge (level 1)                             | Decrease damage while guarding for a while                           |
| Phys. Status | / Immunity (level 4)<br>\ Eternal (level 3)                             | Prevents physical ailments                                           |
| Over Limit   | / Eternal (level 3)<br>\ Personal (level 2)                             | Over limits last longer                                              |
| Spirit Up    | / Spirit (level 2)<br>\ Eternal (level 3)                               | Occasionally increases max TP by 0.5% after battle                   |
| T. Guard     | / Strong (level 1)<br>\ Taunt (level 1)                                 | Sometimes avoid staggering while taunting                            |
| Life Up      | / Vitality (level 2)<br>\ Eternal (level 3)                             | Occasionally increases max HP by 0.5% after battle                   |
| Reprise      | / Magical (level 1)<br>\ Personal (level 2)                             | Reduce casting time of a spell if it's used twice in a row           |
| T. Cancel    | / Dodge (level 1)<br>\ Taunt (level 1)                                  | Cancel a taunt by guarding                                           |
| Landing      | / Super Chain (level 3)<br>\ Sky Combo (level 4)                        | Move sooner after landing                                            |
| Super Blast  | / Slasher (level 3)<br>  Super Chain (level 3)<br>\ Eternal (level 3)   | Able to link techs after the fourth and successive hits from Slasher |
| Chivalry     | / Slasher (level 3)<br>\ Strong (level 1)                               | Increase stats depending on the number of female allies              |
| Healing      | / Guard Plus (level 3)<br>\ Vitality (level 2)                          | Slowly recover HP if standing still in battle                        |
| Critical Up  | / Strong (level 1)<br>\ Personal (level 2)                              | Increases chances of landing a critical hit                          |
| EX Attack    | / Personal (level 2)<br>\ Dash (level 2)                                | Increases damage against guarding enemies                            |
| Combo Force  | / Taunt (level 1)<br>\ Slasher (level 3)                                | Combo damage doesn't diminish as much as usual                       |
| Exp Plus     | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)        | Increases experience earned by 5%                                    |
| Dash Guard   | / Dash (level 2)<br>  Magical (level 1)<br>\ Guard Plus (level 3)       | Sometimes avoid staggering while running                             |
| Aerial Guard | / Guard Plus (level 3)<br>  Immunity (level 4)<br>\ Sky Combo (level 4) | Guard while in midair                                                |

|               |                                                                               |                                                               |
|---------------|-------------------------------------------------------------------------------|---------------------------------------------------------------|
| Spell Revenge | / Guard Plus (level 3)<br>  Spell Charge (level 4)<br>\ Speed Cast (level 4)  | Instantly cast a novice spell when sent flying                |
| Concentrate   | / Super Chain (level 3)<br>  Spell Charge (level 4)<br>\ Speed Cast (level 4) | Can't be interrupted while casting. There are some exceptions |

## Raine

### Standard EX Skills:

- Level 1
  - Tough (S) - Increases Defense
  - Magical (T) - Increases Intelligence
  - Taunt (T) - Allows you to taunt with Z, increasing the Unison Bar by a little bit
  - Dodge (T) - Increases Evade
- Level 2
  - E. Guard (S) - Decreases elemental damage taken
  - Personal (S) - Reduce TP consumption to 1 when standing on a memory circle. Only works out of battle
  - Spirit (T) - Increases max TP
  - Neutralizer (T) - Sometimes don't receive damage from a hit
- Level 3
  - Eternal (S) - Does nothing by itself, but needed for many Compound EX Skills
  - Guard Plus (S) - Reduce damage taken while guarding
  - Add Combo (T) - Adds one to the number of hits in the basic combo
  - Speed Cast (T) - Reduces casting time
- Level 4
  - Immunity (S) - Might avoid receiving a status ailment from an enemy attack
  - Spell Save (S) - Decreases casting time if you were just interrupted
  - Item Pro (T) - Able to move sooner after using an item in battle
  - Happiness (T) - Sometimes get extra gald or experience from battle

### Compound EX Skills:

| NAME         | REQUIRED EX SKILLS                              | EFFECT                                             |
|--------------|-------------------------------------------------|----------------------------------------------------|
| Magic Boost  | / Magical (level 1)<br>\ Tough (level 1)        | Might increase spell effects                       |
| E. Block     | / E. Guard (level 2)<br>\ Guard Plus (level 3)  | Might not stagger when hit by an elemental spell   |
| L. Unison    | / Taunt (level 1)<br>\ Personal (level 2)       | Unison Bar might stay full after a Unison Attack   |
| Mag. Status  | / E. Guard (level 2)<br>\ Immunity (level 4)    | Prevents magical ailments                          |
| Phys. Status | / Immunity (level 4)<br>\ Eternal (level 3)     | Prevents physical ailments                         |
| Over Limit   | / Eternal (level 3)<br>\ Personal (level 2)     | Over limits last longer                            |
| Hard Hit     | / Speed Cast (level 3)<br>\ Add Combo (level 3) | Increases stagger caused by your basic combo       |
| Lucky Soul   | / Magical (level 1)<br>\ Add Combo (level 3)    | Sometimes recover TP when knocked over             |
| Auto Aid     | / Item Pro (level 4)<br>\ Guard Plus (level 3)  | Might automatically cast First Aid when hit        |
| Spirit Up    | / Spirit (level 2)<br>\ Eternal (level 3)       | Occasionally increases max TP by 0.5% after battle |
| T. Cancel    | / Dodge (level 1)<br>\ Taunt (level 1)          | Cancel a taunt by guarding                         |
| Anti-Element | / Neutralizer (level 2)<br>\ E. Guard (level 2) | Sometimes cut elemental damage by half             |
| Technical    | / Spirit (level 2)<br>\ Item Pro (level 4)      | Reduces TP consumption in battle                   |
| Unison Force | / Eternal (level 3)                             | Increases damage done by                           |

|              |                                                                                                   |                                                                       |
|--------------|---------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------|
|              | \ Tough (level 1)                                                                                 | Unison Attacks                                                        |
| Relax        | / Dodge (level 1)<br>\ Spirit (level 2)                                                           | Slowly recover TP when standing still in battle                       |
| Reducer      | / Add Combo (level 3)<br>\ Spell Save (level 4)                                                   | Decreases TP consumption if the same spell is used twice in a row     |
| Nimble Mage  | / Speed Cast (level 3)<br>\ Personal (level 2)                                                    | Able to move sooner after casting a spell                             |
| Lucky Magic  | / Neutralizer (level 2)<br>\ Happiness (level 4)                                                  | Sometimes spells don't cost any TP                                    |
| Exp Plus     | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)                                  | Increases experience earned by 5%                                     |
| Quick Spell  | / Neutralizer (level 2)<br>  Happiness (level 4)<br>\ Spell Save (level 4)                        | Spells sometimes instantly cast                                       |
| Blood Spirit | / Guard Plus (level 3)<br>  E. Guard (level 2)<br>\ Magical (level 1)                             | Recover TP when damage                                                |
| Self Cure    | / Immunity (level 4)<br>  Tough (level 1)<br>\ E. Guard (level 2)                                 | Automatically recover from status ailments after a while              |
| Item Master  | / Item Pro (level 4)<br>  Neutralizer (level 2)<br>\ Happiness (level 4)                          | Items used on Raine have an increased effect during battle            |
| Concentrate  | / Speed Cast (level 3)<br>  Item Pro (level 4)<br>  Spell Save (level 4)<br>\ Happiness (level 4) | Can't be interrupted while casting a spell. There are some exceptions |

## Sheena

### Standard EX Skills:

- Level 1
  - Strong (S) - Increases Strength
  - Tough (S) - Increases Defense
  - Taunt (T) - Allows you to taunt with Z to refill the Unison Bar by a little bit
  - Sharp-eyed (T) - Increases Accuracy
- Level 2
  - Vitality (S) - Increases max HP
  - Personal (S) - Depending on your Luck, might avoid an encounter when touching monsters in dungeons. A white circle means the ability took effect
  - Dodge (T) - Increases Evade
  - Dash (T) - Increases movement speed during battle
- Level 3
  - Eternal (S) - Does nothing by itself, but needed for many Compound EX Skills
  - E. Guard (S) - Decreases damage from elemental attacks
  - Prolong (S) - Status effects inflicted by your techs last longer
  - Spirit (T) - Increases max TP
- Level 4
  - Guard Plus (S) - Reduces damage taken while guarding
  - Immunity (S) - Might avoid getting a status ailment from an enemy attack
  - Add Combo (T) - Increases the basic combo by one
  - Speed Cast (T) - Decreases casting time

### Compound EX Skills:

| NAME        | REQUIRED EX SKILLS                            | EFFECT                                            |
|-------------|-----------------------------------------------|---------------------------------------------------|
| Critical Up | / Eternal (level 3)<br>\ Sharp-eyed (level 1) | Increases the chances of landing a critical hit   |
| EX Defend   | / Vitality (level 2)<br>\ Dodge (level 2)     | Sometimes avoid staggering from a physical attack |
| L. Unison   | / Taunt (level 1)<br>\ Personal (level 2)     | Unison Bar might stay full after a Unison Attack  |

|               |                                                                         |                                                         |
|---------------|-------------------------------------------------------------------------|---------------------------------------------------------|
| M. Guardian   | / Guard Plus (level 4)<br>\ E. Guard (level 3)                          | Increases effectiveness of your guard tech              |
| EX Attack     | / Strong (level 1)<br>\ Tough (level 1)                                 | Increases damage to guarding enemies                    |
| Over Limit    | / Eternal (level 3)<br>\ Personal (level 2)                             | Over limits last longer                                 |
| Spirit Healer | / Guard Plus (level 4)<br>\ Spirit (level 3)                            | Recover more TP after battle                            |
| T. Guard      | / Strong (level 1)<br>\ Taunt (level 1)                                 | Might not stagger when hit during taunt                 |
| Life Up       | / Vitality (level 2)<br>\ Eternal (level 3)                             | Occasionally increases max HP by 0.5% after battle      |
| Spirit Up     | / Spirit (level 3)<br>\ Eternal (level 3)                               | Occasionally increases max TP by 0.5% after battle      |
| T. Cancel     | / Dodge (level 2)<br>\ Taunt (level 1)                                  | Cancel a taunt by guarding                              |
| Jump Combo    | / Add Combo (level 4)<br>\ Tough (level 1)                              | Able to continue basic combo after landing              |
| Quick Turn    | / Speed Cast (level 4)<br>\ Dash (level 2)                              | Turn quickly when running in battle                     |
| Unison Force  | / Eternal (level 3)<br>\ Tough (level 1)                                | Increased damage done by Unison Attacks                 |
| Hard Hit      | / Prolong (level 3)<br>\ Dash (level 2)                                 | Increases stagger caused by the basic combo             |
| Phys. Status  | / Immunity (level 4)<br>\ Eternal (level 3)                             | Prevents physical ailments                              |
| Combo Force   | / Add Combo (level 4)<br>\ Dash (level 2)                               | Combo damage does not diminish as much                  |
| Exp Plus      | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)        | Increases earned experience by 5%                       |
| Self Cure     | / Immunity (level 4)<br>  Tough (level 1)<br>\ Vitality (level 2)       | Automatically recover from status effects after a while |
| Blood Spirit  | / Guard Plus (level 4)<br>  Speed Cast (level 4)<br>\ Prolong (level 3) | Recover TP when damaged                                 |
| Anti-Element  | / Add Combo (level 4)<br>  Immunity (level 4)<br>\ E. Guard (level 3)   | Sometimes cut elemental damage received in half         |
| Life Drain    | / Strong (level 1)<br>  Vitality (level 2)<br>\ E. Guard (level 3)      | Steal more HP with Life Seal                            |
| Spirit Drain  | / Strong (level 1)<br>  Spirit (level 3)<br>\ E. Guard (level 3)        | Steal more TP with Spirit Seal                          |
| E. Plus       | / Speed Cast (level 4)<br>  Eternal (level 3)<br>\ E. Guard (level 3)   | Increases damage from elemental attacks                 |

## Presea

### Standard EX Skills:

- Level 1
  - Strong (S) - Increases Strength
  - Tough (S) - Increases Defense
  - Taunt (T) - Allows you to taunt with Z to fill the Unison Bar by a little bit

- Sharp-eyed (T) - Increases Accuracy
- Level 2
  - Vitality (S) - Increases max HP
  - Personal (S) - Randomly find food while walking around in dungeons. A sound and white circle will alert you to success
  - Rear Guard (T) - Can guard attacks from behind
  - Dash (T) - Increases movement speed in battle
- Level 3
  - Eternal (S) - Does nothing by itself, but used in many Compound EX Skills
  - Guard Plus (S) - Reduces damage taken while guarding
  - Endure (T) - Stagger for a shorter amount of time
  - P. Charge (T) - Hold A to briefly raise your Attack
- Level 4
  - Immunity (S) - Might not get a status effect from an enemy attack
  - Savior (S) - Stats increase when all allies (in battle) are dead
  - Heavy Hit (T) - Better chance of stunning enemies
  - Revive (T) - Automatically recover some HP when it gets low

