

# Tales of Symphonia FAQ/Walkthrough

by vinheim

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Updated on Aug 31, 2021

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Thanks a ton!



< ASCII art created by Nathan West 2007-2010 >

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Tales of Symphonia  
FAQ/Walkthrough

Version Raine  
Last update: 05/03/10

Authored by: vinheim

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~~~~~|  
| This guide is dedicated to Veronica Basaldua, the cousin of my best |  
| friend Raul. She passed away in December 2007 while it was being written. |  
~~~~~|

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- Paste the "Section Code" and press ENTER twice to be where you wanted to be. Just like magic!

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)( 1] Introduction ( ) sx100 )(
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Hello and welcome to my first FAQ, for Tales of Symphonia. My name is, as the headliner says, Alexander P. Kleinheider or better known in one future in GameFAQ's as vinheim (hopefully). I wrote for this game, just because I love it. It's been one of the best RPG series that I've ever played (along with the Final Fantasy, Dragon Quest and Xenosaga Series, and the list can keep going and going). I hope you enjoy reading this guide as I enjoyed writing it.

Now allow me to take note on some things:

- I'm writing this for free and because I enjoyed this game (just like I mentioned above). If you are looking for tons of eloquent ways for me to say "enter here and a scene triggers", you are going to be so disappointed. This guide is way, way too big to begin with, and lofty language does not help.

- If you take a quick scan thru my guide, you won't find the explanations for

battle basics, main menu, saving-loading, etc. Why, you ask? Well, because the game manual and in-game tutorials do a perfect job explaining the battle system.

- The usage of abbreviations. When you're in my place or any who writes for GameFAQ's or any other page, writing a guide for any game of such proportions, people complain about using too many abbreviations. You have no idea how helpful abbreviations are. It also looks better in every aspect you think.

- My guide is not the only one out there. I'm not forcing you to use mine, but if you use others, then you better be prepared for lots of spoilers (maybe), which will ruin the element of surprise for you. Also, people that have problems with how I write my guide are in great minority.

- The spoilers are great issues in making guides. I am a player of the game, just like you are. The first time I played through this game was completely by myself. I didn't read any spoilers, therefore nothing was spoiled for me. All the story's ups and downs that were supposed to surprise me had such effect. And I really think it's not fair spoiling such story elements to you.

With all this said, let's start with the guide! Enjoy this guide and remember that it is a spoiler-free, so you don't have to worry about important info of the game.

=====  
====-- 1.1] Contact Rules ~~~~~ sx101 ----=  
=====

I'm over on Twitch and YouTube so go on and say hi whenever you see me live! It's always nice to see you guys!

- o twitch.tv/vinheim
- o youtube.com/c/vinheimk

o Important  
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The only sites allowed to host my FAQ's from here on out are the following:

- www.gamefaqs.com
- www.supercheats.com
- www.neoseeker.com

This is because many sites either steal my guides or they don't update them, making it really hard on me because many readers from other sites often ask me question from an incomplete guide, so this is a better way to keep track of my FAQ's and my readers. Please, if you're not on the list above, don't even bother asking about hosting them because the answer will be NO. Thanks.

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 ) ( 2] Game Basics ( ) sx200 ) (
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Here, I'll give you the basics of this game, which are the controls and some

of the story (from the Instruction Booklet), and I think that's pretty much it.

-----  
----- 2.1] Story ~~~~~ sx201 -----  
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- Tales of Symphonia Instruction Booklet

O N C E U P O N A T I M E,

there existed a giant tree that was the source of all mana. A war, however, caused this tree to wither away, and a hero's life was sacrificed in order to take its place. Grieving over the loss, the goddess disappeared unto the heavens. The goddess left the angels with the edict: "You must wake me, for if I should sleep, the world shall be destroyed." The angels bore the Chosen One, who headed towards the tower that reached up unto the heavens. And that marked the beginning of the regeneration of the world.

-----  
----- 2.2] Controls ~~~~~ sx202 -----  
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- Tales of Symphonia Instruction Booklet

MENU

- Control Stick            Move cursor  
  = D-pad
- A Button                Confirm
- B Button                Cancel
- C Stick                 Scroll Page
- L/R Buttons            Change character (Tech, Status, EX Skill, Equip)/Change item type (Items)
- Start                  Toggle item stats (Items, Equip)/Toggle character stats (Main Menu)

FIELD MAP

- Control Stick            Move player-controlled character
- D-pad                    Open Map
- A Button                Enter towns and dungeons
- B Button                Cancel/Board Rheaird/Embark/Disembark EC
- X Button                Mount/Dismount Noishe
- Y Button                Open main menu



- Z Button                    Start skit
- L/R Buttons                Rotate the camera left and right
- Start                        Toggle world map

TOWN/DUNGEON MAP

- Control Stick              Move player-controlled character
- D-pad                        Rotate player-controlled character 45 degrees (only while standing still)
- A Button                    Action (Speak, Examine, etc.)
- X Button                    Use Sorcerer's Ring
- Y Button                    Open Main Menu
- Z Button                    Start skits

BATTLE

- Control Stick              Move player-controlled character/item selection
- D-pad                        Select strategic Orders
- A Button                    Attack
- B Button                    Perform magic of technique
- C Stick                     Magic and technique shortcut
- X Button                    Guard/Cancel magic and technique
- Y Button                    Open Battle Menu
- Z Button                    Initiate Unison Attack
- L Button                    Delay magic or technique
- R Button                    Change target (hold to select a target)
- Start                        Pause

=====  
 ===== 2.3] Status Effects ~~~~~ sx203 =====  
 =====

Like in every typical RPG, the Status Effects are always present. In this case, there are less Status Effects than many other games (Final Fantasy is an example). Here is a detailed list of every one and shows how to cure it, how to prevent it, what it looks like, etc. Read this section to know with what you'll deal in the game.

1. Death (KO) - NEGATIVE

- 
- Effect: The character is knocked out and can't perform actions unless he/she's revived.
  - Continuance: Until removed (even outside of battle and into other battles).
  - Removal Methods: Life Bottle, Resurrection.
  - Preventative Methods: Revive, Revive Ring (maybe).
  - Appearance: The inflicted character lies on the ground. HP turns red, and the current HP is 0.

2. Near Death (CRITICAL) - NEGATIVE

- 
- Effect: N/A
  - Continuance: Until removed
  - Removal Methods: Restoring HP above 1/4 of max HP, Death.
  - Preventative Methods: Keeping HP above 1/4 of max HP.
  - Appearance: HP turns red.

3. Poison - NEGATIVE

-----

- Effect: HP decreases with time.
- Continuance: Until removed (even outside of battle and into other battles).
- Removal Methods: Panacea Bottle, Recover, Purify, Miracle Bottle, Death, Petrification.
- Preventative Methods: Restore, Poison Charm, Palma Potion, Syrup Bottle, Amulet, Krona Symbol.
- Appearance: Green bubbles pop out of the inflicted character's head. Character flashes green.

#### 4. Deadly Poison - NEGATIVE

-----

- Effect: HP decreases at a faster rate than with Poison.
- Continuance: Until removed (even outside of battle and into other battles).
- Removal Methods: Panacea Bottle, Recover, Purify, Miracle Bottle, Death, Petrification.
- Preventative Methods: Restore, Poison Charm, Palma Potion, Syrup Bottle, Amulet, Krona Symbol.
- Appearance: Green bubbles pop out of the inflicted character's head. Character flashes green.

#### 5. Paralysis - NEGATIVE

-----

- Effect: Many abilities become limited.
- Continuance: Until removed (even outside of battle and into other battles).
- Removal Methods: Panacea Bottle, Recover, Purify, Miracle Bottle.
- Preventative Methods: Restore, Paralysis Charm, Palma Potion, Syrup Bottle, Amulet, Krona Symbol.
- Appearance: The inflicted character has little thunders over his/her head.

#### 6. Petrification - NEGATIVE

-----

- Effect: No abilities may be performed.
- Continuance: Until battle ends or until removed.
- Removal Methods: Panacea Bottle, Recover, Purify, Miracle Bottle.
- Preventative Methods: Restore, Stone Charm, Palma Potion, Syrup Bottle, Amulet, Krona Symbol.
- Appearance: The inflicted character turns to stone.
- Special Notes: If all characters have Petrification, Game Over (except in Meltokio's Arena)

#### 7. Curse - NEGATIVE

-----

- Effect: Magic and techniques cannot be used.
- Continuance: Until battle ends or until removed.
- Removal Methods: Panacea Bottle, Recover, Purify, Miracle Bottle.
- Preventative Methods: Restore, Drain Charm, Palma Potion, Syrup Bottle, Amulet, Krona Symbol.

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) (      3] Characters      ( )      sx300      )(
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This is a small section I dedicated to the characters of the game. Each of them has a very different attitude, making each one of them special in their own, unique way. (All this info is from the Official Web Site.)

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\| |
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 | |_\
 /_____/loyd Irving
```

Gender: Male  
Age: 17  
Height: 5'8"  
Weight: 128 lbs  
Class: Swordsman  
Race: Human  
Hair: Dark Brown/Short Hair  
Build: Average  
Weapon: Two single-edged swords  
Occupation: Student

The central character of the game, Lloyd was found in the woods with Noishe when he was an infant. He now lives with his adoptive dwarf father.

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  \_____)olette Brunel
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Gender: Female  
Age: 16  
Height: 5'2"  
Weight: 97 lbs  
Class: Chosen  
Race: Human  
Hair: Platinum Blonde/Long Hair  
Build: Slender  
Weapon: Chakram  
Occupation: Student/Chosen

Colette is the game's heroine and Lloyd's childhood friend. Though normally a bit clumsy and seemingly care-free, she has a strong will and sense of responsibility hidden underneath her soft appearance -- she bears the weight of the world on her shoulders. She is not the type who looks to other for protection. If anything, she is bold and daring in times of need, always willing to sacrifice herself to help her friends.

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  \_____/enis Sage
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Gender: Male  
Age: 12  
Height: 4'8"  
Weight: 64 lbs  
Class: Mage  
Race: Elf?  
Hair: Silver

Build: Slender  
Weapon: Kendama  
Occupation: Student

This young boy is one of Lloyd's closest friends. He's a child prodigy -- not only is he the smartest student in the village, he is a talented mage as well. Because of these abilities, he is overflowing with self-confidence, to the point of looking down upon others.