Compound EX Skills:

| NAME          | REQUIRED EX SKILLS                               | EFFECT                                                           |
|---------------|--------------------------------------------------|------------------------------------------------------------------|
| EX Attack     | / Strong (level 1)<br>\ Dash (level 2)           | Increases damage to guarding enemies                             |
| Solid Guard   | / Guard Plus (level 3)<br>\ Rear Guard (level 2) | Decreases damage taken when guarding, even after a while         |
| L. Unison     | / Taunt (level 1)<br>\ Personal (level 2)        | Unison Bar might stay full after a Unison Attack                 |
| Over Charge   | / Taunt (level 1)<br>\ P. Charge (level 3)       | Increases the effect of P. Charge, but might fail                |
| Phys. Status  | / Immunity (level 4)<br>\ Eternal (level 3)      | Prevent physical ailments                                        |
| Over Limit    | / Eternal (level 3)<br>\ Personal (level 2)      | Over limits last longer                                          |
| P. Defense    | / Guard Plus (level 3)<br>\ P. Charge (level 3)  | Don't stagger when hit by non-elemental attacks during P. Charge |
| T. Guard      | / Strong (level 1)<br>\ Taunt (level 1)          | Might not stagger when hit during a taunt                        |
| Life Up       | / Vitality (level 2)<br>\ Eternal (level 3)      | Occasionally increases max HP by 0.5% after battle               |
| Hot Shot      | / Taunt (level 1)<br>\ Revive (level 4)          | Recover HP by taunting                                           |
| R. Arts       | / Guard Plus (level 3)<br>\ Sharp-eyed (level 1) | Can attack in midair after recovering from knockdown             |
| Variable      | / Strong (level 1)<br>\ Heavy Hit (level 4)      | Attack changes with HP                                           |
| Aerial Guard  | / Rear Guard (level 2)<br>\ Sharp-eyed (level 1) | Guard in midair                                                  |
| Unison Force  | / Eternal (level 3)<br>\ Tough (level 1)         | Increases damage caused by Unison Attacks                        |
| G. Breaker    | / Savior (level 4)<br>\ P. Charge (level 3)      | Guard break enemies with P. Charge                               |
| Critical Up   | / Strong (level 1)<br>\ Personal (level 2)       | Increases chances of landing a critical hit                      |
| Healing       | / Rear Guard (level 2)<br>\ Revive (level 4)     | Slowly recover HP if you stand still in battle                   |
| Nullify       | / Endure (level 3)<br>\ Savior (level 4)         | Sometimes receive no damage                                      |
| Pain Suppress | / Guard Plus (level 3)<br>  Vitality (level 2)   | Don't receive damage less than some small amount                 |

|             |                                                                                            |                                                                  |
|-------------|--------------------------------------------------------------------------------------------|------------------------------------------------------------------|
|             | \ Heavy Hit (level 4)                                                                      |                                                                  |
| Exp Plus ST | / Personal (level 2)<br>  Endure (level 3)<br>\ Revive (level 4)                           | Earn increased experience depending on how much HP you have left |
| Power Dash  | / Dash (level 2)<br>  P. Charge (level 3)<br>\ Sharp-eyed (level 1)                        | Sometimes don't stagger while P. Charged and running             |
| Glory       | / Guard Plus (level 3)<br>  Endure (level 3)<br>  Revive (level 4)<br>\ Vitality (level 2) | Don't stagger. There are some exceptions                         |
| Self Cure   | / Immunity (level 4)<br>  Tough (level 1)<br>\ Vitality (level 2)                          | Automatically recover from status ailments after a while         |
| Survivor    | / Tough (level 1)<br>  Endure (level 3)<br>  Immunity (level 4)<br>\ Savior (level 4)      | HP will never reach 0 when using a guard tech                    |

## Regal

### Standard EX Skills:

- Level 1
  - Strong (S) - Increases Strength
  - Tough (S) - Increases Defense
  - Taunt (T) - Allows you to taunt with Z to fill the Unison Bar a little bit
  - Sharp-eyed (T) - Increases Accuracy
- Level 2
  - Vitality (S) - Increases max HP
  - Personal (S) - Buy items at 10% less and sell them at 10% more
  - Dodge (T) - Increases Evade
  - Dasth (T) - Increases movement in battle
- Level 3
  - Eternal (S) - Does nothing by itself, but needed for many Compound EX Skills
  - Guard Plus (S) - Reduces damage taken while guarding
  - Spirit (T) - Increases max TP
  - Add Combo (T) - Increases basic combo by one
- Level 4
  - Immunity (S) - Might avoid a status ailment caused by an enemy attack
  - Guilt (S) - Stats increase if Presea is in the battle
  - Sky Combo (T) - Allows one more basic combo in the air
  - Flash (T) - Cannot be staggered right after an attack is cancelled

### Compound EX Skills:

| NAME       | REQUIRED EX SKILLS                              | EFFECT                                                                |
|------------|-------------------------------------------------|-----------------------------------------------------------------------|
| EX Attack  | / Strong (level 1)<br>\ Tough (level 1)         | Increases damage to guarding enemies                                  |
| Armor      | / Strong (level 1)<br>\ Guard Plus (level 3)    | Sometimes cannot be staggered during the first hit of the basic combo |
| T. Cancel  | / Taunt (level 1)<br>\ Dash (level 2)           | Cancel a taunt by guarding                                            |
| HP Recover | / Tough (level 1)<br>\ Eternal (level 3)        | Slowly recover half of the last damage received                       |
| Relax      | / Dodge (level 2)<br>\ Spirit (level 3)         | Slowly recovers TP if you stand still during battle                   |
| L. Unison  | / Taunt (level 1)<br>\ Personal (level 2)       | Unison Bar might stay full after a Unison Attack                      |
| Quick Turn | / Dash (level 2)<br>\ Tough (level 1)           | Turn around quickly when running                                      |
| Jump Combo | / Sharp-eyed (level 1)<br>\ Sky Combo (level 4) | Combo from a midair basic attack to a ground basic attack             |

|              |                                                                                          |                                                         |
|--------------|------------------------------------------------------------------------------------------|---------------------------------------------------------|
| Life Up      | / Vitality (level 2)<br>\ Eternal (level 3)                                              | Occasionally increases max HP by 0.5% after battle      |
| Healer Taunt | / Taunt (level 1)<br>\ Guilt (level 4)                                                   | Recover HP when taunting                                |
| EX Defend    | / Vitality (level 2)<br>\ Dodge (level 2)                                                | Sometimes avoid staggering from physical attacks        |
| B. Guard     | / Guard Plus (level 3)<br>\ Dash (level 2)                                               | Sometimes avoid staggering while backstepping           |
| R. Arts      | / Guard Plus (level 3)<br>\ Sky Combo (level 4)                                          | Able to attack in midair after recovering               |
| Counter      | / Vitality (level 2)<br>\ Flash (level 4)                                                | Press A immediately after guarding to attack right away |
| Over Limit   | / Eternal (level 3)<br>\ Personal (level 2)                                              | Over limits last longer                                 |
| Aerial Jump  | / Add Combo (level 3)<br>\ Flash (level 4)                                               | Do a double jump in midair                              |
| Combo Force  | / Sky Combo (level 4)<br>\ Flash (level 4)                                               | Combo damage doesn't decrease as much                   |
| Aerial Guard | / Guard Plus (level 3)<br>  Immunity (level 4)<br>\ Sky Combo (level 4)                  | Guard in midair                                         |
| Phys. Status | / Vitality (level 2)<br>  Immunity (level 4)<br>\ Eternal (level 3)                      | Prevents physical ailments                              |
| Spirit Up    | / Spirit (level 3)<br>\ Eternal (level 3)                                                | Occasionally increases max TP by 0.5% after battle      |
| Exp Plus     | / Taunt (level 1)<br>  Eternal (level 3)<br>\ Personal (level 2)                         | Increases experience earned by 5%                       |
| C. Combo     | / Vitality (level 2)<br>  Flash (level 4)<br>\ Guilt (level 4)                           | Can link techs to counters                              |
| M. Guardian  | / Guard Plus (level 3)<br>\ Dodge (level 2)                                              | Increases the effectiveness of your guard tech          |
| Glory        | / Vitality (level 2)<br>  Guard Plus (level 3)<br>  Guilt (level 4)<br>\ Flash (level 4) | Don't stagger. There are some exceptions                |

## Completion stuffs

There are three lists that, once completed, will allow you to get a title. The lists are the Collector's Book for items, the Monster List for monsters, and the Figurine Book for figurines. Getting everything you need for these lists can be difficult, so I'm going to list their locations/methods of acquisition here.

### Collector's Book

Simply acquire every item in the game, then talk to Koton at Hakonesia Peak and Genis will get the Item Collector title. It takes at least three playthroughs to get this title. You need to buy the Collector's Book data option from the Grade Shop to carry over the data to a new game.

- Tools (67) -
  - Gels -
    - Apple Gel: bought in many stores, found in several chests, dropped by many monsters.
    - Lemon Gel: bought in many stores in Tethe'alla, found in some chests, dropped by some monsters, use Rune Bottle on Apple Gel.
    - Melange Gel: bought in many stores, dropped by enemies, found in chests.
    - Miracle Gel: bought in some stores, dropped by some monsters, use Rune Bottle on Melange Gel.
    - Orange Gel: bought in many stores, dropped by some monsters, found in chests
    - Pineapple Gel: bought in many stores in Tethe'alla, dropped by some enemies, use Rune Bottle on Orange Gel.
  - Medicine -
    - Elixir: found after defeating a Fake, won as a prize in the coliseum, dropped by some bosses.
    - Energy Tablets: dropped by some bosses, found in chests, Zelos's Personal EX Skill with high luck.



- Spirit Bottle: dropped by maybe one monster, chests, use Rune Bottle on Energy Tablets.
- Herbs -
  - Bellebane: dropped by one monster, found in at least one chest.
  - Lavender: dropped by a monster, found in at least one chest.
  - Red Bellebane: dropped by a monster, use Rune Bottle on Bellebane.
  - Red Lavender: dropped by a monster, use Rune Bottle on Lavender.
  - Red Rosemary: probably dropped by a monster, use Rune Bottle on Rosemary.
  - Red Saffron: dropped by a monster, use Rune Bottle on Saffron.
  - Red Sage: dropped by a monster, use Rune Bottle on Sage.
  - Red Savory: dropped by a monster, use Rune Bottle on Savory.
  - Rosemary: found in a chest, dropped by a monster.
  - Saffron: dropped by a monster, found in a chest.
  - Sage: dropped by a monster, found in a chest.
  - Savory: dropped by a monster, found in a chest.
- Other -
  - EX Gem lv 1: found in numerous chests, dropped by some bosses.
  - EX Gem lv 2: found in numerous chests, dropped by some bosses.
  - EX Gem lv 3: found in numerous chests, dropped by some bosses.
  - EX Gem lv 4: found in numerous chests, dropped by some bosses.
  - EX Gem Max: dropped/stolen by/from the final boss's final form.
  - Memory Gem: found after specific battles in some dungeons.
  - Dark Bottle: dropped by some enemies, bought in many stores.
  - Holy Bottle: dropped by at least one enemy, bought in many stores.
  - Life Bottle: dropped by at least one monster, bought in many stores, found in many chests.
  - Miracle Bottle: bought in some shops, won in the coliseum, use Rune Bottle on Panacea Bottle.
  - Panacea Bottle: bought in many shops, dropped by many monsters, found in some chests.
  - Rune Bottle: dropped/stolen from some enemies, Zelos's Personal EX Skill at medium to high luck.
  - Acuity Bottle: dropped by some monsters, bought in Meltokio and other stores
  - Anti-Magic Bottle: dropped by some monsters, bought in stores.
  - Flanoir Potion: bought in Flanoir from the little girl next to the cart west of the doctor's house.
  - Flare Bottle: dropped by some monsters, bought in stores.
  - Guard Bottle: dropped by monsters, bought in stores.
  - Mizuho Potion: bought in Mizuho.
  - Palma Potion: bought from Marble's Shop in Palmacosta.
  - Shell Bottle: dropped by monsters, bought in stores.
  - Syrup Bottle: dropped by monsters, bought in stores.
- Quartzes -
  - Aqua Quartz: dropped by monsters, especially in the water seal.
  - Black Quartz: dropped by monsters, especially in Vinheim.
  - Blue Quartz: dropped by monsters, especially in the temple of ice.
  - Green Quartz: dropped by monsters, especially in the Balacruf Mausoleum.
  - Purple Quartz: dropped by monsters, especially in the temple of lightning.
  - Red Quartz: dropped by monsters, especially in the fire seal.
  - White Quartz: stolen from Iubaris, very rare from red flames in Niflheim.
  - Yellow Quartz: dropped by monsters, especially Golems in Martel Temple.
- Battle Items -
  - All-Divide: dropped by Fakes and the Sand Worm.
  - Hourglass: Zelos's Personal EX Skill with high luck, quite rare. Also very rare from large red flames in Niflheim.
  - Magic Lens: dropped by monsters, bought in stores.
- Trade -
  - Beast Fang: dropped by monsters, found in chests, trade grade for it at some customization shops.
  - Beast Hide: dropped by monsters, found in chests, trade grade for it at some customization shops.
  - Black Silver: dropped by monsters, found in chests, trade grade for it at some customization shops.
  - Brass: dropped by monsters, trade grade for it at some customization shops.
  - Fine Pellets: dropped by monsters, found in some chests.
  - Magical Cloth: dropped by monsters, found in some chests, trade grade for it at some customization shops.
  - Mermaid's Tear: dropped by monsters, found in some chests, trade grade for it at some customization shops.
  - Metal Sphere: dropped by monsters, found in some chests, trade grade for it at some customization shops, also acquired as part of the story.
  - Mystic Herb: dropped by monsters, trade grade for it at some customization shops.
  - Mythril: dropped by some monsters, trade grade for it at some customization shops.
  - Pellets: dropped by monsters, found in some chests.
  - Rare Pellets: dropped/stolen from one monster, Zelos's Personal EX Skill at high luck.
  - Super Pellets: dropped by some monsters, found in some chests.
  - White Silver: dropped by some monsters, found in some chests, trade grade for it at some customization shops.
- Weapons (139) -
  - Twin Blades -
    - Angel's Tear: treasure in Torent Forest, bought or customized in Flanoir after the doctor scenes.
    - Defender: treasure in the temple of ice, bought in Altamira.
    - Dragon Tooth: treasure in Tethe'alla base.
    - Elemental Brand: buy in Altamira.
    - Knight's Saber: buy in Triet.