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 | _ | \_)aine Sage
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Gender: Female  
Age: 23  
Height: 5'5"  
Weight: 108 lbs  
Class: Mage  
Race: Elf?  
Hair: Silver  
Build: Average  
Weapon: Staff  
Occupation: Teacher

Raine is the teacher of the school Lloyd, Colette, and Genis attend. She is also Genis' older sister. She is asked to join Colette on her journey because of her knowledge of archeology and the magical arts. Although normally cool and logical, her passion for archeology gets the best of her at times.

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 | _ | \_)ratos Aurion
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Gender: Male  
Age: 28  
Height: 6'1"  
Weight: 172 lbs  
Class: Mage/Swordsman  
Race: Human  
Hair: Dark Brown  
Build: Average  
Weapon: Double/edged sword  
Occupation: Mercenary

Kratos is a mercenary hired to accompany the chosen on her journey of regeneration. He is a skilled swordsman -- Lloyd's swordsmanship pales in comparison. His cool demeanor and logical approach to handling situations irritate Lloyd, who tends to handle things completely the opposite way.

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 \___/heena Fujibayashi
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Gender: Female  
Age: 19  
Height: 5'5"  
Weight: 106 lbs  
Class: Summoner  
Race: Human  
Hair: Black  
Build: Voluptuous  
Weapon: Cards infused with magical energy  
Occupation: Assassin

Sheena is an assassin sent from the prospering world of Tethe'alla to stop Colette from succeeding in her journey of regeneration. If Colette succeeds in reviving Sylvarant, then Sheena's world will be ruined. Similar to Colette, Sheena carries the fate of her world on her shoulders.

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/_____/elos Wilder
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Gender: Male  
Age: 22  
Height: 5'10"  
Weight: 150 lbs  
Class: Mage/Swordsman  
Race: Human  
Hair: Red  
Build: Average  
Weapon: Double-edged sword  
Occupation: Chosen of Tethe'alla

Zelos is Tethe'alla's chosen one. His good looks, his title, and his smooth charm make him irresistible with most women. Because of this, he can be a bit arrogant and egotistical at times. He doesn't take things too seriously, and thus has a laissez-faire attitude toward his duties as the chosen.

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Gender: Female  
Age: Looks around 12  
Height: 4'6"  
Weight: 53 lbs  
Class: Axwoman  
Race: Human  
Hair: Pink

Build: Typical child's build, but slightly small for her age

Weapon: Ax

Occupation: Woodcutter

Presea works as a woodcutter in place of her sick father. Although she is small and slender, she manages to heft with ease a heavy ax that most adults would struggle to lift. This is possible due to the special Exsphere she has equipped. This special Exsphere however, suppresses Presea's humanity -- she does not display any sort of emotion at all.

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 | \_ | \ \_ )egal Bryant

Gender: Male

Age: 33

Height: 6'2"

Weight: 187 lbs

Class: Fighter

Race: Human

Hair: Blue

Build: Large, fairly muscular

Weapon: Greaves

Occupation: Former aristocrat

Regal is a prisoner of the prosperous world of Tethe'alla. Sent to capture Colette on behalf of the pope, Regal is extremely quiet and constantly wears a grim expression. The few words that escape his lips are dignified and carefully thought out. They are perhaps traces of his aristocratic background.

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 ) ( 4] Abbreviations ( ) sx400 ) (
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Here's a small list of abbreviations that I used throughout the game:

|      |                  |      |                   |
|------|------------------|------|-------------------|
| (AC) | Accessory        | ACC  | Accuracy          |
| (AA) | Armor (Arm)      | (AB) | Armor (Body)      |
| (AH) | Armor (Head)     | ATK  | Attack            |
| (B)  | Boss             | DEF  | Defense           |
| (DA) | Devil's Arms     | E    | East              |
| EATK | Elemental Attack | EDEF | Elemental Defense |
| EVA  | Evade            | XP   | Experience Points |
| (FD) | Food             | HP   | Hit Points        |
| INT  | Intelligence     | (KI) | Key Item          |
| Lv   | Level            | LCK  | Luck              |
| N    | North            | (OB) | Optional Boss     |
| SLA  | Slash            | S    | South             |
| STR  | Strength         | (SB) | Sub-Boss          |
| TC   | Treasure Chest   | TP   | Technical Points  |
| THR  | Thrust           | (TL) | Tool              |
| (WP) | Weapon           | W    | West              |

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 ) (      5] In-depth Walkthrough      ( )      sx500      ) (
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Author notes:  
This is how it works:

- My lv.: I'll be displaying recommended levels, or even my levels, for every area. On top, the original party, and below them, the reserve party. Remember that the levels are only a reference. Go at your own pace, with levels higher or lower. I am not trying to force you people to play the game the way I played.
- Enemies: I'll be displaying the enemies that you will be encountering in that area. Note that when I write "(B)" next to an Enemy's name (without the quotation marks), it means that that Enemy is a Boss, "(SB)" means Sub-Boss and "(OB)" stands for Optional Boss.
- Weapons/Armor/Items: The Items that you'll be picking up from the various treasure chests, items that are a MUST for the game to proceed or hidden among the area will be displayed here. Note that I won't be putting the items sold from stores, nor the items random enemies' drop, so please just remember that. Also notice that next to the items you've obtained, it's the quantity of that item throughout the whole area.

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Well, please insert your Tales of Symphonia Game Disk 1 in your GameCube and turn the power ON. You'll be enjoying during a hell lot of hours this game. You'll have three options at the beginning screen, which are New Game, Load and Customize. Choose New Game and let the magic begin.

After the animated opening and the beautiful narration, the game starts with a scene with our first heroes.

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===== 5.1] Chapter 1: Sylvarant ~~~~~ -----
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   / /ales of Symphonia-----< The Village of Oracles, Iselia >
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- My lv.: ---
  - Enemies: Ghost, Zombie, Wolf, Hawk, Giant Bee, Rabbit
  - o--Weapons/Armor/Items:-----o
- | Magic Lens..... 1 - |

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|> Halo < |
|         o-----o
|Apple Gel....100G|
|Orange Gel...200G|
|Life Bottle..300G|
|Magic Lens....10G|
|Wooden Blade.700G|
|Chakram.....200G|
|Nova.....600G|
|Soft Leather.480G|
|Boots.....100G|
|Chicken.....120G|
|Lettuce.....80G|
|Tomato.....60G|
|Bread.....70G|
|Egg.....50G|
o-----o

```

"Lloyd Irving, wake up!" are the first words of the game, and they don't sound very nice. In a rather hilarious scene you'll meet four of your characters: Lloyd Irving, Colette Brunel, Genis Sage and the Professor, Raine Sage. After the scene, when you gain control, you can talk to your classmates if you want. When you're ready, try leaving the room for another scene. When you have to, choose the top option, "It's research". You're given a brief tutorial on skits, afterwards check the hole on the upper-right part of the room and obtain Colette's title "Klutz." Talk to the kid with blue-purplish hair in middle of the room to receive 'Magic Lens'. Now head out of school and watch the scene, you can check all of Iselia. After exploring, save your game on the Memory Circle besides the school. When you try leaving N, two battles take place. Don't worry, they are easy, not challenging, and you can use them as tutorials (I guess that's what they are for). After defeating the monsters and getting a feel on the battle controls, you can finally head out of Iselia. Try buying some Magic Lens from >Halo< to scan the temple's enemies. On the world map, head NW to reach Martel Temple. Level up a bit before entering, because there's a Boss Battle as soon as you enter.

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                                     /      sx502      \
                                     /-----\
                                     /      Area #02      \
                                     /-----\
                                     /      Martel Temple      \
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```

```

- My lv.: Lloyd 4, Colette 3, Genis 3
- Enemies: ?????*2, Vidarr (B), Spider, Ghost, Slime, Zombie, Golem
o--Weapons/Armor/Items:-----o
|          Sorcerer's Ring.....(KI) - (KI).....Training Manual |
|          Life Bottle..... 2 - 1 .....Panacea Bottle |
|          Apple Gel..... 1 - x ..... 250 Gald |
o-----o

```

As soon as you enter, a scene takes place. Choose any answer you like when the question prompts. Then, run up the stairs, another scene takes place and right after it, a normal battle starts with 2 ?????, (not that hard) and afterwards the Boss Battle that I mentioned before entering takes place.

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BOSS: VIDARR
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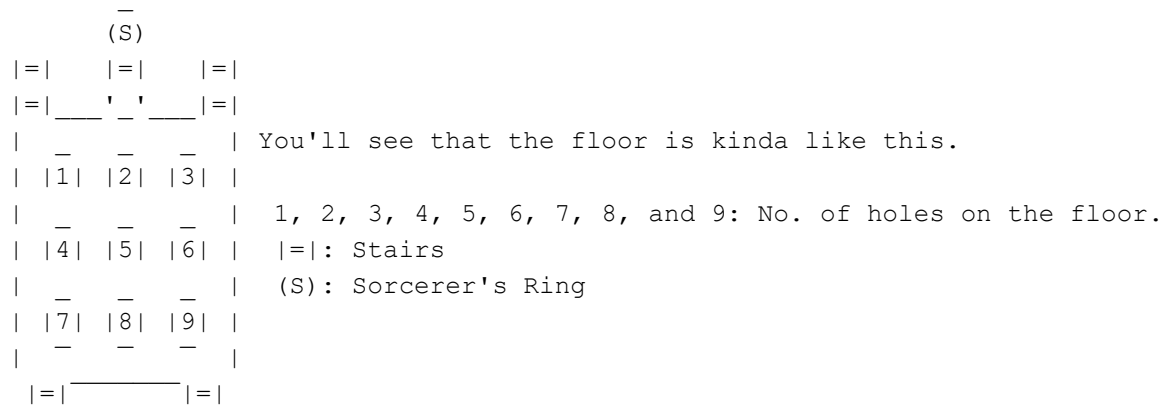
- Name: Vidarr
- Location: Martel Temple
- HP: 4,000
- TP: 30
- XP: 115
- ATK: 210
- DEF: 21
- Gald: 25
- Items dropped: Life Bottle
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: As soon as the battle starts, use a Magic Lens to keep track of his HP. Start by attacking him without giving him a chance to counterattack. If he starts guarding while in middle of a combo, Guard as soon as possible to minimize the dmg. After dealing around 500 dmg. a scene triggers and an unknown red-haired man (it's supposed to be brown, but whatever, he looks cool) appears and joins the battle. Keep attacking non-stop until he goes down. Well? What did you expected for your first Boss Battle?

-----

After the battle, watch the scene. When you gain control, you'll have the mercenary Kratos in your party. You'll be in a 3-way room. Go through the E path and at the end, go down the stairs.

Upon entering this room, a scene triggers. After it, you'll fight a Golem and the scene continues.



You'll see that after killing a Golem, it turns into a rock. Well, kill 1 more and drop it in the middle hole of the right side [6]. Now kill 1 more and drop it down the middle hole on the left side [4] and go down the stairs to the SE, go up the right path and push the block W to make fall in another opening. Cross it to obtain a 'Life Bottle' from the chest. Do the same for the other side, drop a block in the middle hole on the right side [6], go down the stairs to the SW, go up the path to the left, push the block E, cross and get 'Panacea Bottle' from the chest. Go up once again, kill another 2 Golems and drop both in the middle hole from the upper side [2]. Go down the stairs, go up the path and push the second rock N to complete the stone bridge. After crossing, a scene triggers. After it, you're told how to use the Sorcerer's Ring, by pressing the "X" Button. With this ring, you can freeze enemies, to avoid battles, so please remember that. Return to the floor with holes, and go up the stairs on the NW side of that floor.

Once on the other room, follow the path to find 3 chests containing '250 Gald', 'Life Bottle' and 'Apple Gel'. Now return to the beginning (the room with the 3-way split) and go up the N path and use the Sorcerer's Ring on the wall, and then proceed up the warp portal.

At the top, a scene triggers. Afterwards, talk to your party members and go down the warp portal and head back to Iselia.

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                                     /      Area #03      \
                                     /      Iselia      >
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                                     ~
- My lv.: Lloyd 6, Genis 6
- Enemies: None
o--Weapons/Armor/Items:-----o
|      Collector's Book.....(KI) -      |
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As you enter, turn right and head to Colette's house (the one with the well outside). Inside, a scene triggers. Afterwards, you have to head to Genis' house, which is the one on the W side of town (the house with the water puddle outside). Enter it, a scene triggers, and Genis teaches you about cooking. Now go to the school and talk to Raine and Genis will obtain the title "Brotherly Love." Now head all the way S, try exiting the village and another scene triggers with Noishe, Lloyd's "dog" pet. Outside Iselia, go NW and enter Iselia Forest.

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                                     /      Area #04      \
                                     /      Iselia Forest      >
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- My lv.: Lloyd 6, Genis 6
- Enemies: Rabbit, Slime, Minicoid, Giant Bee, Spider, Whip Master
o--Weapons/Armor/Items:-----o
|      Apple Gel..... 3 - 1 .....Life Bottle      |
|      Leather Glove.....(AA) - x .....500 Gald      |
|      Orange Gel..... 2 -      |
o~~~~~o