- Kotetsu: buy/customize in Sybak.
- Kusanagi Blade: acquired after defeating the third Sword Dancer.
- Masamune: customized in Palmacosta, bought in Asgard.
- Material Blade: acquired as part of the story.
- Mumei: treasure in the fire seal.
- Muramasa: treasure in the Iselia Human Ranch.
- Nebilim: acquired at the beginning of the Devil's Arms sidequest.
- Nimble Rapier: customized in Hima, bought in Meltokio.
- Ninja Sword: treasure in Vinheim.
- Ogre Sword: customized in Meltokio and Sybak.
- Osafune: bought in Hima before Asgard Ranch, customized in Luin.
- Paper Fan: bought in Luin after the 11th step in restoration.
- Rapier: bought in Palmacosta.
- Saint Rapier: treasure in Toize Valley Mine.
- Shiden: bought/customized in Mizuho.
- Sinclair: customized in Asgard and Luin, bought in Hima after Asgard Ranch.
- Valkyrie Saber: won when Lloyd beats the advanced singles class in the coliseum after viewing the final scene.
- Wasier Rapier: customized in Heimdall.
- Wooden Blade: equipped at beginning of game, buy in Iselia.
- Daggers -
  - Assault Dagger: customized in Mizuho and Ozette.
  - Crystal Dagger: treasure in Torent Forest.
  - Earth Dagger: customized in Asgard.
  - Fafnir: part of the Devil's Arms sidequest, in Gaoracchia Forest.
  - Flame Dagger: bought in Altamira.
  - Gladius: treasure in Ymir Forest, customized in Heimdall.
  - Hydra Dagger: customized in Asgard.
  - Stiletto: treasure in fire seal, equipped to Zelos.
  - Toy Dagger: buy in Luin after the 11th restoration step.
- Rings -
  - Angel's Halo: won when Colette beats the advanced singles class in the coliseum after viewing the final scene.
  - Chakram: equipped to Colette, bought in Iselia.
  - Duel Ring: customized in Triet, bought in Palmacosta.
  - Evil Eye: part of the Devil's Arms sidequest, examine the remains of the bacura in Toize Valley Mine.
  - Flying Disk: buy/customize in Triet.
  - Lunar Ring: buy in Altamira.
  - Mystic Ring: buy in Asgard.
  - Mythril Ring: buy in Sybak.
  - Ray Thrust: buy in Meltokio.
  - Shurikien: buy in Mizuho.
  - Slicer Ring: customize in Palmacosta, buy in Asgard.
  - Solar Spinner: treasure in Iselia Human Ranch.
  - Stardust: treasure in Torent Forest.
  - Stinger Ring: customize in Hima, treasure in Tower of Mana.
  - Tambourine: buy in Luin after the 11th restoration stage.
  - Toroid: treasure in Latheon Gorge, buy/customize in Flanoir after doctor scenes.
- Kendamas -
  - Cool Orbit: treasure in Fooji Mountains, buy in Meltokio.
  - Cor Leonis: treasure in Iselia Human Ranch.
  - Disaster: part of the Devil's Arms sidequest. Buy from the man on the bridge between the casino and theater in Altamira after getting Fafnir.
  - Duel Star: buy in Palmacosta.
  - Falling Star: customize in Asgard.
  - Final Player: won when Genis wins advanced singles class in the coliseum after viewing the final scene.
  - Fine Star: buy in Triet.
  - Northern Lights: buy in Heimdall.
  - Nova: equipped to Genis, buy in Iselia.
  - One World: won after you beat all three round of Red Light Green Light at the Tethe'alla bridge once you have seen the final scene.
  - Phantasmagoria: buy in Luin after the 11th restoration stage.
  - Shadow Dancer: treasure in temple of darkness.
  - Shining Star: treasure in temple of lightning.
  - Southern Cross: treasure in Tower of Salvation third visit.
  - Thunderbolt: treasure in Meltokio Sewers.
- Rods -
  - Ancient Rod: buy in Altamira, treasure in temple of earth.
  - Battle Staff: treasure in Ossa Trail, buy in Palmacosta.
  - Crystal Rod: won when Raine beats advanced singles class in the coliseum after viewing the final scene.
  - Deck Brush: buy in Luin after the 11th restoration step.
  - Earth Rod: customize in Asgard.
  - Gale Staff: customize in Meltokio and Sybak.
  - Gem Rod: buy in Asgard, customize in Palmacosta.
  - Hanuman's Staff: treasure in Tower of Salvation third visit.

- Heart of Chaos: part of the Devil's Arms sidequest. Get it from Koton after talking to Abyssion once you have all eight other DAs.
- Holy Staff: treasure in Remote Island Ranch.
- Phoenix Rod: treasure in Gaoracchia Forest.
- Rod: equipped to Raine, buy in Triet.
- Ruby Wand: customize in Luin or Hima.
- Rune Staff: treasure in Iselia Human Ranch, buy in Heimdall.
- Thunder Scepter: treasure in Temple of lightning.
- Cards -
  - Acalanatha: treasure in Torent Forest.
  - Asura: dropped by Kuchinawa, buy in Flanoir after doctor scenes.
  - Card of Earth: treasure in Asgard Ranch, buy in Mizuho.
  - Card of Fire: treasure in Fooji Mountains, buy in Mizuho.
  - Card of Ice: treasure in Tethe'alla Base, buy in Flanoir.
  - Card of Lightning: treasure in Meltokio Sewers, buy in Mizuho.
  - Card of Water: equipped to Sheena, buy in Mizuho.
  - Card of Wind: buy in Mizuho.
  - Divine Judgment: won when Sheena beats advanced singles class in the coliseum after viewing the final scene.
  - Gates of Hell: part of the Devil's Arms sidequest. After the pact with Gnome, go to Altessa's house and talk to the gnomelette in the corner. Return to the bottom of the cliffs where the dragon is and go east to find the gnomelettes. They will leave, letting you get Gates of Hell.
  - Money Bag: buy in Luin after the 11th restoration stage.
  - Spell Card: buy in Mizuho.
  - Vajra: treasure in Remote Island Ranch.
  - Yaksa: buy in Heimdall.
- Swords -
  - Aqua Brand: buy in Sybak.
  - Baseball Bat: buy in Luin after the 11th restoration stage.
  - Ether Sword: treasure in Iselia Human Ranch, buy in Heimdall.
  - Excalibur: won when Kratos/Zelos beats the advanced singles class in the coliseum after viewing the final scene.
  - Flamberge: equipped to Kratos in the Iselia Human Ranch.
  - Ice Coffin: buy in Altamira, treasure in temple of ice.
  - Laser Blade: treasure in escape from Welgaia, equipped to Kratos if he joins you at the end of the game, customize in Flanoir after doctor scenes.
  - Last Fencer: dropped by Seles in the coliseum.
  - Lightning Sword: treasure in Tethe'alla Base.
  - Long Sword: equipped to Kratos, buy in Triet.
  - Sand Saber: treasure in Toize Valley Mine.
  - Silver Sword: customize in Asgard, buy in Meltokio.
  - Soul Eater: part of the Devil's Arms sidequest. After returning to Sylvarant, talk to the man near the item shop and the man next to the oasis in Triet. Enter the light ring next to a mountain northwest of town to fight the Sand Worm. You get the sword after the fight.
  - Steel Sword: buy in Palmacosta.
- Axes -
  - Bahamut's Tear: won when Presea beats the advanced singles class in the coliseum after viewing the final scene.
  - Bardiche: buy in Altamira, treasure in temple of earth.
  - Battle Ax: buy in Sybak.
  - Battle Pick: treasure in Latheon Gorge, customize in Heimdall.
  - Crescent Ax: treasure in Toize Valley Mine.
  - Diablos: part of the Devil's Arms sidequest. In the shadow of a cliff on the second screen of Latheon Gorge.
  - Francesca: equipped to Presea, buy in Meltokio.
  - Gaia Cleaver: once Presea is level 80 and you have seen the final scene, go to Ozette and talk to the man at the grave. Choose the friend option, leave, and come back. Talk to him again to get Gaia Cleaver. You can get a second by equipping the first and talking to the man again.
  - Great Ax: treasure in Meltokio Sewers.
  - Halberd: buy in Altamira.
  - Mythril Ax: treasure in Remote Island Ranch.
  - Ogre Ax: treasure in Tower of Salvation third visit.
  - Pow Hammer DX: buy in Luin after 11th stage of restoration.
  - Strike Ax: customize in Flanoir after doctor scenes.
  - Tomahawk Lance: treasure in Tethe'alla Base, buy in Flanoir.
  - War Hammer: treasure in Iselia Human Ranch.
- Leg Guards -
  - Apocalypse: part of the Devil's Arms sidequest. In Welgaia, enter the building next to the one where you get/got the Mana Fragment. Go into the back room on the left.
  - Aqua Greaves: treasure in Iselia Human Ranch.
  - Bear Claw: buy in Altamira.
  - Crystal Shell: treasure in Ymir Forest, buy/customize in Heimdall.
  - Diamond Shell: treasure in Tower of Salvation third visit.
  - Dragon Fang: treasure in escape from Welgaia, buy in Flanoir after doctor scenes.
  - Dynast: once Regal is level 80 and you have seen the final scene, go to the prison in Meltokio Castle to find a convict that will tell you to go to the hot springs. Go to the hot springs (north of the temple of earth) and talk to the old man next to the pool.
  - Flare Greaves: treasure in Latheon Gorge.
  - Ghost Shell: buy in Altamira, treasure in temple of earth.
  - Glory Arts: buy in Luin after the 11th restoration stage.
  - Iron Greaves: treasure in Toize Valley Mines.

- Kaiser Greaves: won when Regal beats advanced singles class in the coliseum after viewing the final scene.
- Leather Greaves: equipped to Regal.
- Mythril Greaves: treasure in Remote Island Ranch.
- Power Greaves: treasure in temple of lightning.
- Venom: dropped by Winged Dragon.
- Armor(body) (65) -
  - Armor -
    - Battlesuit: treasure in Toize Valley Mine.
    - Breastplate: treasure in Meltokio Sewers, buy in Ozette.
    - Brunnhilde: equipped to Kratos in the Iselia Human Ranch.
    - Chain Mail: buy in Palmacosta.
    - Dragon Mail: dropped by the Dark Dragon.
    - Golden Armor: after viewing the final scene, talk to Koton in Hakonesia Peak to buy this. You can only get it if you gave him the Spiritua Statue before you went to the Tower of Salvation for the first time.
    - Hard Leather: customize in Triet.
    - Iron Mail: treasure in Tower of Mana.
    - Lamellar Leather: treasure in Asgard Ranch.
    - Mumbane: dropped by Garr in the exhibition match at the coliseum.
    - Mythril Armor: buy in Altamira, treasure in temple of ice.
    - Rare Plate: buy in Flanoir after the doctor scenes.
    - Reflect: customize in Heimdall.
    - Ring Mail: buy in Asgard.
    - Rune Mail: treasure in Iselia Human Ranch, buy in Heimdall.
    - Silver Mail: treasure in Tethe'alla Base, buy in Flanoir.
    - Soft Leather: equipped to Lloyd, buy in Iselia.
    - Splint Mail: buy in Meltokio.
    - Star Mail: treasure in Tower of Salvation third visit.
  - Guards -
    - Elemental Guard: treasure in Vinheim.
    - Elven Protector: buy in Meltokio.
    - Fine Guard: treasure in Ossa Trail.
    - Iron Guard: customize in Asgard, treasure in Balacruf Mausoleum.
    - Leather Guard: equipped to Colette.
    - Lunar Guard: treasure in Tower of Mana.
    - Mana Protector: treasure in Torent Forest.
    - Mythril Guard: buy in Altamira, treasure in temple of earth.
    - Prism Guard: treasure in Vinheim.
    - Rare Guard: treasure in escape from Welgaia, buy in Flanoir after doctor scenes.
    - Rune Guard: treasure in Iselia Human Ranch, buy in Heimdall.
    - Silver Guard: treasure in temple of lightning, buy in Flanoir.
    - Solar Guard: treasure in Ymir Forest, customize in Heimdall.
    - Star Guard: treasure in Tower of Salvation third visit.
  - Cloaks -
    - Amber Cloak: buy in Hima before Asgard Ranch.
    - Battle Cloak: treasure in temple of lightning, buy in Flanoir.
    - Cloak: equipped to Genis.
    - Druid Cloak: buy in Meltokio.
    - Elder Cloak: buy in Flanoir.
    - Holy Cloak: treasure in Remote Island Ranch.
    - Mage Cloak: treasure in Palmacosta Ranch, buy in Asgard.
    - Mortality Cloak: treasure in Vinheim.
    - Mythril Mesh: buy in Altamira.
    - Phoenix Cloak: treasure in Tower of Salvation third visit.
    - Rune Cloak: treasure in Iselia Human Ranch, buy in Heimdall.
    - Silk Cloak: buy in Ozette.
    - Star Cloak: dropped by Farrah Oersted in the exhibition match in the coliseum.
    - Warlock Garb: treasure in Torent Forest.
    - White Cloak: buy in Triet and Palmacosta.
  - Robes -
    - Ancient Robe: buy in Flanoir, treasure in temple of ice.
    - Feather Robe: buy in Asgard.
    - Heavenly Robe: treasure in Tower of Salvation third visit.
    - Holy Robe: treasure in escape from Welgaia, buy in Flanoir after doctor scenes.
    - Kannazuki: after viewing the last scene and awaking the chief of Mizuho, talk to the chief.
    - Minazuki: treasure in Remote Island Ranch.
    - Misty Robe: treasure in Fooji Mountains, buy in Meltokio.
    - Moon Robe: treasure in Tower of Mana, buy in Hima after Asgard Ranch.
    - Nagazuki: treasure in escape from Welgaia.
    - Robe: equipped to Raine.
    - Rune Robe: treasure in Iselia Human Ranch, buy in Heimdall.
    - Shaman Dress: treasure in Tower of Salvation third visit.