```

Follow the path, and when you can turn right, move to the left (a tree is blocking the path) and get the 'Apple Gel' from the chest. Keep following the path and get the 'Life Bottle' from the chest. Keep going until a scene triggers. Go down the left path and another scene kicks in. Afterwards, move N and go to the W side of the wall to have yet another scene go on. After the scene and when you have control, move to the E side of the wall and jump up the cliffs and at the large one, jump to the right to find 'Orange Gel' from the chest. Now jump up the left one and another scene triggers. Then a battle with the Desians starts. No big deal. When you regain control save your game and go N.

Here, move all the way N, then W and grab the 'Apple Gel' from the chest. Now move E and get 'Leather Glove' from the hidden chest. Return now to the 4-way split near the entrance, move to the NE one and get 'Apple Gel' from the chest. Head E, past the wooden bridge and '500 Gald' are waiting for you in the chest. Keep moving and at the fork, head N, around and up the small cliff and get



that it puts its right arm back, stop attacking immediately and guard, also when she puts its right arm in front of it. Well, basically, each time it moves its right arm. It has another attack in which it liberates a black aura-thing, attacks 3 times in a row. Have Genis cast magic nonstop while you try to damage her and keep her busy so Genis can cast without interruptions.

-----  
 After the battle, the scene continues, a very sad scene, by the way. Lloyd after that receives the title "Drifting Swordsman". This is the beginning of your true journey.

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sx507

Area #07

Heading south to an Inferno

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  - My lv.: Lloyd 7, Genis 7
  - Enemies: Hawk, Rabbit, Wolf, Giant Bee, Thief, Scorpion, Sidewinder
  o--Weapons/Armor/Items:-----o
  |                               EX Gem Lv1.....1 -                               |
  o~~~~~o
  
```

At the World Map, start heading S, then follow then yellow road. You'll see Nova's Caravan a few steps away from Iselia, nothing of interest. Keep following the path and you'll have a brief tutorial on how to use the EX Gems, EX Skills and Compound EX Skills. Follow the yellow road and you'll reach the House of Salvation. In here, see the scene and enter the house and rest on the second floor if needed by examining the box next to the bed. Now exit to the World Map and before continuing S, move NW and in the woods, you'll see a hidden chest with 'EX Gem Lv1'. Now continue heading S until you see a village with an oasis in middle of the desert. That's Triet, enter it!

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Area #08

The Desert Oasis, Triet

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  - My lv.: Lloyd 8, Genis 8
  - Enemies: Bowman, Whip Master
  o--Weapons/Armor/Items:-----o
  |                               Soft Leather.....(WP) -                               |
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|---------------------|--------------------|---------------------|
| o-----o             | o-----o            | o-----o             |
| > Traveler's        | > Sand Shield <    | > Heat Storm <      |
| Mate <              | o--o               | o----o              |
| o-----o             | Soft Leather..480G | Knight's Saber.800G |
| Apple Gel.....100G  | Leather Guard.280G | Flying Disk....880G |
| Orange Gel.....200G | White Cloak...800G | Fine Star.....800G  |
| Panacea Bottle.150G | Robe.....600G      | Rod.....800G        |
| Life Bottle....300G | Ribbon.....240G    | Long Sword....790G  |
| Holy Bottle....200G | Beret.....200G     | o-----o             |
| Magic Lens.....10G  | Wooden Shield.600G |                     |
| o-----o             | Leather Glove.200G | Mirage Inn: 100G    |
| o-----o             | Gloves.....100G    |                     |
| > Desert Rose <     | Cape.....100G      |                     |
| o                   | o-----o            |                     |

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|Pork.....120G|                o-----o
|Onion.....60G|                |> Vermilion Blades <|
|Cabbage....60G|                o-----o
|Mushroom...60G|                |Flying Disk.....1 Chakram & 1 Magical Cloth|
|Barley Rice.60G|                |Duel Ring.....1 Chakram & 1 Beast Fang|
|Bread.....70G|                |Hard Leather.....1 Soft Leather & 1 Beast Hide|
|Red Satay..200G|               o-----o
o-----o

```

After the initial scene, move to the NW side of the market area and you'll receive a tutorial about Customization. If you have a Beast Hide, give it to him and he'll make you a Soft Leather, the Rabbit enemy in the Iselia Region gives you a Beast Hide, I think. Afterwards, customize a Hard Leather. You better enter Triet with at least 2800 Gald, because there are some expensive stuff to buy here.

Buy a Knight's Saber and a Fine Star from >Heat Storm<. From >Sand Shield< buy a White Cloak, a Beret and 2 Capes (Well, 4 if you have the money). If you have to sell, go on, but be sure to leave at least 100 Gald for the fortune teller.

Now go to the Inn, up to the second floor and at the end, examine the green thingy on the floor (I'm pretty sure it's a Japanese sculpture) to have Wonder Chef appear and teach you "Cabbage Rolls". Spend the night, if you can and leave the market area to the N. At the end of the road is the fortune teller in her hut. Go in, pay her and watch the scene. Afterwards, return to the entrance and examine the wanted poster near the Inn's entrance. Afterwards, try exiting Triet to trigger a scene. After it, an easy battle takes place (it should be thanks to the equipment upgrade you just did), and another scene.

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                                     / Area #09 \
                                     / Sylvarant Base >

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- My lv.: Lloyd 8
- Enemies: Foot Soldier, Raybit, Botta/Foot Soldier x2 (B)
o--Weapons/Armor/Items:-----o
|                Beast Hide..... 1 - 1 .....Magical Cloth                |
|                Beast Fang..... 1 -                                     |
o-----o

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o-----o
|> Vending Machine <|
|                |
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o

```

As you start, hit the guard guarding your cell with the Sorcerer's Ring. Now open the door and grab the 'Beast Hide' from the chest to your W and save at the save point to the W of the chest (Did you notice that you can't open the menu?). Now go E and open the chest in the open area to receive your equipment. Now keep going down the hall and fight 2 Desians and go into the room to the N. In here, watch the scene, and check the pedestal to change the function of the Sorcerer's Ring. Now electrify the enemies on top of the blue panels with help of the Ring. Pass the door and dispose of the enemy to the N of the fork to receive a Memory Gem, which unlocks a Memory Seal. Now go through the door to



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Area #10
Triet
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- My lv.: Lloyd 10, Genis 9, Colette 7, Kratos 8
- Enemies: None
o--Weapons/Armor/Items:-----o
|
| Monster List.....(KI) -
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```

As you enter there is a scene. After it, exit the Inn and go to the W side of the market area, buy a Flying Disk from >Heat Storm<, equip it and go and customize a Duel Ring. Sell the Flying Ring you just bought. Now go to >Sand Shield< and buy 2 Ribbons, 2 Gloves and a Soft Leather. Go once again to customize the Soft Leather for a Hard Leather for Kratos. Now leave Triet.

You now have to go to Triet Ruins. When you exit Triet, head W with a bit S and you'll arrive at the first Seal, Efreet's Seal.

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Area #11
Triet Ruins, the first seal
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- My lv.: Lloyd 10, Raine 7, Colette 7, Kratos 8
Genis 9
- Enemies: Fire Element, Fake (SB), Fire Bird, Brown Pot, Scorpion, Fire
Warrior, Ktugach/Ktugachling x2 (B)
o--Weapons/Armor/Items:-----o
|
| Spirit Bottle..... 1 - 1 .....Lemon Gel
|
| Apple Gel..... 1 - 1 .....Life Bottle
|
| Bracelet.....(AA) - (WP).....Mumei
|
| 1000 Gald..... x - (WP).....Stiletto
|
| Circlet.....(AH) - 1 .....Savory
|
o~~~~~o

```

As soon as you enter, a scene happens and you'll have to fight 2 Fire Element, no big deal. Afterwards, Kratos teaches all 4 members a Skill to defend against magic and other attacks. Now, check the hole to the W to trigger another scene and Raine receives the title "Archeological Maniac". Go in the hole.

Once inside, go W and at the fork, go S and at the end, there's a chest covered with rocks. Use your Sorcerer's Ring to uncover it and obtain the 'Lemon Gel' from the inside. Now return to the fork and go N and at the end there's a chest. But be careful, because it's a Fake. These are unique strong enemies that can only be damaged with magic.

-----  
SUB-BOSS: FAKE  
-----

- Name: Fake
- Location: Triet Ruins
- HP: 400
- TP: 50
- ATK: 280
- DEF: 250
- XP: 30

- Gald: 25
- Items dropped: All-Divide
- Steal: All-Divide
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All
    - Normal: None

- Strategy: I recommend a party of Lloyd (you), Raine, Genis and Kratos. Deactivate all of Kratos attacks except for Fire Ball and Wind Blade (if you have it). As soon as you enter the battle, give the "All out" order by pressing -> on the D-pad. Put yourself in front of the Fake and start guarding and using Guardian every now and then. Kratos and Genis will start attacking the Fake with magic and keeping a distance from it. Raine's duty here is to support you with her healing arts. In doing so, you'll win the battle in no time.

-----

You'll find a 'Spirit Bottle' after the fight. Return to the S end of the fork and enter the door. The hawk enemy in this room has the Memory Gem of the dungeon. Now go up the stairs here and lit up the torch on the wall. Go back down the stairs and now lit up the one on the E side of the room.

Exit the room, return to the fork and enter the door in the middle. Here, head S and open the chest containing 'Apple Gel', now go N, around the pillar and get 'Bracelet' and 'Life Bottle' from the chests. Now the 2 blocks, push them down at the center of the room, creating a "bridge". Go up the ramp and get 'Savory' from the chest. Continue the path on this floor and get 'Mumei' and '1000 Gald' from the chests. Return down the ramp and exit the room. Head N at the fork and in here, follow the path, push the block S and get 'Stiletto' from the chest. Now lit the torch.

Now return to the fork and go in the middle door. Lit the torch at the end of the "bridge". Return to the fork, go N and make your way up the several stairs and get 'Circlet' from the chest. Now unlock the memory seal, save your game, enter the warp portal and prepare for a Boss Battle!

-----  
BOSS: KTUGACH/KTUGACHLING X2  
-----

a) Ktugach

- Location: Triet Ruins
- HP: 5,000
- TP: 50
- ATK: 300
- DEF: 28
- XP: 628
- Gald: 85
- Items dropped: Red Quartz
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Water, Ice
    - Strong: Fire

b) Ktugachling x2

- Location: Triet Ruins
- HP: 1,500



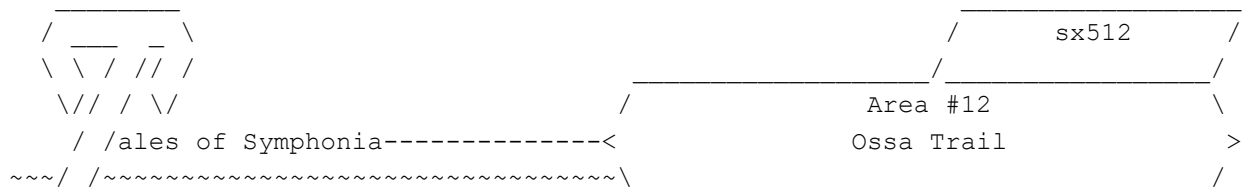
- TP: 180
- ATK: 130
- DEF: 40
- XP: 60
- Gald: 15
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Water, Ice
    - Strong: Fire

- Strategy: As you start, if you chose to have Genis in your party (which I forgot to do), deactivate all his spells, except for Aqua Edge. For Kratos, deactivate Fire Ball. This Boss has some nasty attacks, so be careful. My party was Lloyd, Raine, Colette and Kratos. Have Kratos and Raine be the healers while you and Colette are the attackers. First of all, dispose of the Ktugachlings, since they have less HP, but not only that, but because they can use magic and rip your party apart. After they're gone, focus on Ktugach, the big pops. He is a tough sucker who likes to put defense, but keep attacking between the 4 characters and you'll break his defense.

-----

After the battle, a scene automatically kicks in. WOW!!! Colette has wings. She learns the "Angel Feathers" tech, a very nice one by the way. Now make your way to the entrance, a scene triggers and you'll be at a Camping Spot. Talk to whomever you want and to end this, just speak to Colette twice.

You'll soon know that your next direction is Palmacosta, but first you need to get pass Ossa Trail. So, head to Triet to restock your arsenal at >Traveler's Mate<, but a scene triggers as soon as you enter and Raine obtains the title "Sisterly Love". Now go and stay at the Inn for a scene to take place. When you exit Triet, head directly E to find Ossa Trail.



- My lv.: Lloyd 12, Raine 10, Colette 10, Kratos 10 ~
- Genis 11 ~
- Enemies: Thief, Archer, Mandragora, Axe Beak, Bear, Hawk, Witch ~
- Clumsy Assassin/Guardian-Wind (B), Sword Dancer #1 (OB) ~
- o--Weapons/Armor/Items:-----o
- |          Battle Staff.....(WP) - 1 .....Apple Gel |
- |          Orange Gel..... 1 - (AB).....Fine Guard |
- |          Black Silver..... 1 - 1 ..... EX Gem Lvl |
- o-----o

As you enter, walk a few steps and a scene starts. Choose whichever answer you like. Ossa Trail is so straight forward, so it won't be easy to get lost. Follow the path while picking 'Battle Staff' from the chest. When you're able to see the sky, meaning you're at the top, move S at the fork and pick 'Apple Gel' and 'Melange Gel' from the chests. Save your game and keep going down the hill. Near the bottom, grab 'Orange Gel' and prepare for a Boss Battle!

-----  
BOSS: CLUMSY ASSASSIN/GUARDIAN-WIND

-----  
a) Clumsy Assassin

- Location: Ossa Trail
- HP: 1,800
- TP: 131
- ATK: 247
- DEF: 48
- XP: 200
- Gald: 128
- Items dropped: Holy Bottle
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

b) Guardian-Wind

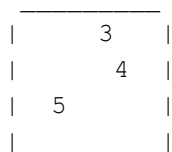
- Location: Ossa Trail
- HP: 2,000
- TP: 400
- ATK: 280
- DEF: 38
- XP: 250
- Gald: 250
- Items dropped: Magic Lens
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: Start by focusing your attacks on Guardian-Wind, since he's stronger and represents more dmg. to your party. Sword Rain doesn't work well on this enemy, since he's floating. Better make a 3-combo and finish with either Tiger Blade or Tempest (I should say Tempest works better). You can use the Strat battle sub-menu to have 1 character aid you raid Guardian-Wind with attacks while the other 2 focus on keep busy Clumsy Assassin. After he's down, focus all your attacks on Clumsy, which shouldn't represent much trouble. Keep having Raine and Kratos heal you if possible and/or needed.

-----  
As you leave, a skit takes place automatically and afterwards, you are finally able to use U. Attacks which stands for Unison Attacks.

There's an Optional Boss in this place. I recommend Lv 15 at least. Go to the N of Ossa Trail at the World Map, pass the wooden bridge and start leveling there. These enemies give quite amount of XP and Gald. There are 2 ways to go from here. The hard way and the easy way. The easy way is going to Izoold and then to Palmacosta. The hard way is going to Hima and then to Luin and so on.

Go in the cave from where the Clumsy Assassin came out and it looks something like this.





Aid.

OK, first of all, you can't escape. My party was: Lloyd 16, Raine 15, Colette 15, and Kratos 15 and I barely won. This sucker is hard! He can kill you in 1 blow. Have Kratos and Raine healing the whole time, while Colette is using Angel Feathers. You are the only main attacker (if we can call it that). Colette is going to be support with her Angel Feathers and giving you Orange Gels and Life Bottles. The main idea here is to do the basic 3-combo + Sword Rain + Fierce Demon Fang or Double Demon Fang at the end, but if you see that he's blocking your normal attacks, forget about the techs and guard, since you'll be doing 2 dmg. for each hit of the Sword Rain. Right after that, guard so you can minimize the dmg. You'll receive around 350 dmg. if you block. If for some reason you die, immediately have Colette use a Life Bottle on you. Keep having Colette using Orange Gels and Life Bottles all the battle. Also remember, if you can nail the attack above mentioned (3 attacks and 2 techs), it's finally time to use the U. Attack. It's very important to have Colette use her Angel Feathers during the attack, because its power is way beyond yours. After around 5 min of sweating, you'll defeat the first of the Sword Dancers.

-----

Afterwards, you'll receive Yata Mirror. Return to the World Map and go to Izoold.

\*\*NOTE: There are two ways you can go from here. The easy way is going to Izoold, like it's supposed to be, and which I'll be writing for first. The second way, and harder, is going N to the other continent. It's your choose. If you decide to go the easy way, keep reading. If you chose the hard way (I really recommend going this way only after you have beaten the game at least once, so you have more experience with the game), open up the search sub-menu and copy the following <+ - +> (without the "blank spaces").\*\*

=====  
===== 5.2] Chapter 2: Easy Way ~~~~~  
=====

```

/ _____ \
\ \ / // /
  \/ / \
   / /ales of Symphonia-----< The Small Fishing Port, Izoold >
~/_/~\~~~~~\

```

```

- My lv.: Lloyd 16, Raine 15, Colette 15, Kratos 15
           Genis 16
- Enemies: None

```

```

o--Weapons/Armor/Items:-----o
|                               None                               |
o~::~::~::~::~::~::~::~::~::~o

```

```

o-----o
|> Deep Blue <|
|               o-----o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Cod.....110G|
|Squid.....110G|
|Octopus.....70G|

```



| o-----o              | Item Name                 | Grade |
|----------------------|---------------------------|-------|
| > Marble's <         | -----                     |       |
|                      | Beast Fang.....5          |       |
| Palma Potion...1000G | Magical Cloth.....10      |       |
| Apple Gel.....100G   | Black Silver.....10       |       |
| Orange Gel.....200G  | White Silver.....10       |       |
| Panacea Bottle..150G | Grab Bag.....30           |       |
| Life Bottle.....300G | o-----o                   |       |
| Holy Bottle.....200G |                           |       |
| Magic Lens.....10G   | Skipper's Haven INN: 200G |       |
| Guard Bottle...1000G |                           |       |
| Poison Charm...4000G |                           |       |
| o-----o              |                           |       |

First of all, go around the wooden dock. Talk to the dog and proceed to the stores. At >Tsunami< buy: Rapier, Duel Star. At >High Tide< buy: Chain Mail x2, Feather Robe, Leather Helm, Bracelet x2, and the Leather Boots are optional. If you don't have enough Gald, wait until you can go to the World Map to fight and have some cash. Or you can go with the Customization guy and exchange 5 Grade for a Beast Fang, and then sell each for 1,000 Gald. That's pretty neat, isn't it? Now, go to the Customization shop and customize: Masamune, a Slicer Ring (if you have the Flying Disk), Gem Rod, Steel Sword and a Mage Cloak. You should be able to customize all the items mentioned above.