- Silk Robe: treasure in Toize Valley Mine.
- Spirit Robe: dropped by Maxwell.
- White Robe: treasure in Asgard Ranch, customize in Asgard and Luin.
- Witch's Robe: treasure in Gaoracchia Forest, buy in Ozette.
- Yayoi: customize in Asgard or Luin.
- Armor(head) (34) -
  - Helmets -
    - Armet Helm: treasure in Tower of Mana, customize in Hima.
    - Cross Helm: buy in Ozette.
    - Duel Helm: treasure in temple of lightning, buy in Flanoir.
    - Golden Helm: treasure in Derris Kharlan.
    - Iron Helm: buy in Asgard.
    - Leather Helm: buy in Palmacosta.
    - Rare Helm: buy in Flanoir after doctor scenes.
    - Rune Helm: treasure in Iselia Human Ranch, buy in Heimdall.
    - Sigurd: equipped to Kratos in Iselia Human Ranch.
    - Star Helm: treasure in Tower of Salvation third visit.
  - Hats -
    - Aifreed's Hat: talk to Max after the Spiritua's Ring sidequest with Aifreed.
    - Beret: equipped to Genis, buy in Triet.
    - Cleric's Hat: buy in Hima, treasure in Asgard Ranch.
    - Headband: treasure in temple of darkness.
    - Pointed Hat: buy in Sybak, customize in Sybak and Ozette.
    - Rune Hat: treasure in Iselia Human Ranch, buy in Heimdall.
    - Star Cap: treasure in Latheon Gorge.
    - Straw Hat: treasure in Sylvarant Base, buy in Meltokio.
  - Ribbons -
    - Blue Ribbon: treasure in Balacruf Mausoleum.
    - Hairpin: treasure in Iselia Human Ranch.
    - Magical Ribbon: treasure in Derris Kharlan.
    - Maid's Hairband: treasure in Ymir Forest.
    - Pretty Ribbon: treasure in Gaoracchia Forest, buy in Ozette.
    - Ribbon: buy in Triet.
    - Striped Ribbon: buy in Meltokio.
    - Tartan Ribbon: buy in Hima after Asgard Ranch.
  - Circlets:
    - Circlet: treasure in fire seal and water seal, buy in Palmacosta.
    - Elemental Circlet: dropped by Seles in the coliseum.
    - Gold Circlet: buy in Luin, customize in Asgard.
    - Holy Circlet: treasure in escape from Welgaia, buy in Flanoir after doctor scenes.
    - Mythril Circlet: buy in Altamira.
    - Rune Circlet: treasure in Iselia Human Ranch, buy in Heimdall.
    - Silver Circlet: treasure in Tethe'alla Base, buy in Flanoir.
    - Star Circlet: treasure in Tower of Salvation third visit.
- Armor(arm) (36) -
  - Shields -
    - Arredoal: equipped to Kratos in Iselia Human Ranch.
    - Beam Shield: treasure in Tethe'alla Base, buy in Flanoir.
    - Blue Shield: treasure in Vinheim.
    - Lid Shield: dropped by Soldiers around Palmacosta.
    - Mythril Shield: buy in Altamira, treasure in temple of ice.
    - Omega Shield: treasure in Palmacosta Ranch.
    - Rare Shield: treasure in Latheon Gorge.
    - Red Shield: customize in Hima.
    - Rune Shield: treasure in Iselia Human Ranch, buy in Heimdall.
    - Star Shield: treasure in Tower of Salvation third visit.
    - Wooden Shield: equipped to Kratos.
  - Gauntlets -
    - Claw Gauntlet: buy in Meltokio.
    - Hyper Gauntlet: dropped by Abyssion.
    - Iron Gauntlet: buy in Asgard, customize in Asgard and Luin.
    - Leather Glove: treasure in Iselia Forest, buy in Triet.
    - Mythril Gauntlet: buy in Altamira, treasure in temple of ice.
    - Rare Gauntlet: buy in Flanoir after doctor scenes.
    - Rune Gauntlet: treasure in Iselia Human Ranch, buy in Heimdall.
    - Star Gauntlet: treasure in Tower of Salvation third visit.
  - Bracelets -
    - Angel Bracelet: treasure in Gaoracchia Forest, buy in Ozette.
    - Bracelet: treasure in fire seal, buy in Palmacosta.
    - Draupnir: customize in Heimdall, treasure in Latheon Gorge.
    - Iron Bracelet: treasure in Asgard Ranch, buy in Hima after Asgard Ranch.

- Lapis Bracelet: buy in Meltokio.
- Mythril Bracelet: buy in Altamira, treasure in temple of earth.
- Shield Ring: treasure in Torent Forest and Vinheim.
- Star Bracelet: treasure in Tower of Salvation third visit.
- Gloves -
  - Bridal Gloves: buy in Sybak.
  - Cute Mittens: buy in Altamira.
  - Gloves: buy in Triet.
  - Katz Mittens: buy in Katz Village. It's on the island in the northwestern corner of Sylvarant.
  - Kitchen Mittens: buy in Asgard.
  - Lovely Mittens: treasure in Iselia Human Ranch.
  - Penguinist Gloves: bring three Penguinist Quills to the old man in the accessory shop in Flanoir and he'll make Penguinist Gloves. Required to continue.
  - Pretty Mittens: buy in Hima after Asgard Ranch.
  - Silk Gloves: buy in Ozette.
- Accessories (73) -
  - Charms -
    - Amulet: customize at Dirk's house at the end of the game.
    - Blue Talisman: use a Rune Bottle on a Talisman, customize at Dirk's house.
    - Drain Charm: treasure in Gaoracchia Forest, buy in Ozette.
    - Heal Bracelet: dropped by Kilia, customize at Dirk's house.
    - Manji Seal: buy in Mizuho.
    - Paralysis Charm: dropped by Iapix, buy in Asgard.
    - Poison Charm: dropped by Botta, buy in Palmacosta.
    - Spirit Bangle: dropped by Iapix, customize at Dirk's house.
    - Stone Charm: treasure in Remote Island ranch, buy in Asgard at the item shop.
    - Stun Bracelet: treasure in water seal.
    - Stun Charm: treasure in Asgard Ranch, customize at Dirk's house.
    - Talisman: dropped by Wind Master.
    - Yasakani Jewel: acquired after defeating the second Sword Dancer.
    - Yata Mirror: acquired after defeating the first Sword Dancer.
  - Rings -
    - Attack Ring: dropped by the Judged, customize at Altessa's house at the end of the game.
    - Defense Ring: dropped by the Neglected, customize at Altessa's house.
    - Emerald Ring: dropped by Volt, customize at Altessa's house.
    - Faerie Ring: dropped by Forcystus, equipped to Kratos in the Iselia Human Ranch, customize at Altessa's house.
    - Force Ring: dropped by Hell Knight, use a Rune Bottle on a Reflect Ring.
    - Holy Ring: dropped by Kvar, customize at Altessa's house.
    - Magic Ring: dropped by the Fugitive, customize at Altessa's house.
    - Protect Ring: treasure in Sylvarant Base, use a Rune Bottle on a Resist Ring.
    - Reflect Ring: dropped by Origin, use a Rune Bottle on a Force Ring.
    - Resist Ring: treasure in Ymir Forest, use a Rune Bottle on a Protect Ring.
    - Revive Ring: treasure in Remote Island Ranch, customize at Altessa's house.
    - Spirit Ring: treasure in Meltokio Sewers, customize at Altessa's house.
    - Strike Ring: on the peninsula with Balacruf Mausoleum, next to the mountains that surround it.
    - Technical Ring: west of the Tower of Mana, across the inlet.
  - Symbols -
    - Attack Symbol: dropped by Efrete, customize at Dirk's house.
    - Dark Seal: dropped by Shadow, customize at Dirk's house.
    - Demon's Seal: treasure in Vinheim, customize at Dirk's house.
    - Extreme Symbol: beat advanced party class in the coliseum, customize at Dirk's house.
    - Guardian Symbol: dropped by Undine, customize at Dirk's house.
    - Holy Symbol: dropped by Gnome, customize at Dirk's house.
    - Krona Symbol: beat advanced singles class in the coliseum, dropped by Meredy in the exhibition match in the coliseum, customize at Dirk's house.
    - Mystic Symbol: dropped by Gatekeeper or Zelos, customize at Dirk's house.
    - Penguinist Quill: dropped/stolen from Penguinists.
    - Rabbit's Foot: buy in Luin before the 11th stage of reconstruction, customize at Dirk's house.
    - Spirit Symbol: dropped by Celsius, customize at Dirk's house.
    - Warrior Symbol: dropped by Magnus, customize at Dirk's house.
  - Capes -
    - Aqua Cape: treasure in Tethe'alla Base, customize at Altessa's house.
    - Cape: buy in Triet.
    - Elven Cape: customize at Altessa's house.
    - Flare Cape: dropped by Winged Dragon, customize at Altessa's house.
    - Leather Cape: buy in Hima.
    - Rune Cape: buy in Heimdall, customize at Altessa's house.
    - Thief's Cape: customize at Altessa's house.
    - Thunder Cape: treasure in Toize Valley Mine, equipped to Kratos in Iselia Human Ranch, customize at Altessa's house.
  - Boots -
    - Boots: buy in Iselia and Triet.

- Elven Boots: customize at Altessa's house, on the world map across the water to the south of Latheon Gorge.
- Heavy Boots: buy in Meltokio and Altamira.
- Jet Boots: dropped by Abyssion.
- Leather Boots: buy in Palmacosta.
- Persian Boots: acquired after defeating Living Armor the first time.
- Rune Boots: buy in Heimdall, customize at Altessa's house.
- Water Spider: buy in Mizuho, customize at Altessa's house.
- Jewels -
  - Amethyst: acquired after the pact with Shadow.
  - Aquamarine: acquired after the pact with Undine.
  - Black Onyx: treasure in Fooji Mountains, buy in Flanoir.
  - Diamond: acquired after the pact with Origin.
  - Garnet: acquired after the pact with Efreet.
  - Magic Mist: buy in Altamira.
  - Moonstone: dropped by Luna, buy in Flanoir.
  - Opal: acquired after the pact with Sylph.
  - Ruby: acquired after the pact with Gnome.
  - Sapphire: acquired after the pact with Celsius.
  - Sardonyx: acquired after the pact with Volt.
  - Topaz: acquired after the pact with Luna.
  - Turquoise: acquired after the pact with Maxwell.
- Dolls -
  - Blue Sephira: dropped by Plantix, use a Rune Bottle on a Sephira.
  - Reverse Doll: customize at Dirk's house, use a Rune Bottle on a Blue Sephira.
  - Sephira: customize at Dirk's house, use a Rune Bottle on a Reverse Doll.
  - Snow Hare: go outside with Colette if she asks you when you get the doctor from Flanoir. This is one of the three items you can get during this scene, but you can only get one per playthrough.
- Food (50) -
  - Meat -
    - Beef: enemy drops, buy in Sybak.
    - Beef Strips: enemy drops, buy in Sybak.
    - Chicken: enemy drops, buy in Sybak.
    - Juicy Meat: enemy drops, buy in Sybak.
    - Pork: enemy drops, buy in Sybak.
  - Fish -
    - Cod: enemy drops, buy in Sybak.
    - Octopuss: enemy drops, buy in Sybak.
    - Shrimp: enemy drops, buy in Sybak.
    - Snapper: enemy drops, buy in Sybak.
    - Squid: enemy drops, buy in Sybak.
    - Tuna: enemy drops, buy in Sybak.
  - Vegetables -
    - Bell Pepper: enemy drops, buy in Sybak.
    - Cabbage: enemy drops, buy in Sybak.
    - Carrot: enemy drops, buy in Sybak.
    - Cucumber: enemy drops, buy in Sybak.
    - Lettuce: enemy drops, buy in Sybak.
    - Mushroom: enemy drops, buy in Sybak.
    - Onion: enemy drops, buy in Sybak.
    - Potato: enemy drops, buy in Sybak.
    - Radish: enemy drops, buy in Sybak.
    - Tomato: enemy drops, buy in Sybak.
  - Fruits -
    - Amango: from the trees in Latheon Gorge.
    - Apple: enemy drops, buy in Sybak.
    - Banana: enemy drops, buy in Sybak.
    - Grapes: enemy drops, buy in Sybak.
    - Kirima: enemy drops, and the trees in Latheon Gorge.
    - Lemon: enemy drops, buy in Sybak.
    - Melon: enemy drops, buy in Sybak.
    - Peach: enemy drops, buy in Sybak.
    - Pear: enemy drops, buy in Sybak.
    - Pineapple: enemy drops, buy in Sybak.
    - Strawberry: enemy drops, buy in Sybak.
  - Carbs -
    - Barley Rice: enemy drops, buy in Sybak.
    - Bread: enemy drops, buy in Sybak.
    - Panyan: enemy drops, buy in Sybak.
    - Pasta: enemy drops, buy in Sybak.
    - Rice: enemy drops, buy in Sybak.
    - Roll: enemy drops, buy in Sybak.