Now, that was a lot of shopping, wasn't it? Well, exit the shopping area to the S. Walk a few steps S and a scene triggers automatically. After it go E over the bridge and go in the store before the stairs. A scene happens here. Afterwards, exit and go to the part of town.

There's a scene as you enter. Then, talk to the dog walking around. Enter the SE building and a scene triggers automatically. Then check the Ball Basket to have Wonder Chef appear and teach you "Omelet." Now go up the stairs and go in the first door to the E. You are asked 3 questions, and the answers are:

- Guardian
- Acceleration due to gravity
- I don't know

Afterwards, return to the hall and go in the room to your E. A hilarious scene happens here. After that, Genis receives the title "Honor Roll." Return to the first floor and go in the second door to the E. Talk to the woman behind the counter to start a minigames. After it, Colette obtains the title "Turbo Waitress." If you did well, you'll receive a Palma Potion, if not, you'll just have to buy it at Marble's.

Outside the school, go in the Church just N of you. Talk to Chocolat in here. Go now and give those guys their Palma Potion, return to the E part of town and go in the NW building. A scene happens in here and after it, return to the Church and talk with the Priest. After that, you know you're next destination, Hakonesia Peak.

To reach Hakonesia Peak, start heading NE following the yellow road. Pass a bridge on your way and keep ignoring forks. After the bridge, you'll reach a House of Salvation. Enter it and talk to the doggy with Colette. If you enter the building, you'll find Clumsy Assassin praying at the altar. You'll finally know her name, it's Sheena, Sheena Fujibayashi (007 style). After the scene, rest if you want and continue your journey to Hakonesia Peak.

Again at the world map, keep heading N and at the end of the yellow road is Hakonesia Peak.



```

o--Weapons/Armor/Items:-----o
|           White Silver..... 1 - (AA).....Omega Shield |
|           Purple Card.....(KI) - 4 .....Orange Gel      |
|           Life Bottle..... 2 - 2 .....Apple Gel         |
|           EX Gem Lv2..... 1 - (AB).....Mage Cloak        |
|           Red Card.....(KI) - (KI).....Blue Card          |
|           Melange Gel..... 1 -                               |
o~~~~~o
                o-----o
                |> Vending Machine <|
                |                               |
                |Apple Gel.....100G|
                |Orange Gel.....200G|
                |Panacea Bottle.150G|
                |Life Bottle....300G|
                |Magic Lens.....10G|
                o-----o

```

As you enter head up and go up any path and a scene takes place. Damn that Dorr, betraying the Chosen!!! When the answers prompt, choose the top option and watch the rest of the scene.

Now from where you are, go up the NE path, fight all the enemies in this area, open the gate and keep fighting. Once inside the facility, change the function of the Sorcerer's Ring to a Radar. Now go in the W door and fight the enemy here for the Memory Gem of this dungeon. Use the Sorcerer's Ring near this enemy to find 'Apple Gel' from the sparkle. Go down the SW path and NW at the fork. There's 'Orange Gel' on the W side. A bit N of it, there's 'Life Bottle' on the E side of the wall. Return to the fork and now go SE. At the end of it, find yet another 'Orange Gel' from the sparkle. Return to the main hall and go in the E door.

Kill the enemy to the N of you and use the Sorcerer's Ring. You'll see several tiny lights. Check the one N of you and get 'White Silver'. The sparkle SE of the first one has 'Omega Shield'. Check the blue pedestal "thingy" to make a bridge appear. A scene triggers as you cross, that Refresher thing is cool, it also sells items. Dispose of the enemy near the Refresher to receive 'Purple Card'. Now check the NE corner of this side of the room for 'Orange Gel'. Also check the blue pedestal to make another bridge appear and get 'Life Bottle' from the sparkle. Return and turn both bridges off.

Once again at the main hall, use your Sorcerer's Ring and use the Warp Portal. Here, head N, save your game and go in the E door. In here, use the Sorcerer's Ring and you'll see several semitransparent blocks. Move the second one 2 times S, 2 times E, 3 times S. Push the block on the right of the one you were moving S and get 'EX Gem Lv2' from the sparkle. Now push the one you were pushing 3 times E and 3 times S. Move the block directly N (on the N wall) until you can get 'Mage Cloak' from the sparkle, but you should already have one, right? Now check the blue pedestal to make a bridge. Cross it and go down the stairs. A scene triggers and you'll receive 'Red Card' automatically. Return, turn off the bridge and return to the save point.

Now go in the W door from the save point. A scene takes place as soon as you enter. Afterwards, the little boy handles 'Blue Card'. Return to the save point and use the portal at the N of it.

This place is a bit complicated, so keep track of the following. Please first read about that room and then the portal you have to take, and it's number is below.



To get a 'Panacea Bottle', just:

- (Taking the room after taking the portal just N of the save point as reference)

-----

Before taking this first portal, there are 2 walking enemies and at the W side, take the Melange Gel from the sparkle.

1st portal: West

-----

In this room, there are 2 walking enemies and there's an alarm behind the sparkle on the W side.

2nd portal: North

-----

Here, there's 'Apple Gel' to your left right where you start and only that.

3rd portal: North

After getting it, return to the previous room and take the portal at the center and choose "Return to the connecting passage." Now let's go and kick Magnius' ass!

- (Taking the room after taking the portal just N of the save point as reference)

-----

There are 2 walking enemies here, and a Melange Gel at the W side if you didn't take it from before.

1st portal: West

-----

There are 2 walking enemies and an alarm on the W side.

2nd portal: West

-----

There are 2 walking enemies and an alarm at the N side of the room.

3rd portal: South

-----

Here, there's nothing but 'Life Bottle' in the sparkle right next to you.

4th portal: North

-----

Here, there are 2 walking enemies and an alarm at the N side.

5th portal: North

-----

There's 1 walking enemy and 'Orange Gel' in the sparkle at the W side of the room.

6th portal: West

-----

There's 1 walking enemy and an alarm at the N side.

7th portal: North

-----

There's 1 walking enemy and an alarm at the W side.

8th portal: West

After all this hard and confusing work, a scene triggers, then a battle with Desians, and another scene. Now, before going N to her, go E and unlock the memory seal. Heal up and now go to Chocolat. Enter the portal, watch a scene, another meaningless battle and then, prepare for a Boss Battle!

-----

BOSS: MAGNIUS/BOWMAN/WHIP MASTER

-----

a) Magnius

- Location: Palmacosta Human Ranch
- HP: 8,500
- TP: 120
- ATK: 450
- DEF: 65
- XP: 675
- Gald: 1700
- Items dropped: Warrior Symbol, EX Gem Lv1
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Fire

b) Bowman

- Location: Palmacosta Human Ranch
- HP: 480
- TP: 10
- ATK: 130
- DEF: 20
- XP: 50
- Gald: 40
- Items dropped: Orange Gel
- Steal: Orange Gel
- Elemental Info.:
  - AA: None
  - Weak: None



- Gald: 500
- Items dropped: Heal Bracelet
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: Light
  - Strong: Darkness

- Strategy: You might be thinking that she's harder than Magnius because of her 10,000 HP, but don't worry! Raine's Photon deals over 600 dmg., so does Colette's Angel Feathers, around 650-700 dmg. Put these 2 in the C-stick

shortcuts. Her attacks aren't that nasty either. Just keep attacking, ordering Colette to use Angel Feathers and Raine to use her Photon. Kratos should be attacking or healing when necessary. After very few minutes, she'll go down.

-----

Damn, that Kilia monster is a bitch. A very sad scene happens here. He then hands over 'Pass'. Now we can finally go for the second Seal.

Before leaving, buy a Battle Staff from >Tsunami<. Now, talk to the person near the exit and tell her part of the way. You'll now be at the House of Salvation. Exit and go to where the human ranch was and instead of entering, go SE and enter Thoda Dock.

```

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  \ /  \ /
   /  /ales of Symphonia-----<
~~~/_/_/~~~~~\_____/_/
                                     /      sx519      /
                                     /_____/
                                     /
                                     /      Area #19      \
                                     /      Thoda Dock      >
                                     /_____/_/
                                     ~
- My lv.: Lloyd 20, Colette 19, Raine 19, Kratos 19
          Genis 19
- Enemies: None
- Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

Start by resting at the Inn on the second floor. Outside, there's another dog, speak to it with Colette as your Avatar. Go inside once again and speak with Candy, the woman behind the counter. Pay 200 Gald and a scene triggers, taking you to Thoda Geyser and op the second seal.

```

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\  \ /  // /
  \ /  \ /
   /  /ales of Symphonia-----<
~~~/_/_/~~~~~\_____/_/
                                     /      sx520      /
                                     /_____/
                                     /
                                     /      Area #20      \
                                     /      Thoda Geyser, the seal of water  >
                                     /_____/_/
                                     ~
- My lv.: Lloyd 20, Colette 19, Raine 19, Kratos 19
          Genis 19
- Enemies: Starfish, Float Dragon, Water Element, Green Roper,
          Adulocia/Amphitra x2 (B)
o--Weapons/Armor/Items:-----o
|          Spiritua Statue.....(KI) - 1 .....Mermaid's Tear      |
|          Circlet.....(AH) - 1 .....Life Bottle                  |
|          Circlet.....(AH) - (AC).....Stun Bracelet              |
|          White Silver..... 1 - 1 .....Orange Gel                |
|          EX Gem Lv 1..... 1 -                                     |

```

```
o-----o
|> Thoda Shop <|
|           o----o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Melange Gel....500G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o
```

As you arrive, go up the path and a scene triggers. Talk to the guy with a backpack and a green hat to buy supplies. Now go NW of where you are and talk to the dog. "This one feels like a Bob. His tail is so cute." Now go to the NE corner and approach the pedestal shown to you in the scene. Another scene happens, showing you the Spiritua Statue. You only have to follow Genis' directions without failing more than 2 times. Now check the pedestal with the blue thing on top to have another scene trigger.

Once inside, move N, dispose of the enemies here, go down the stairs and get 'Mermaid's Tear'. Keep going down the stairs and at the bottom, get 'Life Bottle' and 'Circlet' from the chests at the E side of the room. Go down the SW exit, ignoring the Sorcerer's ring pedestal function for now.

Get 'EX Gem Lv1' from a hidden chest behind the upper stone pillar on your E side. Now go through the stone pillars on your E and get 'White Silver' and 'Orange Gel' from the chests. Return to the previous room and go to the N part of the room and use the Sorcerer's Ring on the torches, each next to a stone tablet with a flame carved into it. Once you set them ablaze, it's time to change the function of the Sorcerer's Ring.

Change the function of the Sorcerer's Ring and exit through the SE exit.

Go down the stairs and get 'Stun Bracelet' and 'Circlet' from the chests. The shark-type enemy floating near the chests has the Memory Gem for this dungeon. Keep going until you're in the next room. Push the huge block right in front of you under the door and you hear a "click."

Return to the room where you set the torches ablaze and you'll notice a scale in front of the large blue urn. Use the Sorcerer's Ring on the E side of the scale and a door will try to close on the lower level, but that's why we put the block there. Just a bit E and then S is the Memory Seal (it's almost invisible). A very good idea at this point, is to equip an EX Gem Lv2 on Raine and put the "Personal" option. This way, in every Memory Circle you encounter, all her non-battle magic (Such as First Aid and Recover) will only use 1 TP. That's cool, isn't it?

Go to the room where you pushed the block and at the end of the corridor, there's another scale in front of a large blue urn. Pour water in the E side of the scale and have the platform on the W side of the room go up. Return to the room above (where you lit the torches), heal up, save your game and use the warp portal on the platform you just raised.

Here, watch the scene and prepare to fight Adulocia and Amphitra x2.

-----  
BOSS: ADULOCIA/AMPHITRA X2  
-----



outside and go pass the guards to the N to finally reach the other side of Hakonesia Peak.

At the World Map, head N and you'll see a House of Salvation. Enter it and speak to the dog at the NE corner. Rest if needed and exit to the World Map. Start heading SW and soon, you'll arrive at Asgard.

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                                     /-----\
                                     |sx522|
                                     /-----\
                                     |Area #22|
                                     /-----\
                                     |The City of Ruins, Asgard|
                                     /-----\

```

```

- My lv.: Lloyd 22, Colette 21, Raine 21, Kratos 21
          Genis 21
- Enemies: Windmaster (B)

```

```

o--Weapons/Armor/Items:-----o
|          Map of Balacruf.....(KI) -          |
o-----o

```

|                  |                        |                       |
|------------------|------------------------|-----------------------|
| o-----o          | o-----o                | o-----o               |
| > Gale <         | > Cyclone <            | > Typhoon <           |
| o-----o          | o-----o                | o-----o               |
| Pork.....120G    | Ring mail.....1,800G   | Masamune.....1,500G   |
| Beef.....140G    | Fine Guard.....900G    | Slicer Ring..1,380G   |
| Chicken....120G  | Mage Clock.....1,500G  | Duel Star....1,180G   |
| Juicy Meat..200G | Feather Robe.....920G  | Gem Rod.....1,550G    |
| Beef Strips..80G | Iron Helm.....1,200G   | Steel Sword..1,380G   |
| Cabbage.....60G  | Iron Gauntlet...1,200G | Hydra Dagger.2,200G   |
| Lettuce.....80G  | Kitchen Mittens.1,000G | o-----o               |
| Mushroom....60G  | Paralysis Charm.4,000G |                       |
| Potato.....50G   | o-----o                |                       |
| Onion.....60G    |                        |                       |
| Radish.....60G   |                        |                       |
| Carrot.....60G   | o-----o                |                       |
| Barley Rice..60G | > Whirlwind <          |                       |
| Panyan.....70G   | o-----o                |                       |
| Roll.....70G     | Apple Gel.....100G     |                       |
| White Satay.200G | Orange Gel.....200G    | Vortex Inn: 200G      |
| Red Satay...200G | Panacea Bottle.150G    | Fresco Inn: 300G      |
| Black Satay.200G | Life Bottle....300G    | Cool Breeze Inn: 400G |
| Egg.....50G      | Holy Bottle....200G    |                       |
| Cheese.....60G   | Dark Bottle....200G    |                       |
| Kelp.....40G     | Magic Lens.....10G     |                       |
| o-----o          | Stone Charm...4000G    |                       |
|                  | o-----o                |                       |

```

o-----o
|> Hurricane <|
o-----o
o-----o
|Osafune.....1 Mumei, 1 Black Silver|
|Sinclair.....1 Masamune, 1 Black Silver &|
|          :.....1 White Silver          |
|Mystic Ring.....1 Slicer Ring & 1 Beast Fang|
|Falling Star.....1 Duel Star & 1 Beast Hide|
|Earth Rod.....1 Battle Staff & 1 White Silver|
|Earth Dagger.....1 Hydra Dagger, 1 White Silver &|
|          :.....1 Mermaid's Tear          |
|Silver Sword.....1 Steel Sword, 1 Beast Fang &|
|          :.....1 Black Silver          |
|Iron Guard.....1 Leather Guard & 1 Black Silver|
|Mage Cloak.....1 Cloak & 1 White Silver|

```

```

|White Robe.....1 Feather Robe & 1 Magical Cloth|
|Yayoi.....1 Feather Robe & 1 Magical Cloth|
|Gold Circlet.....1 Circlet & 1 Magical Cloth|
|Iron Gauntlet.....1 Leather Glove & 1 Black Silver|
o-----o=====o-----o
      |Item Name      Grade|
      |-----|
      |Beast Fang.....5|
      |Magical Cloth.....10|
      |Black Silver.....10|
      |White Silver.....10|
      |Grab Bag.....30|
      o-----o

```

As you enter, go up the stairs on your W and at the fork, head N and into the building. Inside buy at >Typhoon<: Slicer Ring and Hydra Dagger. Don't equip them. At >Hurricane<, customize one of each, except for Mage Cloak (which you should already have), Yayoi, and Iron Gauntlet. You should have all the necessary weapons. If you need Trade Items, exchange them for Grade with the old man. Equip everything and at >Cyclone<, buy: 2 Ring Mails, 2 Iron Helms, 1 Iron Gauntlet and 2 Kitchen Mittens. If you still have some money, return near the entrance and enter the first door of the W and rest at >Vortex Inn<; the cheapest Inn in town. Also restock your item supply and food supply, mainly to cook Rice Ball, since it heals both Hp and TP. From >Vortex Inn<, move NE and go up the first set of steps on your W. The shop here is >Whirlwind<. Restock here and speak to the dog to the N with Colette as your avatar.

Now go all the way E and enter the next part of town. Talk to the dog wandering near the S part of this side of the city. Go up the first set of stairs and go in the dark brick house. This is Aisha's house. On the second floor, check the phonograph besides the bed to have Wonder Chef appear and teach you "Meat Stew."

Return to the main are of Asgard and go up to the N area of the town. Go up the huge stairs and at the top, a scene triggers. When you can move, go around the ruin to trigger another scene. Damn, Raine kicks ass! Now head to Aisha's house to see another scene.

Go to >Vortex Inn< and rest if you haven't. Save your game and go to back to the ruins. After the scene, there's a Boss Battle!

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BOSS: WINDMASTER
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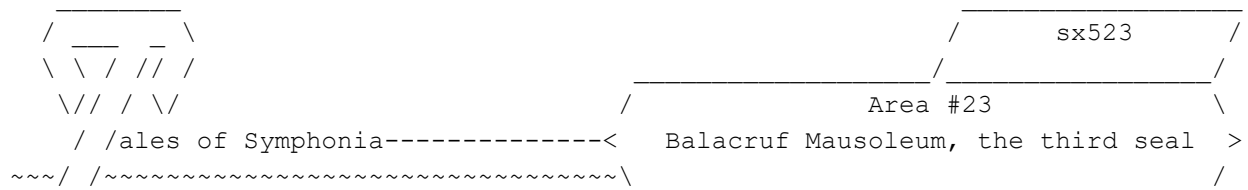
- Name: Windmaster
- Location: Asgard
- HP: 10,000
- TP: 220
- ATK: 580
- DEF: 85
- XP: 1325
- Gald: 800
- Items dropped: Map of Balacruf, Talisman
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Wind



- Strategy: This battle is easy if you know how to battle it. An easy way to do this is as follows: 3-combo attack + Tiger Blade + Sword Rain: Alpha. Right before you unleash Sword Rain: Alpha's uppercut, unleash an Unison Attack as follows: First Kratos using Fierce Demon Fang, then Raine with Photon, afterwards Lloyd with Sword Rain: Alpha and last but not least, Colette with Angel Feathers. With all this done as I wrote, you'll be dealing him around 5000 dmg. and Combo over 55 hits. After this, keep attacking, healing when necessary, blocking when necessary and doing the 3-combo + Lv1 Tech + Lv2 Tech, dealing near 800 dmg. each time. As you can see, he's not that hard, if you're at the levels I recommended before entering Asgard.

-----  
 After the battle, there's a scene and when you regain control, head over to Aisha's house for another scene. You'll then receive 'Map of Balacruf'. After that, finally exit Asgard.

Your next destination is Balacruf Mausoleum. To reach it, head SE from the House of Salvation and at the end of the land, there's Balacruf Mausoleum.



- My lv.: Lloyd 22, Colette 22, Raine 22, Kratos 22 ~
- Genis 22 ~
- Enemies: Arachnid, Melting Pot, Skeleton, Harpy, Gargoyle, Iapyx (B) ~
- Resolute Assassin/Guardian-Lightning (B) ~
- o--Weapons/Armor/Items:-----o
- | 1800 Gald..... x - 1 .....Beast Fang |
- | Iron Guard.....(AB) - (AH).....Blue Ribbon |
- | Beast Hide..... 1 - (AH).....Blue Ribbon |
- | EX Gem Lv2..... 1 - |
- o-----o

As you enter, there's a scene. Afterwards, take the W path and at the end, there'll be a person and behind, '1800 Gald' in the chest. Now go up the central path and another scene triggers. When you have control, move W, watch your step, because there are a lot of traps in this dungeon. When you see a switch on the floor, go up the stairs N and kill the enemy hiding among them, because it's the holder of the Memory Gem. Once on top, move W and push the block S 2 times. Return down and push the block on top the switch and stop the wind.