- Misc.
  - Black Satay: buy in Asgard or Katz Village.
  - Cheese: enemy drops, buy in Sybak.
  - Egg: enemy drops, buy in Sybak.
  - Kelp: enemy drops, buy in Sybak.
  - Konjac: buy in Sybak.
  - Milk: enemy drops, buy in Sybak.
  - Miso: enemy drops, buy in Sybak.
  - Purple Satay: buy in Katz Village.
  - Red Satay: buy in Triet, Asgard, Flanoir, or Katz Village.
  - Seaweed: enemy drops, buy in Sybak.
  - Tofu: enemy drops, buy in Sybak.
  - White Satay: buy in Asgard or Katz Village.
- Key Items (59) -
  - Collector's Book: acquired through the story.
  - Monster List: acquired through the story.
  - Sylvarant Map: acquired through the story.
  - Tethe'alla Map: acquired through the story.
  - Training Manual: acquired through the story.
  - Aifread's Letter: automatically received as part of the Aifread sidequest.
  - Assassin's Ring: acquired through the story.
  - Blue Candle: acquired through the story.
  - Blue Card: acquired through the story.
  - Blue Seed: acquired through the story.
  - Boltzman's Book: acquired through the story.
  - Card Key: acquired through the story.
  - Celsius's Tear: acquired through the story.
  - Chipped Dagger: acquired through the story.
  - Colette's Necklace: acquired through the story.
  - Corrine's Bell: acquired through the story.
  - Derris Emblem: acquired through the story.
  - Desian Orb: acquired through the story.
  - Elevator Key: acquired through the story.
  - Elf Elder's Staff: acquired through the story.
  - Employee ID: acquired through the story.
  - Eternal Ring: acquired through the story.
  - Exsphere Shard: acquired through the story.
  - Figurine Book: after completing the Asgard Ranch, talk to Harley in Asgard. He should be in his work shop under the first stairs on the east side of town. Go to the back room and talk to him.

**PS3 Version**

Forget-Me-Not: buy for 75,000 chips at the casino in Altamira.

**PS3 Version**

Free Pass: Sometime after Regal gets the El Presidente title, make Lloyd the onscreen character and go to Altamira.

- Future Stone: treasure in Vinheim.
  - Inhibitor Ore: acquired through the story.
  - King's Letter: acquired through the story.
  - Kratos' Locket: acquired if you go outside when Kratos calls you in Flanoir when you go to get the doctor. This is one of the three items you can get from this scene, but you can only get one item per playthrough.
  - Kuchinawa's Charm: acquired through the story.
  - Linkite Nut: acquired through the story.
  - Linkite Ocarina: acquired through the story.
  - Lyla's Letter: acquired by accepting Lyla's request for you to deliver the letter to Aifread when you sail from Izoold to Palmacosta.
  - Mana Fragment: acquired through the story.
  - Mana Leaf Herb: acquired through the story.
  - Map of Balacruf: acquired through the story.
  - Mirror Shard: acquired through the story.
  - Mithos's Panpipe: acquired through the story.
  - Nebilim's Key: part of the Devil's Arms sidequest. Abysson gives it to you if you have Evil Eye and/or Soul Eater.
  - Pass: acquired through the story.
  - Past Stone: treasure in Vinheim.
  - Pink Pearl Ring: acquired at the beginning of the Pink Pearl Ring sidequest.
  - Purple Card: acquired through the story.
  - Red Card: acquired through the story.
  - Sacred Stone: treasure in Vinheim.



- Secret Notebook: acquired at the end of the secret notebook sidequest.
- Sheena's Letter: acquired through the story.
- Sorcerer's Ring: acquired through the story.
- Spider Figurine: acquired through the story.
- Spiritua Statue: acquired during the Spiritua Statue sidequest.
- Spiritua's Ring: acquired during the Aifreed sidequest.
- The Chosen's Orb: acquired by going outside with Zelos in Flanoir when getting the doctor. This is one of the three items that can be found during this event, but you can only get one item per playthrough.

#### PS3 Version

Theater Ticket: You must have gotten the Secret Notebook on this playthrough and Regal must have gotten his El Presidente title, then spend the night in Altamira.

- Tower Key: acquired through the story.
  - Unicorn Horn: acquired through the story.
  - Vinheim Key: acquired through the story.
  - Virginia's Diary: acquired at the end of the sidequest with **Raine and Genis's mother**.
  - White Seed: acquired through the story.
  - Wing Pack: acquired through the story.
  - Ymir Fruit: acquired through the story.
  - Zircon: acquired through the story.

## Monster List

By completing the Monster List and talking to Nova in the desert, Raine will get the Monster Collector title. All you have to do is encounter and defeat every enemy. You do not need to use a Magic Lens on them, you do not need to find all the drops, and you do not need to get all the steals. You also need to have killed the Sand Worm in the same playthrough as you get the title. To keep things short, I'll just list the monster's number, name, location, drops, and steals. I'm listing drops and steals so you can see where to get some items, like Black Silver, herbs, and Rune Bottles. The list will contain SPOILERS, so be warned.

- 
- No. 001
  - Name: Torent
  - Location: Torent Forest
  - Drop(s): Apple Gel, Apple
  - Steal: Apple

- 
- No. 002
  - Name: Orcrot
  - Location: Ymir Forest
  - Drop(s): Red Bellebane
  - Steal: none

- 
- No. 003
  - Name: Marcroid
  - Location: forests around Asgard/Luin/Hima. Rare, find him in large groups only
  - Drop(s): Melange Gel, Mushroom
  - Steal: none

- 
- No. 004
  - Name: Minicoid
  - Location: Iselia Forest, forests around Iselia
  - Drop(s): Apple Gel, Mushroom
  - Steal: Orange Gel

- 
- No. 005
  - Name: Tentacle Plant
  - Location: forests around Iselia and Izoold
  - Drop(s): Lettuce, Cabbage
  - Steal: none

- 
- No. 006
  - Name: Mocking Plant
  - Location: Tower of Salvation third visit
  - Drop(s): Cabbage, Cucumber
  - Steal: none

- 
- No. 007
  - Name: Mandragora

- Location: Ossa Trail
  - Drop(s): Cabbage
  - Steal: Cabbage
- 

- No. 008
  - Name: Alraune
  - Location: Torent Forest
  - Drop(s): Red Savory, Radish
  - Steal: none
- 

- No. 009
  - Name: Insect Plant
  - Location: forests around Asgard/Luin/Hima. Rare, find only in large groups.
  - Drop(s): Melange Gel
  - Steal: Melange Gel
- 

- No. 010
  - Name: Carnivorous Plant
  - Location: Torent Forest. Rare, fight the plant enemies.
  - Drop(s): Red Sage
  - Steal: none
- 

- No. 011
  - Name: Bomb Plant
  - Location: Tower of Salvation third visit
  - Drop(s): Mushroom, Red Lavender
  - Steal: none
- 

- No. 012
  - Name: Bomb Seedling
  - Location: Tower of Salvation third visit
  - Drop(s): Mushroom
  - Steal: none
- 

- No. 013
  - Name: Pumpkin Tree
  - Location: Gaoracchia Forest
  - Drop(s): Lemon Gel, Onion
  - Steal: Lemon Gel
- 

- No. 014
  - Name: Bellpepper Head
  - Location: Torent Forest
  - Drop(s): Mystic Herb, Bell Pepper
  - Steal: Mystic Herb
- 

- No. 015
  - Name: Boxer Iris
  - Location: Gaoracchia Forest
  - Drop(s): Bellebane, Cucumber
  - Steal: none
- 

- No. 016
  - Name: Evil Orchid
  - Location: Tower of Salvation third visit
  - Drop(s): Grapes
  - Steal: none
- 

- No. 017
  - Name: Poison Lily
  - Location: Latheon Gorge
  - Drop(s): Red Lavender
  - Steal: none
- 

- No. 018
- Name: Wolf

- Location: around Iselia and Izoold
  - Drop(s): Beef Strips
  - Steal: Beast Fang
- 

- No. 019
  - Name: Night Raid
  - Location: around Meltokio and Sybak
  - Drop(s): Beast Hide, Pork
  - Steal: Beast Fang
- 

- No. 020
  - Name: Bear
  - Location: Ossa Trail
  - Drop(s): Beast Fang, Beast Hide
  - Steal: Beast Hide
- 

- No. 021
  - Name: Egg Bear
  - Location: around Meltokio and Sybak
  - Drop(s): Beef Striips, Juicy Meat
  - Steal: Beast Fang
- 

- No. 022
  - Name: Rabbit
  - Location: around Iselia
  - Drop(s): Carrot, Beast Hide
  - Steal: none
- 

- No. 023
  - Name: Hare
  - Location: around Meltokio and Sybak
  - Drop(s): Pork
  - Steal: Beast Hide
- 

- No. 024
  - Name: Bigfoot
  - Location: temple of ice
  - Drop(s): Life Bottle, Tofu
  - Steal: none
- 

- No. 025
  - Name: Sidewinder
  - Location: Triet desert
  - Drop(s): Egg
  - Steal: none
- 

- No. 026
  - Name: Violent Viper
  - Location: Meltokio Sewers
  - Drop(s): Egg, Chicken
  - Steal: none
- 

- No. 027
  - Name: Manticore
  - Location: temple of darkness
  - Drop(s): Lemon Gel
  - Steal: Lemon Gel
- 

- No. 028
  - Name: Chimaera
  - Location: Fooji Mountains
  - Drop(s): Rune Bottle, Beef
  - Steal: Rune Bottle
- 

- No. 029
- Name: Lobo

- Location: temple of ice
  - Drop(s): Beast Hide, Super Pellets
  - Steal: Super Pellets
- 

- No. 030
  - Name: Sasquatch
  - Location: intermediate singles class at the coliseum
  - Drop(s): Juicy Meat
  - Steal: none
- 

- No. 031
  - Name: Boar
  - Location: Ymir Forest and grass outside
  - Drop(s): Pork, Milk
  - Steal: none
- 

- No. 032
  - Name: Baby Boar
  - Location: Ymir Forest and grass outside
  - Drop(s): Pork
  - Steal: none
- 

- No. 033
  - Name: Basilisk
  - Location: Toize Valley Mine and grass outside
  - Drop(s): Beef, Pellets
  - Steal: none
- 

- No. 034
  - Name: Sewer Rat
  - Location: Meltokio Sewers
  - Drop(s): Cheese
  - Steal: none
- 

- No. 035
  - Name: Sewer Rat (BIG)
  - Location: Meltokio Sewers, fight a rat while shrunk down.
  - Drop(s): Cheese
  - Steal: Cheese
- 

- No. 036
  - Name: Armaboar
  - Location: Ymir Forest. Rare, fight the boar enemies.
  - Drop(s): Juicy Meat
  - Steal: none
- 

- No. 037
  - Name: Zombie
  - Location: Martel Temple
  - Drop(s): Apple Gel, Black Quartz
  - Steal: none
- 

- No. 038
  - Name: Ghoul
  - Location: Gaoracchia Forest
  - Drop(s): Super Pellets
  - Steal: Super Pellets
- 

- No. 039
  - Name: Demon
  - Location: Fooji Mountains
  - Drop(s): Melange Gel, Brass
  - Steal: none
- 

- No. 040
- Name: Arch Demon

- Location: Niflheim
  - Drop(s): Miracle Gel
  - Steal: none
- 

- No. 041
  - Name: Skeleton
  - Location: Balacruf Mausoleum
  - Drop(s): Apple Gel
  - Steal: Ring Mail
- 

- No. 042
  - Name: Gold Skeleton
  - Location: temple of lightning
  - Drop(s): Melange Gel, Yellow Quartz
  - Steal: Melange Gel
- 