Return to the fork to the entrance and go E. Unlock the Memory Seal and get 'Beast Fang' from the coffin S of the Save Circle. Now lit the torch on the E side of the room.

The SE stone plate says: "The Summon Spirit and the wind  
 that serves it are to be found  
 beyond the carving of the holy seal."

Now return to where you dropped the block and read 2 other stone plates.

The W stone plate 1 says: "The Balacruf are people of  
 the wind.  
 They are born with the wind,  
 live with the Summon Spirit, and

become as wind when they die."

The W stone plate 2 says: "The world is a giant.  
Its ruby left hand is the  
throne of gods.  
Its emerald right hand is  
the power of gods.  
Its pearl white left leg is  
the calm earth.  
Its topaz right leg is  
the rich earth.  
And its lapis lazuli  
body is the blue wind  
princess."

Now move E, go down the stairs and you'll be at the beginning fork. So now, go up the NW path, past the traps and go up the stairs. At the corner, read:

The NW stone plate says: "That which the blue wind  
princess protects.  
Heads from the throne of  
gods and across the rich  
earth.  
Stands upon the calm  
earth, and gazes up at  
the power of gods."

Now keep going and lit both torches at the N wall, before going down the stairs to reveal a door. Keep going E and read the tablet.

The N stone plate says: "The great King of Balacruf,  
Cleo III, died and was reborn  
as the King of the Wind.  
The King travels the heavens  
with the Summon Spirit, in  
past, present and future."

Now move S and push the block E, and then S 1 time to stop the wind. Now go N from the switch and get 'Iron Guard' and 'Blue Ribbon' from the coffins. Now go all the way S, lit the torch, get 'Beast Hide' from the coffin and then read the E tablet.

The E stone plate says: "That which is offered to  
the throne to the gods.  
From the power of gods,  
makes the rich earth as  
the calm earth.  
And arrives at the blue  
wind princess.  
This be as if traveling the  
giant's body in the manner  
of a clock's hand."

Return to the end of the NW path from the fork of the entrance and read the central tablet.

The Central stone plate says: "The holy seal that  
extols the king  
flows from the throne  
of the gods to the

rich earth.  
Travels from the power  
of gods to the calm  
earth.  
And when the blue wind  
princess is born in the  
center of the world.  
The holy seal shall also  
be complete."

Now go N and check the pedestal to change the Sorcerer's Ring function. Now go in the door on top of the pedestal (the one you opened from lighting the 2 torches) to have a scene trigger. In this room, dispose first of the enemies and input the following as it goes:

1. Blue
2. Red
3. Yellow
4. White
5. Green

A hole opens on the W side of the room, and has 'Blue Ribbon' inside a coffin. Now deactivate these thingies and input the following:

1. Red
2. Green
3. Yellow
4. White
5. Blue

A hole opens now on the E side of the room and get 'EX Gem Lv2' from the coffin. Deactivate those thingies one more time and input:

1. Red
2. Yellow
3. Green
4. White
5. Blue

This will open the main door. I recommend saving the game, because there's two Boss Battle up ahead!

-----  
BOSS: IAPYX  
-----

- Name: Iapyx
- Location: Balacruf Mausoleum
- HP: 14,000
- TP: 88
- ATK: 690
- DEF: 100
- XP: 1324
- Gald: 2000
- Items dropped: Paralysis Charm, Spirit Bangle
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Wind, Lightning

- Strategy: As always, use a Magic Lens. If you have Omega Tempest at this point, it works wonders on it. Also, use the Unison Attack as much as possible. This enemy is not that different from Windmaster at Asgard. Try not using too many items, because after this battle, is another one. Try using Kratos mainly at healing, this way, you may save a hell lot of items.

-----

After the battle, watch the scene and when you have control, return to the entrance, but wait, Sheena stops you and there's another Boss Battle!

-----  
BOSS: RESOLUTE ASSASSIN/GUARDIAN-LIGHTNING  
-----

a) Resolute Assassin

- Location: Balacruf Mausoleum
- HP: 4,500
- TP: 164
- ATK: 500
- DEF: 62
- XP: 300
- Gald: 450
- Items dropped: Dark Bottle
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

b) Guardian-Lightning

- Location: Balacruf Mausoleum
- HP: 5,500
- TP: 400
- ATK: 471
- DEF: 46
- XP: 250
- Gald: 250
- Items dropped: Fine Pellets, Magic Lens
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: It's just like your previous battle at Ossa Trail. Take out the Guardian-Lightning first, since has more HP and is more annoying. Just follow the previous battle and you'll do just fine!

-----

Watch another scene after the battle, exit Balacruf Mausoleum for another scene and camping again, but looks like this time, Colette's in worse state. After camping, time to head N to Luin. From Balacruf Mausoleum, head to the House of Salvation near Asgard and from there, follow the yellow path N and you'll reach Luin (it's a city in middle of a lake).

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  \/\ / \/ /
  / /ales of Symphonia-----< Area #24 The City of Devastation, Luin >
  ~~/_/_/~~~~~\_____/_/
                                     ~
- My lv: Lloyd 25, Colette 24, Raine 24, Kratos 24 ~
      Genis 24 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

As you enter, you'll see the city destroyed. Did the Desians do this? At the start point, go N and go to the other area of town to have a scene kick in! Damn those Desians. After the scene, exit Luin from where you came in.

At the World Map, just move NE and you'll see the Ranch in middle of the forest. Save before entering.

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  / /ales of Symphonia-----< Area #25 Asgard Human Ranch >
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                                     ~
- My lv.: Lloyd 25, Colette 25, Genis 25, Kratos 25 ~
      Raine 25 ~
- Enemies: Spearman, Evil Sorcerer, Whip Master ~
o--Weapons/Armor/Items:-----o
|           Beast Hide..... 1 - (AB).....White Robe           |
|           Iron Bracelet.....(AA) -                           |
o~~~~~o

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o-----o
|> Vending Machine <|
|                   |
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o

```

Ok now, as you enter there's a scene and then a battle with 3 Desians, then the scene continues. When you have a chance, head E and get 'Beast Hide' from the chest hidden among the crates. Now enter the building from the N entrance. In here, talk to those bastards if you want and enter the NW door. A scene triggers in here. After the scene, get 'White Robe', go down the stairs follow the path S, take the path W when prompted and get 'Iron Bracelet' from the chest. The Desian walking near the chest has the Memory Gem for the Ranch. Return to the main path and go N to watch another scene. You finally know who Yggdrasill is, the Desian Leader, the big papa! Yessss, Sheena saves the day!!! Afterwards, exit Asgard Human Ranch and head for Luin.

```

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  / /ales of Symphonia-----< Area #26 Luin >
  ~~/_/_/~~~~~\_____/_/
                                     ~
- My lv.: Lloyd 25, Colette 25, Raine 25, Kratos 25 ~
      Genis 25 ~

```

```

- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

As you enter, a scene starts with Sheena. Right on!!! Sheena joined the party at last! Now, after the scene, it's time to exit Luin and start heading towards Hima.

Well, to reach Hima, start heading W from the exit of Luin and you'll see the yellow path. Take it SW. Take a look at the map and when the yellow path cuts, from there, move S about 8 seconds, then rotate the camera 45 degrees (pointing SE). You'll see a dirt path leading up a hill. Take it to enter Hima.

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    / // of Symphonia-----< The Village of Adventurers, Hima >
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```

```

- My lv.: Lloyd 25, Sheena 25, Raine 25, Kratos 25 ~
          Colette 25, Genis 25 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               Desian Orb.....(KI) -           |
o-----o

```

```

o-----o
|> Crimson Canyon <|
|                               o-o                               o-----o
|Apple Gel.....100G| |> Crimson Canyon <|
|Orange Gel.....200G| o-----o                               o-----o
|Panacea Bottle..150G| |Nimble Rapier.....1 Rapier, 1 Brass &|
|Life Bottle....300G| | :.....1 White Silver |
|Holy Bottle....200G| |Stinger Ring.....1 Slicer Ring, 1 White Silver &|
|Magic Lens.....10G| | :.....1 Mermaid's Tear |
|Osafune.....1,950G| |Ruby Wand.....1 Gem Rod & 1 Mermaid's Tear|
|Amber Cloak...1,800G| |Armet Helm.....1 Iron Helm & 1 Beast Hide|
|Cleric's Hat....900G| |Red Shield.....1 Omega Shield & 1 Black Silver|
|Tartan Ribbon.1,600G| o-----o
|Pretty Mittens..800G|
|Leather Cape...400G| Echoes Inn: 240G
o-----o

```

After you enter, you may want to check >Crimson Canyon<, so buy: 1 Amber Cloak, 3 Cleric's Hat, 3 Tartan Ribbon, 3 Pretty Mittens. Equip everything and customize whatever you can, then talk to Boo, the dog, with Colette. Now enter the Inn and enter the first floor door on your E. Check the tea pot on the N wall to have Wonder Chef appear and teach you "Risotto." Afterwards, talk to the woman at the stairs to start a scene. Dammit Pietro is dead. Well, exit the Inn and go up the hill on the back of it and another scene takes place. What the? Pietro is alive? After the scene, you'll receive 'Desian Orb'. Talk to the dog near the grave with Colette as your avatar. Now we have to go to Asgard Human Ranch. Return there and save before entering.