- No. 043
  - Name: Undertaker
  - Location: Gaoracchia Forest
  - Drop(s): Pineapple Gel, Rune Bottle
  - Steal: Rune Bottle
- 

- No. 044
  - Name: Coffinmaster
  - Location: temple of darkness
  - Drop(s): Pineapple Gel, Sage
  - Steal: none
- 

- No. 045
  - Name: Living Armor
  - Location: Niflheim
  - Drop(s): none
  - Steal: none
- 

- No. 046
  - Name: Specter
  - Location: Tower of Mana
  - Drop(s): Black Quartz
  - Steal: none
- 

- No. 047
  - Name: Phantasm
  - Location: Derris Kharlan
  - Drop(s): none
  - Steal: none
- 

- No. 048
  - Name: Death
  - Location: Derris Kharlan
  - Drop(s): Lemon Gel, Pineapple Gel
  - Steal: none
- 

- No. 049
  - Name: Grim Reaper
  - Location: Tower of Mana
  - Drop(s): Apple Gel, Kirima
  - Steal: Black Quartz
- 

- No. 050
  - Name: Ghost
  - Location: Martel Temple, Fooji Mountains
  - Drop(s): Apple Gel, Panacea Bottle
  - Steal: none
- 

- No. 051
- Name: Phantom

- Location: Gaoracchia Forest
  - Drop(s): Black Silver, Panacea Bottle
  - Steal: none
- 

- No. 052
  - Name: Lamia
  - Location: temple of lightning
  - Drop(s): Apple Gel, Orange Gel
  - Steal: Orange Gel
- 

- No. 053
  - Name: Medusa
  - Location: Niflheim
  - Drop(s): Panacea Bottle
  - Steal: Panacea Bottle
- 

- No. 054
  - Name: Doom Guard
  - Location: Derris Kharlan
  - Drop(s): Black Quartz
  - Steal: Miracle Gel
- 

- No. 055
  - Name: Phantom Knight
  - Location: Derris Kharlan
  - Drop(s): Miracle Gel
  - Steal: Rare Pellets
- 

- No. 056
  - Name: Hell Knight
  - Location: Niflheim
  - Drop(s): Force Ring
  - Steal: none
- 

- No. 057
  - Name: Samael
  - Location: Derris Kharlan
  - Drop(s): Spirit Bottle, Fine Pellets
  - Steal: Spirit Bottle
- 

- No. 058
  - Name: Pharaoh Knight
  - Location: temple of darkness
  - Drop(s): Anti-Magic Bottle, Miracle Bottle
  - Steal: Miracle Bottle
- 

- No. 059
  - Name: Golem
  - Location: Martel Temple
  - Drop(s): Apple Gel, Yellow Quartz
  - Steal: Yellow Quartz
- 

- No. 060
  - Name: Rock Golem
  - Location: Toize Valley Mine
  - Drop(s): Melange Gel, Guard Bottle
  - Steal: Guard Bottle
- 

- No. 061
  - Name: Clay Golem
  - Location: temple of earth
  - Drop(s): Yellow Quartz, Super Pellets
  - Steal: none
- 

- No. 062
- Name: Gentleman

- Location: grass outside Altamira. Rare, only encounter large groups.
  - Drop(s): Miracle Gel
  - Steal: Miracle Gel
- 

- No. 063
  - Name: Living Doll
  - Location: Tower of Mana
  - Drop(s): Energy Tablets, Milk
  - Steal: none
- 

- No. 064
  - Name: Evil Teddy
  - Location: advanced party class in the coliseum
  - Drop(s): none
  - Steal: none
- 

- No. 065
  - Name: Living Sword
  - Location: Tower of Mana
  - Drop(s): White Silver
  - Steal: White Silver
- 

- No. 066
  - Name: Melting Pot
  - Location: Balacruf Mausoleum
  - Drop(s): Panacea Bottle
  - Steal: none
- 

- No. 067
  - Name: Brown Pot
  - Location: Triet Ruins
  - Drop(s): Apple Gel, Panacea Bottle
  - Steal: none
- 

- No. 068
  - Name: Fire Element
  - Location: Triet Ruins
  - Drop(s): Red Quartz
  - Steal: none
- 

- No. 069
  - Name: Gargoyle
  - Location: Balacruf Mausoleum
  - Drop(s): Life Bottle, White Silver
  - Steal: Black Silver
- 

- No. 070
  - Name: Neviros
  - Location: temple of earth
  - Drop(s): Lemon Gel, Saffron
  - Steal: none
- 

- No. 071
  - Name: Ice Warrior
  - Location: temple of ice
  - Drop(s): Blue Quartz, Beef
  - Steal: Blue Quartz
- 

- No. 072
  - Name: Fire Warrior
  - Location: Triet Ruins
  - Drop(s): Magic Lens, Red Quartz
  - Steal: Red Quartz
- 

- No. 073
- Name: Thunder Sword

- Location: temple of lightning
  - Drop(s): Brass
  - Steal: Brass
- 

- No. 074
  - Name: Fake
  - Location: Triet Ruins, Meltokio Sewers, Latheon Gorge
  - Drop(s): All-Divide
  - Steal: All-Divide. Colette must have an attack attribute to steal successfully
- 

- No. 075
  - Name: Water Element
  - Location: Thoda Geyser
  - Drop(s): Aqua Quartz, Pellets
  - Steal: Aqua Quartz
- 

- No. 076
  - Name: Wind Element
  - Location: Balacruf Mausoleum
  - Drop(s): Green Quartz, Apple Gel
  - Steal: none
- 

- No. 077
  - Name: Earth Element
  - Location: temple of earth
  - Drop(s): Yellow Quartz
  - Steal: Yellow Quartz
- 

- No. 078
  - Name: Hammer Knuckle
  - Location: escape from Welgaia
  - Drop(s): Brass
  - Steal: Brass
- 

- No. 079
  - Name: Murder
  - Location: escape from Welgaia
  - Drop(s): Metal Sphere
  - Steal: Metal Sphere
- 

- No. 080
  - Name: Perfect Murder
  - Location: escape from Welgaia
  - Drop(s): Mythril
  - Steal: Mythril
- 

- No. 081
  - Name: Raybit
  - Location: Sylvarant Base, Asgard Ranch, Tethe'alla Base
  - Drop(s): White Silver
  - Steal: none
- 

- No. 082
  - Name: Cybit
  - Location: escape from Welgaia
  - Drop(s): Orange Gel, Apple Gel
  - Steal: Melange Gel
- 

- No. 083
  - Name: Thief
  - Location: Triet desert, Ossa Trail
  - Drop(s): Magical Cloth, Rice
  - Steal: none
- 

- No. 084
- Name: Rogue



- Location: around Meltokio and Sybak
  - Drop(s): Magical Cloth, Miso
  - Steal: none
- 

- No. 085
  - Name: Soldier
  - Location: around Palmacosta
  - Drop(s): Lid Shield, Rice
  - Steal: Pasta
- 

- No. 086
  - Name: Duelist
  - Location: roads near Heimdall
  - Drop(s): Barley Rice, Lid Shield
  - Steal: none
- 

- No. 087
  - Name: Warrior
  - Location: roads around Asgard/Luin/Hima
  - Drop(s): Panyan, Barley Rice
  - Steal: none
- 

- No. 088
  - Name: Heavy Warrior
  - Location: roads near Heimdall
  - Drop(s): Panyan
  - Steal: none
- 

- No. 089
  - Name: Dragon Soldier
  - Location: around Asgard/Luin/Hima
  - Drop(s): Barley Rice, Pasta
  - Steal: none
- 

- No. 090
  - Name: Archer
  - Location: Ossa Trail and around Palmacosta
  - Drop(s): Roll
  - Steal: Magic Lens
- 

- No. 091
  - Name: Ranger
  - Location: around Sybak/Mizuho/Ozette
  - Drop(s): Rice
  - Steal: none
- 

- No. 092
  - Name: Witch
  - Location: Ossa Trail and around Palmacosta
  - Drop(s): Orange Gel, Bread
  - Steal: Orange Gel
- 

- No. 093
  - Name: Sorceress
  - Location: around Sybak/Mizuho/Ozette
  - Drop(s): Orange Gel, Bread
  - Steal: Orange Gel
- 

- No. 094
  - Name: Sorcerer
  - Location: roads around Asgard/Luin/Hima
  - Drop(s): Shell Bottle, Magic Lens
  - Steal: none
- 

- No. 095
- Name: Druid

- Location: temple of darkness
  - Drop(s): Savory, Fine Pellets
  - Steal: none
- 

- No. 096
  - Name: Ogre
  - Location: between Luin and Hima
  - Drop(s): Beef, Pork
  - Steal: none
- 

- No. 097
  - Name: Beast Ogre
  - Location: forests around Gaoracchia Forest
  - Drop(s): Beef, Pork
  - Steal: none
- 

- No. 098
  - Name: Whip Master
  - Location: human ranches
  - Drop(s): Apple Gel
  - Steal: Apple Gel
- 

- No. 099
  - Name: Bowman
  - Location: human ranches
  - Drop(s): Orange Gel
  - Steal: Orange Gel
- 

- No. 100
  - Name: Spearman
  - Location: human ranches
  - Drop(s): Melange Gel
  - Steal: Melange Gel
- 

- No. 101
  - Name: Foot Soldier
  - Location: Sylvarant and Tethe'alla Bases
  - Drop(s): Apple Gel
  - Steal: Apple Gel
- 

- No. 102
  - Name: Commander
  - Location: Tethe'alla Base
  - Drop(s): Pineapple Gel
  - Steal: none
- 

- No. 103
  - Name: Cardinal Knight
  - Location: various
  - Drop(s): none
  - Steal: none
- 

- No. 104
  - Name: Commander Knight
  - Location: various
  - Drop(s): Energy Tablets
  - Steal: none
- 

- No. 105
  - Name: Evil Warrior
  - Location: Sylvarant and Tethe'alla Bases
  - Drop(s): Lemon Gel
  - Steal: Lemon Gel
- 

- No. 106
- Name: Convict

- Location: Meltokio Sewers
  - Drop(s): none
  - Steal: none
- 

- No. 107
  - Name: Evil Sorcerer
  - Location: human ranches
  - Drop(s): Melange Gel
  - Steal: Melange Gel
- 

- No. 108
  - Name: Angel Spearman
  - Location: Tower of Salvation third visit
  - Drop(s): Lemon Gel
  - Steal: none
- 

- No. 109
  - Name: Angel Swordian
  - Location: Tower of Salvation third visit
  - Drop(s): Pineapple Gel
  - Steal: none
- 

- No. 110
  - Name: Angel Commander
  - Location: Tower of Salvation third visit
  - Drop(s): Miracle Gel
  - Steal: none
- 

- No. 111
  - Name: Angel Archer
  - Location: Tower of Salvation third visit
  - Drop(s): Life Bottle
  - Steal: none
- 

- No. 112
  - Name: Hawk
  - Location: around Iselia and Izoold
  - Drop(s): Chicken, Egg
  - Steal: none
- 

- No. 113
  - Name: Storm Claw
  - Location: Ymir Forest and grass outside
  - Drop(s): Lemon Gel
  - Steal: Rune Bottle
- 

- No. 114
  - Name: Axe Beak
  - Location: Ossa Trail and around Izoold
  - Drop(s): Chicken, Lemon
  - Steal: none
- 

- No. 115
  - Name: Dodo
  - Location: Ymir Forest
  - Drop(s): Chicken, Egg
  - Steal: Egg
- 

- No. 116
  - Name: Harpy
  - Location: Balacruf Mausoleum and area outside
  - Drop(s): Chicken, Green Quartz
  - Steal: Magic Lens
- 

- No. 117
- Name: Feather Magic

- Location: temple of ice
  - Drop(s): Orange Gel, Egg
  - Steal: none
- 

- No. 118
  - Name: Fire Bird
  - Location: Triet Ruins
  - Drop(s): Red Quartz, Life Bottle
  - Steal: Life Bottle
- 

- No. 119
  - Name: Lightning Bird
  - Location: temple of lightning
  - Drop(s): Purple Quartz
  - Steal: none
- 

- No. 120
  - Name: Penguinist
  - Location: around Flanoir
  - Drop(s): Penguinist Quill
  - Steal: Penguinist Quill
- 

- No. 121
  - Name: Penguinier
  - Location: around Katz Village
  - Drop(s): Mizuho Potion, Palma Potion
  - Steal: none
- 

- No. 122
  - Name: Black Bat
  - Location: Fooji Mountains and around Meltokio
  - Drop(s): Chicken, Fine Pellets
  - Steal: none
- 

- No. 123
  - Name: Cockatrice
  - Location: around Hima
  - Drop(s): Apple Gel, Chicken
  - Steal: Chicken
- 

- No. 124
  - Name: Red Bat
  - Location: Toize Valley Mine
  - Drop(s): Beast Fang
  - Steal: Energy Tablets
- 

- No. 125
  - Name: Giant Bee
  - Location: Iselia Forest and around Iselia
  - Drop(s): Panacea Bottle, Acuity Bottle
  - Steal: none
- 

- No. 126
  - Name: Killer Bee
  - Location: Ymir Forest
  - Drop(s): Life Bottle, Red Saffron
  - Steal: none
- 

- No. 127
  - Name: Scorpion
  - Location: Triet desert
  - Drop(s): Panacea Bottle
  - Steal: Panacea Bottle
- 

- No. 128
- Name: Scarlet Needle

- Location: around Heimdall and Toize Valley Mine
  - Drop(s): Anti-Magic Bottle
  - Steal: Anti Magic Bottle
- 

- No. 129
  - Name: Woods Worm
  - Location: forests around Palmacosta and Asgard/Luin
  - Drop(s): Melon
  - Steal: none
- 

- No. 130
  - Name: Tropical Worm
  - Location: Gaoracchia Forest
  - Drop(s): Apple Gel, Mystic Herb
  - Steal: none
- 

- No. 131
  - Name: Sand Worm
  - Location: after returning from Tethe'alla, talk to the men in Triet by the item store and oasis, then go into the light ring next to a mountain northwest of town.
  - Drop(s): All-Divide
  - Steal: All-Divide
- 

- No. 132
  - Name: Sliver
  - Location: around Flanoir. Rare, only encounter the large groups.
  - Drop(s): Rune Bottle
  - Steal: Rune Bottle
- 

- No. 133
  - Name: Mantis
  - Location: around Meltokio and Sybak/Mizuho/Ozette
  - Drop(s): Lemon Gel
  - Steal: none
- 

- No. 134
  - Name: Red Mantis
  - Location: around Heimdall and Toize Valley Mine
  - Drop(s): none
  - Steal: none
- 

- No. 135
  - Name: Spider
  - Location: Martel Temple and Iselia Forest
  - Drop(s): Magic Lens, Apple Gel
  - Steal: Panacea Bottle
- 

- No. 136
  - Name: Arachnid
  - Location: Balacruf Mausoleum
  - Drop(s): Onion
  - Steal: Shell Bottle
- 

- No. 137
  - Name: Giant Beetle
  - Location: around Palmacosta
  - Drop(s): Kirima, Cabbage
  - Steal: Cabbage
- 

- No. 138
  - Name: Gold Beetle
  - Location: around Mizuho/Ozette
  - Drop(s): Lemon Gel, Onion
  - Steal: Onion
- 

- No. 139
- Name: Grasshopper

- Location: around Palmacosta
  - Drop(s): Apple Gel
  - Steal: none
- 

- No. 140
  - Name: Ice Spider
  - Location: around Flanoir
  - Drop(s): Magic Lens, Blue Quartz
  - Steal: none
- 

- No. 141
  - Name: Deathseeker
  - Location: Latheon Gorge
  - Drop(s): Panacea Bottle, Amango
  - Steal: Panacea Bottle
- 

- No. 142
  - Name: Starfish
  - Location: Thoda Geyser
  - Drop(s): Kelp, Magic Lens
  - Steal: none
- 

- No. 143
  - Name: Super Star
  - Location: beaches around Palmacosta and Hima
  - Drop(s): Flare Bottle, Shrimp
  - Steal: none
- 

- No. 144
  - Name: Tortoise
  - Location: beaches around Hima
  - Drop(s): Syrup Bottle, Tuna
  - Steal: none
- 

- No. 145
  - Name: Crush Tortoise
  - Location: beaches around Ymir Forest, Latheon Gorge
  - Drop(s): Acuity Bottle
  - Steal: none
- 

- No. 146
  - Name: Octoslime
  - Location: Thoda Geyser
  - Drop(s): Octopuss, Squid
  - Steal: Mermaid's Tear
- 

- No. 147
  - Name: Kraaken
  - Location: Tethe'alla beaches
  - Drop(s): Squid, Octopuss
  - Steal: none
- 

- No. 148
  - Name: Fish
  - Location: Sylvarant beaches
  - Drop(s): Seaweed
  - Steal: none
- 

- No. 149
  - Name: Seaspin
  - Location: Tethe'alla beaches
  - Drop(s): Kelp, Seaweed
  - Steal: none
- 

- No. 150
- Name: Float Dragon

- Location: Thoda Geyser
  - Drop(s): Aqua Quartz, Snapper
  - Steal: none
- 

- No. 151
  - Name: Seahorse
  - Location: Tethe'alla beaches
  - Drop(s): Aqua Quartz, Cod
  - Steal: none
- 

- No. 152
  - Name: Jellyfish
  - Location: Meltokio Sewers
  - Drop(s): Pellets, Fine Pellets
  - Steal: Pellets
- 

- No. 153
  - Name: Sea Jelly
  - Location: Sylvarant beaches
  - Drop(s): Squid
  - Steal: none
- 

- No. 154
  - Name: Mermaid
  - Location: beaches near Altamira. Rare, only encounter large groups.
  - Drop(s): Mermaid's Tear
  - Steal: none
- 

- No. 155
  - Name: Evil Jelly
  - Location: Remote Island Ranch
  - Drop(s): Lemon Gel
  - Steal: Lemon Gel
- 

- No. 156
  - Name: Sea Dragon
  - Location: Latheon Gorge
  - Drop(s): Mermaid's Tear
  - Steal: Mermaid's Tear
- 

- No. 157
  - Name: Sea Horror
  - Location: Remote Island Ranch
  - Drop(s): Mermaid's Tear, Snapper
  - Steal: none
- 

- No. 158
  - Name: Slime
  - Location: Martel Temple, Iselia Forest
  - Drop(s): Apple Gel
  - Steal: none
- 

- No. 159
  - Name: Gold Slime
  - Location: temple of lightning
  - Drop(s): Miso, Fine Pellets
  - Steal: Fine Pellets
- 

- No. 160
  - Name: Giant Leech
  - Location: Meltokio Sewers
  - Drop(s): Apple Gel, Melange Gel
  - Steal: Apple Gel
- 

- No. 161
- Name: Giant Slug

- Location: Remote Island Ranch
  - Drop(s): none
  - Steal: none
- 

- No. 162
  - Name: Roller Snail
  - Location: Toize Valley Mine
  - Drop(s): Fine Pellets, Potato
  - Steal: none
- 

- No. 163
  - Name: Giant Snail
  - Location: temple of earth
  - Drop(s): Lemon Gel, Fine Pellets
  - Steal: Fine Pellets
- 

- No. 164
  - Name: Green Roper
  - Location: Thoda Geyser
  - Drop(s): Shrimp
  - Steal: Beast Fang
- 

- No. 165
  - Name: Red Roper
  - Location: Toize Valley Mine
  - Drop(s): Lemon Gel, Rosemary
  - Steal: none
- 

- No. 166
  - Name: Bacura
  - Location: on the road near Southeast Abbey
  - Drop(s): none
  - Steal: none
- 

- No. 167
  - Name: Cutlass
  - Location: Torent Forest
  - Drop(s): Shell Bottle, Amango
  - Steal: Rune Bottle
- 

- No. 168
  - Name: Cave Worm
  - Location: temple of earth. You must use the ring's new function to find them.
  - Drop(s): Mizuho Potion
  - Steal: Mizuho Potion
- 

- No. 169
  - Name: Man-Eater
  - Location: Torent Forest
  - Drop(s): Lemon Gel, Rune Bottle
  - Steal: none
- 

- No. 170
  - Name: Sheldra
  - Location: Latheon Gorge
  - Drop(s): Rune Bottle
  - Steal: none
- 

- No. 171
  - Name: Spiked Snail
  - Location: Latheon Gorge
  - Drop(s): Super Pellets
  - Steal: Super Pellets
- 

- No. 172
- Name: Wyvern



- Location: around Palmacosta/Asgard/Luin/Hima. Rare, only encounter large group
  - Drop(s): Beast Fang, Shell Bottle
  - Steal: none
- 

- No. 173
  - Name: Drake
  - Location: around Sybak/Mizuho/Ozette. Rare, only encounter large groups.
  - Drop(s): Rune Bottle
  - Steal: none
- 

- No. 174
  - Name: Dragon
  - Location: temple of earth
  - Drop(s): none
  - Steal: none
- 

- No. 175
  - Name: Gold Dragon
  - Location: Torent Forest
  - Drop(s): none
  - Steal: none
- 

- No. 176
  - Name: Dark Dragon
  - Location: Vinheim
  - Drop(s): Dragon Mail
  - Steal: none
- 

- No. 177
  - Name: Dragon Knight
  - Location: advance singles and party class in the coliseum
  - Drop(s): none
  - Steal: none
- 

- No. 178
  - Name: Velocidragon
  - Location: around Asgard/Luin/Hima
  - Drop(s): Pellets, Apple Gel
  - Steal: none
- 

- No. 179
  - Name: Exbelua
  - Location: Iselia
  - Drop(s): Panacea Bottle
  - Steal: none
- 

- No. 180
  - Name: Wind Master
  - Location: Asgard
  - Drop(s): Map of Balacruf, Talisman
  - Steal: none
- 

- No. 181
  - Name: Ktugach
  - Location: Triet Ruins
  - Drop(s): Red Quartz
  - Steal: none
- 

- No. 182
  - Name: Ktugachling
  - Location: Triet Ruins
  - Drop(s): none
  - Steal: none
- 

- No. 183
- Name: Adulocia

- Location: Thoda Geyser
  - Drop(s): Mermaid's Tear
  - Steal: none
- 

- No. 184
  - Name: Amphitru
  - Location: Thoda Geyser
  - Drop(s): none
  - Steal: none
- 

- No. 185
  - Name: Iapix
  - Location: Balacruf Mausoleum
  - Drop(s): Paralysis Charm, Spirit Bangle
  - Steal: none
- 

- No. 186
  - Name: Iubaris
  - Location: Tower of Mana
  - Drop(s): Brass
  - Steal: White Quartz
- 

- No. 187
  - Name: Kilia
  - Location: Palmacosta
  - Drop(s): Heal Bracelet
  - Steal: none
- 

- No. 188
  - Name: Winged Dragon
  - Location: dragon's nest over the water in the west of Tethe'alla
  - Drop(s): Venom, Flare Cape
  - Steal: none
- 

- No. 189
  - Name: Baby Dragon
  - Location: dragon's nest over the water in the west of Tethe'alla
  - Drop(s): none
  - Steal: none
- 

- No. 190
  - Name: Guardian: Wind
  - Location: Ossa Trail
  - Drop(s): Magic Lens
  - Steal: none
- 

- No. 191
  - Name: Guardian: Lightning
  - Location: Thoda Geyser or Balacruf Mausoleum or Tower of Mana
  - Drop(s): Fine Pellets, Magic Lens
  - Steal: none
- 

- No. 192
  - Name: Sword Dancer
  - Location: Ossa Trail, Gaoracchia Forest, Iselia Forest
  - Drop(s): EX Gem lv 1, EX Gem lv 2 (all three forms can drop these)
  - Steal: EX Gem lv 3 (all three forms can have this stolen)
- 

- No. 193
  - Name: Fenrir
  - Location: temple of ice
  - Drop(s): Blue Quartz
  - Steal: none
- 

- No. 194
- Name: Idun

- Location: Tower of Salvation third visit
  - Drop(s): Black Quartz
  - Steal: none
- 

- No. 195
  - Name: Rodyle
  - Location: Remote Island Ranch
  - Drop(s): none
  - Steal: none
- 

- No. 196
  - Name: Undine
  - Location: Thoda Geyser
  - Drop(s): Guardian Symbol
  - Steal: none
- 

- No. 197
  - Name: Gnome
  - Location: temple of earth
  - Drop(s): Holy Symbol
  - Steal: none
- 

- No. 198
  - Name: Efreet
  - Location: Triet Ruins
  - Drop(s): Attack Symbol
  - Steal: none
- 

- No. 199
  - Name: Volt
  - Location: temple of lightning
  - Drop(s): Emerald Ring
  - Steal: none
- 

- No. 200
  - Name: Celsius
  - Location: temple of ice
  - Drop(s): Spirit Symbol
  - Steal: none
- 

- No. 201
  - Name: Luna
  - Location: Tower of Mana
  - Drop(s): Moonstone
  - Steal: none
- 

- No. 202
  - Name: Aska
  - Location: Tower of Mana
  - Drop(s): Rare Pellets
  - Steal: none
- 

- No. 203
  - Name: Shadow
  - Location: temple of darkness
  - Drop(s): Dark Seal
  - Steal: none
- 

- No. 204
  - Name: Maxwell
  - Location: Exire
  - Drop(s): Spirit Robe
  - Steal: none
- 

- No. 205
- Name: Origin

- Location: Torent Forest
  - Drop(s): Reflect Ring
  - Steal: none
- 

- No. 206
  - Name: Sephie
  - Location: Balacruf Mausoleum
  - Drop(s): Savory
  - Steal: none
- 

- No. 207
  - Name: Yutis
  - Location: Balacruf Mausoleum
  - Drop(s): Sage
  - Steal: none
- 

- No. 208
  - Name: Fairess
  - Location: Balacruf Mausoleum
  - Drop(s): Saffron
  - Steal: none
- 

- No. 209
  - Name: The Fugitive
  - Location: Welgaia
  - Drop(s): Magic Ring
  - Steal: none
- 

- No. 210
  - Name: The Neglected
  - Location: Welgaia
  - Drop(s): Defense Ring
  - Steal: none
- 

- No. 211
  - Name: The Judged
  - Location: Welgaia
  - Drop(s): Attack Ring
  - Steal: none
- 

- No. 212
  - Name: Defense System
  - Location: Toize Valley Mine
  - Drop(s): Metal Sphere
  - Steal: none
- 

- No. 213
  - Name: Orbit
  - Location: Toize Valley Mine
  - Drop(s): none
  - Steal: none
- 

- No. 214
  - Name: Guard Arm
  - Location: Toize Valley Mine
  - Drop(s): Mythril
  - Steal: none
- 

- No. 215
  - Name: Auto Repair Unit
  - Location: Toize Valley Mine
  - Drop(s): none
  - Steal: none
- 

- No. 216
- Name: Kratos Aurion

- Location: Tower of Salvation first visit
  - Drop(s): EX Gem lv 3, Life Bottle
  - Steal: none
- 

- No. 217
  - Name: Magnius
  - Location: Palmacosta Ranch
  - Drop(s): Warrior Symbol, EX Gem lv 1
  - Steal: none
- 

- No. 218
  - Name: Kvar
  - Location: Asgard Ranch
  - Drop(s): Holy Ring, EX Gem lv 1
  - Steal: none
- 

- No. 219
  - Name: Energy Stone
  - Location: Asgard Ranch
  - Drop(s): none
  - Steal: none
- 

- No. 220
  - Name: Vidarr
  - Location: Martel Temple
  - Drop(s): Life Bottle
  - Steal: none
- 

- No. 221
  - Name: Forcystus
  - Location: Iselia Human Ranch
  - Drop(s): Faerie Ring
  - Steal: none
- 

- No. 222
  - Name: Exbone
  - Location: Iselia Human Ranch
  - Drop(s): none
  - Steal: none
- 

- No. 223
  - Name: Pronyma
  - Location: Fooji Mountains
  - Drop(s): Rosemary, EX Gem lv 2
  - Steal: none
- 

- No. 224
  - Name: Pronyma
  - Location: Tower of Salvation third visit
  - Drop(s): Red Savory
  - Steal: none
- 

- No. 225
  - Name: Clumsy Assassin
  - Location: Ossa Trail
  - Drop(s): Holy Bottle
  - Steal: none
- 

- No. 226
  - Name: Resolute Assassin
  - Location: Thoda Geyser or Balacruf Mausoleum or Tower of Mana
  - Drop(s): Dark Bottle
  - Steal: none
- 

- No. 227
- Name: Convict

- Location: Gaoracchia Forest
  - Drop(s): Elixir
  - Steal: none
- 

- No. 228
  - Name: Kuchinawa
  - Location: Mizuho
  - Drop(s): Asura
  - Steal: none
- 

- No. 229
  - Name: Botta
  - Location: Sylvarant Base
  - Drop(s): Poison Charm
  - Steal: Yellow Quartz
- 

- No. 230
  - Name: Botta
  - Location: Tethe'alla Base
  - Drop(s): none
  - Steal: none
- 

- No. 231
  - Name: Seles
  - Location: coliseum. Beat advanced singles class once while Zelos is with you, then win again. She will challenge you after you win.
  - Drop(s): Last Fencer, Elemental Circlet
  - Steal: none
- 

- No. 232
  - Name: Garr
  - Location: exhibition match in the coliseum. Beat advanced party.
  - Drop(s): Mumbane
  - Steal: none
- 

- No. 233
  - Name: Farah Oersted
  - Location: exhibition match in the coliseum. Beat advanced party.
  - Drop(s): Star Cloak
  - Steal: none
- 

- No. 234
  - Name: Meredy
  - Location: exhibition match in the coliseum. Beat advanced party.
  - Drop(s): Krona Symbol
  - Steal: none
- 

- No. 235
  - Name: Abyssion
  - Location: temple of darkness
  - Drop(s): Hyper Gauntlet, Jet Boots
  - Steal: none
- 

- No. 236
  - Name: Zelos Wilder
  - Location: Tower of Salvation third visit. Only if you talked to Kratos during the Flanoir doctor scenes.
  - Drop(s): Mystic Symbol
  - Steal: none
- 

- No. 237
  - Name: Yggdrasil
  - Location: Tower of Salvation first time
  - Drop(s): N/A
  - Steal: none
- 

- No. 238
- Name: Yddgrasil

- Location: escape from Welgaia
  - Drop(s): N/A
  - Steal: none
- 

- No. 239
  - Name: Yggdrasill
  - Location: Tower of Salvation third visit
  - Drop(s): EX Gem lv 4, Energy Tablets
  - Steal: none
- 

- No. 240
  - Name: Mithos
  - Location: Vinheim
  - Drop(s): none
  - Steal: none
- 

- No. 241
  - Name: Mithos
  - Location: Vinheim
  - Drop(s): EX Gem Max
  - Steal: EX Gem Max
- 

- No. 242
  - Name: Kratos Aurion
  - Location: Tower of Salvation second time
  - Drop(s): EX Gem lv 4, Energy Tablets
  - Steal: none
- 

- No. 243
  - Name: Kratos Aurion
  - Location: Torent Forest
  - Drop(s): none
  - Steal: none
- 

- No. 244
  - Name: Yuan
  - Location: Tethe'alla Base
  - Drop(s): EX Gem lv 4
  - Steal: none
- 

- No. 245
  - Name: Remiel
  - Location: Tower of Salvation first time
  - Drop(s): EX Gem lv 1, Rune Bottle
  - Steal: none
- 

- No. 246
  - Name: Gatekeeper
  - Location: Tower of Salvation third visit. Only if you did not talk to Kratos during the Flanoir doctor scenes.
  - Drop(s): Mystic Symbol
  - Steal: none
- 

- No. 247
  - Name: Plantix
  - Location: Latheon Gorge
  - Drop(s): Blue Saphira
  - Steal: none
- 

- No. 248
  - Name: Dark Spear
  - Location: Derris Kharlan and Vinheim
  - Drop(s): Lemon Gel, Black Quartz
  - Steal: none
- 

- No. 249
- Name: Dark Sword

- Location: Derris Kharlan and Vinheim
  - Drop(s): Pineapple Gel, Black Quartz
  - Steal: none
- 

- No. 250
  - Name: Dark Commander
  - Location: Derris Kharlan and Vinheim
  - Drop(s): Miracle Gel, Black Quartz
  - Steal: none
- 

- No. 251
- Name: Dark Archer
- Location: Derris Kharlan and Vinheim
- Drop(s): Life Bottle, Black Quartz
- Steal: none

**PS3 Version**

- No. 252
- Name: Shadow Magnius
- Location: Niflheim
- Drop(s): none
- Steal: none

**PS3 Version**

- No. 253
- Name: Shadow Forcystus
- Location: Niflheim
- Drop(s): none
- Steal: none

**PS3 Version**

- No. 254
- Name: Shadow Pronyma
- Location: Niflheim
- Drop(s): Rare Pellets
- Steal: none

**PS3 Version**

- No. 255
- Name: Yuan the Hero
- Location: Niflheim
- Drop(s): none
- Steal: none

**PS3 Version**

- No. 256
- Name: Kratos the Hero
- Location: Niflheim
- Drop(s): Hourglass
- Steal: none

**PS3 Version**

- No. 257
- Name: Mithos the Hero
- Location: Niflheim
- Drop(s): Emerald Ring
- Steal: none



## Figurine Book

---

You can get the Figurine Book from Harley after clearing the Asgard Ranch. Go to the eastern screen of Asgard and enter the door beneath the first set of stairs to find Harley's workshop. He is in the second room. To process figurines, take the book to Dirk. I strongly suggest that you wait until after you see the final scene before you start making figurines since you can't even make all of them until then. Talk to Dirk and he'll agree to help you. Examine his stove to make the figurines. Choose some pellets to give to him and he'll make the figurine. There are four types of pellets: Pellets, Fine Pellets, Super Pellets, and Rare Pellets. You'll need plenty of each kind to make all the figurines, so these are ways of getting them.

**Pellets:** Jellyfish in the Meltokio Sewers drop them and you can steal them.

**Fine Pellets:** Gold Slimes in the temple of lightning drop them and you can steal them.

**Super Pellets:** Ghouls in Gaoracchia Forest drop them and you can steal them.

**Rare Pellets:** Phantom Knights in Derris Kharlan can have them stolen, but that tends to take a while. You can also get them by using Zelos's Personal EX Skill if he has high luck.

You can guarantee a steal if you give Colette the EX Skills Sharp-eyed, Magical, Stat Boost, and Lucky, getting her the compound EX Skill Item Getter. There are 288 figurines in all. Good luck!

After getting all the figurines, take the book to Harley, who will give Genis the title Figurine Collector.

## Beneficial Glitches

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### The tech glitch

---

#### PS3 Version

The tech glitch has been fixed in the PS3 version.

Use the tech glitch to learn all level three techs of one tree. You can only use it on a tech tree that starts with a level one tech, has two level two techs, and at least one level three tech. As an example, I'll use Lloyd's Tiger Blade tech tree, which consists of the level one tech Tiger Blade, level two techs Heavy Tiger Blade (S) and Tiger Rage (T), and level three tech Twin Tiger Blade (S). Normally you could only learn Tiger Blade, Heavy Tiger Blade, and Twin Tiger Blade or Tiger Blade and Tiger Rage, but the tech glitch lets you get Tiger Blade, Tiger Rage, and Twin Tiger Blade.

1. Make Lloyd S type and have used Heavy Tiger Blade at least 50 times. Move Lloyd out of the first slot (if he isn't already). Make a shortcut for Lloyd's Heavy Tiger Blade on C-up or C-down for whichever character you put in the first slot.
2. Move that character with the shortcut out of the first four slots. Go to Lloyd's tech menu and make him forget Heavy Tiger Blade and disable Tiger Blade. Put the character with the shortcut back in the first position. DO NOT look at his/her tech list or you will have to start over.
3. Enter battle in a dungeon and use the shortcut to order Lloyd to use Heavy Tiger Blade. Keep using it until he learns Twin Tiger Blade. If he does not learn Twin Tiger Blade before the battle ends, get into another battle. If you are fighting on the overworld, the shortcut will disappear after one battle. This is not true of battling in a dungeon, though.
4. Switch Lloyd's EX Gems or give him the Technical Ring and change him to T type. It is important that while he was changing type he could not use Tiger Blade, which might cause him to learn Heavy Tiger Blade again, forcing you to start over. Once he's T type, either use a shortcut or control him yourself and have him use Tiger Blade until he learns Tiger Rage.
5. This step is only necessary if there is a second level three tech to learn, which isn't the case with Tiger Rage. Since you are the correct type, either keep using the tech you just learned or whatever it takes to activate the next tech. Voila, you've done the tech glitch.

### Easy Gigolo glitch

---

#### PS3 Version

The easy gigolo glitch has been fixed in the PS3 version.

Normally you would have to have Zelos hit on every woman in Sylvarant and Tethe'alla to get the Gigolo title, but there is a much easier way. After you receive the Spider Figurine, Chipped Dagger, and Mirror Shard from Welgaia, return to Meltokio BEFORE you continue to get the Derris Emblem. Go to Zelos's house and talk to the butler, Sebastian, while Zelos is your onscreen character. He should give you the title even though you did not do the work.

### Infinite Combo

---

The infinite combo allows you to rack up the hits on an enemy without using TP. Almost any character that has a spell can use this glitch. I'm fairly certain that Genis is too slow to use it, but Colette, Raine, Sheena, Kratos, Zelos, and Regal can use it. What you do is start a basic one or two hit combo, then link to a spell. Use the defend button to cancel the spell, then start another one or two hit combo. You must do all of this very quickly, which takes practice. Using the infinite combo, you can really put the hurt on bosses.

### Infinite Guardian

---

The infinite Guardian glitch allows you to keep the damage reduction caused by Guardian indefinitely. It can only be used by Kratos and Zelos, and they must have the EX Skill Super Chain (level 3). What you do is use Guardian (defend + down), then link to any spell. Guardian will continue to take effect until the spell finishes casting, but you can delay it forever by holding the tech button. Damage taken is reduced by 80% and you cannot get interrupted, even if you don't have the

Concentrate compound EX Skill. In addition, if you charge the spell you're casting, the Guardian effect will continue to happen while you move around. The effect does not last forever, though.

## Easy Red Light, Green Light

---

### PS3 Version

This truly wonderful glitch has been fixed.

Winning all three rounds of this game can be a real pain in the butt, but luckily for you there is a glitch you can exploit to dominate the hell-spawn you play against. What you do is press A to advance a step, then immediately press Start to pause the game. Wait for Genis to stop moving and press A twice very quickly to unpause and advance, then pause again. If you do this quickly enough, you'll move and pause before any of the demons can move. This glitch has an added bonus; the katz won't catch you moving if the game is paused, letting you get one more step in.

## Credits

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Short and sweet here, I want to thank GameFAQs, Neoseeker, Super Cheats, and Honest Gamers for hosting my walkthrough, the Tales of Symphonia board on Gamefaqs and its members, I wouldn't know nearly enough to write this walkthrough if not for you, and Namco for making the game and Nintendo for translating it.

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Last but not least, thank you to my readers.

If you see something that is unclear, wrong, needs to be added, or just have a comment, please contact me, especially about errors I made in the links or other parts of the markup formatting.

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