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  \ / // \ / / _____ \
    / // of Symphonia-----< Asgard Human Ranch >
~/_/_/-----\

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```

- My lv.: Lloyd 26, Sheena 25, Raine 25, Kratos 25 ~
          Colette 25, Genis 25 ~
- Enemies: Whip Master, Spearman, Evil Sorcerer, Kvar/Energy Stone x3 (B) ~
o--Weapons/Armor/Items:-----o
|          Cleric's Hat.....(AH) - (AB).....Lamellar Leather |
|          Pellets..... 7 - 1 .....EX Gem Lv2 |
|          Stun Charm.....(AC) - (WP).....Card of Earth |
|          Figurine Book.....(KI) - |
o~~~~~o

```

When you enter, check the boulder on your left to trigger a scene. There's another meaningless battle and the scene continues. You'll split in 2 teams. The one that's going after Kvar and the deactivation team. I recommend the following:

= Infiltration team:

- Lloyd
- Kratos
- Sheena

= Deactivation team:

- Raine
- Colette
- Genis

After choosing each team's members, save your game at the SW corner of the room. The machine in the middle is the Refresher. When ready, exit through the NW door. In here, pick 'Cleric's Hat' from the N chest. Return, go around and pick 'Lamellar Leather' and 'Pellets' from the chests. Now return, go W and check the machine and shut it down. Return to the main room and exit the SW door. Here, change the function of your Sorcerer's Ring. Now go down the S stairs and then W on to the conveyer belt. Here you have to deactivate all 6 glowing-containers using the Sorcerer's Ring. After you deactivate all 6 of them, the conveyer belt stops. Start moving NW and before exiting the room, get 'EX Gem Lv2' from the chest. In this room, dispose of the 2 enemies and unlock the memory seal. Save your game and check the warp portal to change to the other party.

Exit through the SE door and fight the battle on the other room. Now exit through the S door and you'll be outside. Go in between the boxes and start pushing the boxes in this order: "Push the first block E 2 times, then W 2 times. Now the box N of you pull it S 1 time and pull the E block S 1 time, go around it and push it S 1 more time. Now the NE most block pull it 1 time S and 1 time W. Push now the S block of you S" and enter the door.

From the fork, go SW and at the other fork, head N, into the door, fight and watch the scene. Now go in the door W of you. Get 'Stun Charm' and examine the blue pad on the floor, this will trigger the door to move E. Return from whence you came and now enter the E door. Get 'Card of Earth' from the chest and once again examine the blue pad on the floor. Return to the previous room and now exit through the S door (the door from when you entered here in the first place). Head S and at the fork, head W and you'll see the door that moved. Fight the Raybits protecting the green pad on the floor. Return to the fork and go E this time. Dispose of the Raybits one more time and the control passes to Lloyd and the others. If you brought Sheena with you, don't forget to equip her the Card of Earth. Save and enter the portal.

A scene triggers as soon as you arrive. A new name, Pronyma, appears. Then prepare for a Boss Battle!

-----  
BOSS: KVAR/ENERGY STONE X3  
-----

a) Kvar

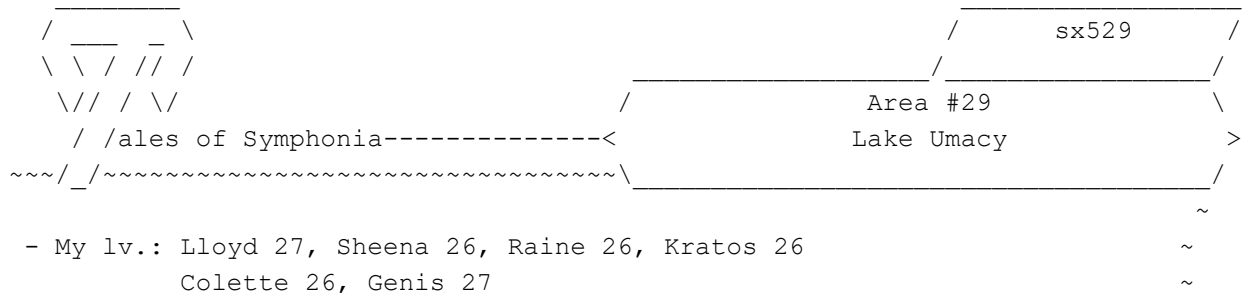
- Location: Asgard Human Ranch
- HP: 10,000
- TP: 340
- ATK: 410
- DEF: 65
- XP: 1680
- Gald: 1500
- Items dropped: Holy Ring, EX Gem Lv 1
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Lightning

b) Energy Stone x3

- Location: Asgard Human Ranch
- HP: 5,500
- TP: 100
- ATK: 350
- DEF: 20
- XP: 300
- Gald: 765
- Items dropped: None
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: All

- Strategy: Well, first of all, take out the 3 Energy Stones, they have less HP and after they're gone, the battle will be much easier and less tedious. Remember that you only have 3 characters. Ignore Kvar while disposing of the Energy Stones, but don't forget your HP. The only attack he has close-range is a Lightning Strike, not very powerful. Also, once the Energy Stones are gone, start attacking Kvar with everything you have: 3-combo + Lv1 Tech + Lv2 Tech, Unison Attacks. Since he's more magician than warrior, he'll be putting less guard, for you to combo him to your heart's content.

-----  
After the battle, watch the scene and you'll be automatically at Asgard. Before exiting Asgard, go to the E side of town and enter the SE most house (there are 2 ladies outside). In here, enter the E room and speak to Harley to receive 'Figurine Book' and 'Pellets x6'. Now exit Asgard and head for the House of Salvation. From there, move directly N, go up the elevation on the ground and you'll reach Lake Umacy. Enter it!





```

- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

There's a scene as soon as you enter. There are several things you are told. You need to return to Thoda Geyser to form a pact with Undine, the Summon Spirit of Water, but first, let's go all the way to Hima. You remember how to reach Hima, don't you? If you don't, check the first time you came here.

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  / /ales of Symphonia-----< Hima >
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- My lv.: Lloyd 27, Sheena 26, Raine 26, Kratos 27 ~
          Genis 27, Colette 26 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|   Key to the Tower of Mana.....(KI) - |
o-----o

```

When you enter, run a few steps into "town" to have a scene trigger. Afterwards, run towards the Inn to have yet another scene involving Clara, Dorr's wife. She'll be chased by some adventurers. Afterwards, she'll drop 'Key to the Tower of Mana'. Now, speak to the 2 dogs in Hima if you haven't already. Restock items if needed, rest at the Inn and prepare to head to the Tower of Mana, to retrieve Boltzman's healing arts book. Well, from Hima, move N to the yellow path and follow it E and you'll reach a bridge. Right after you cross it, head N and you'll see one of those Long-range Monolith. After approaching it, you'll see a mountain range on your E. On the E side of this mountain range, at the N tip is the Tower of Mana. Save before entering.

```

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  / /ales of Symphonia-----< Tower of Mana >
~/_/_/-----\ /-----\

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```

- My lv.: Lloyd 27, Sheena 26, Raine 26, Kratos 27 ~
          Genis 27, Colette 26 ~
- Enemies: Specter, Grim Reaper, Living Doll, Living Sword, Iubaris (B) ~
o--Weapons/Armor/Items:-----o
|   Armet Helm.....(AH) - (KI).....Boltzman's Book |
|   Moon Robe.....(AB) - (AB).....Lunar Guard |
|   EX Gem Lv2..... 2 - (WP).....Stinger Ring |
|   Iron Mail.....(AB) - |
o-----o

```

When you enter, there's a scene. Once inside, there's yet another scene. You have to split again, dammit! I hate to do that, well, the party should be:

- = Going inside:
  - Lloyd
  - Colette
  - A healer (Kratos o Raine)
- = Staying behind:
  - Sheena

- Genis
- Another healer (Kratos o Raine)

I could recommend taking Kratos with you, but that's up to you! Ok now, when you have control, start running up the spiral stairs and the second enemy you encounter (An eyeball floating avatar) has the Memory Gem for this dungeon. Keep going up and get 'Armet Helm' from the chest. Then enter the door. In here, burn the N curtain with your Sorcerer's Ring and a beam of light will come out. Push the block W 2 times and N 2 times. Now go through the W door. Here, unlock the memory seal N of you and check the pedestal next to the blue portal.

You'll now have control of Raine and the others. Check the W bookshelves to obtain 'Boltzman's Book'. Now go up the N door and burn the W curtain. Then push the block W 2 times and N 2 times, go up the door to the N.

In this next room, burn the W curtain, go N and push:

- N most mirror: W 3 times and S 5 times.
- NE most mirror (with the mirror in this form "/"): 8 times N, 4 times W and 2 times N.
- SE most mirror: 1 time N.
- SW most mirror (with the mirror in this form "\"): 8 times N, 4 times E, 6 times N and 1 time W.

With this done, proceed N and get 'Moon Robe', 'Lunar Guard' and 'EX Gem Lv2' from the chests. Save your game and proceed through the N door. In here, get 'Stinger Ring' and go in the door to the E, the S and go up the spiral stairs fighting your way up (I recommend using Sheena or Kratos as your player) and go in the door. In here, go in the W door, then get 'EX Gem Lv2' and 'Iron Mail' from the chests. Then cross the bridge of light to trigger a scene.

You'll have control of Lloyd again. Save the game and start crossing the bridges of light until you reach Raine and the others. Prepare for a Boss Battle and enter the warp portal. There is a scene at the top and then the Boss Battle!

-----  
BOSS: IUBARIS  
-----

- Name: Iubaris
- Location: Tower of Mana
- HP: 16,800
- TP: 1500
- ATK: 860
- DEF: 80
- XP: 2650
- Gald: 2500
- Items dropped: Brass
- Steal: White Quartz
  - Elemental Info.:
    - AA: Light
    - Weak: Shadow
    - Strong: Fire, Lightning, Light

- Strategy: Is this enemy hard? Hahaha, no. His attacks are devastating. They are shadow-based magic. If you're using Raine, which you should, deactivate all of her techs, except for First Aid, Recover, Nurse, Dispel and Force Field. Why, you ask? Well, the answer is easy, because the rest of the techs consume



you have it, while Sheena and you attack her. Spark Wave will be dealing near 600 dmg. each time. Use Unisons Attacks to nullify her Spread spell. Her physical attacks deal near 160 dmg. each hit. Attacking her constantly will result in a secured victory.

-----

After the battle, you finally have the power to summon. You'll receive 'Aquamarine' and Sheena will learn "S. Seal: Water" and "Summon: Water" Techs after the scene. Now exit Thoda Geyser completely. If you want, return to Palmacosta and buy a Rapier from >Tsunami<, now return to Lake Umacy.

\*\*NOTE: After this, the Easy Path (this one), and the Hard Path (the following), link and are the same, so if you followed this path, please search for [sx53-3] (without the "-"). Right now follows the hard way from the split at Izoold. To go to the next part of the guide, open the search sub-menu and paste <- - -> (without the "blank spaces").

=====
   
 ==-==-- 5.3] Chapter 3: Hard Way ~~~~~ <+--+> -==--==
   
 =====

To reach Hima from Ossa Trail, start heading N, pass a wooden bridge and keep going until you see a small patch of dirt, followed by a long dirt path. From the small patch of dirt, move S about 8 seconds, then rotate the camera 45 degrees (pointing SE). You'll see a dirt path leading up a hill. Take it to enter Hima.

```

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  / /ales of Symphonia-----< The Village of Adventurers, Hima >
  ~~/_/~\~~~~~\
  
```

```

  - My lv.: Lloyd 16, Raine 15, Colette 15, Kratos 16
              Genis 16
  
```

```

  - Enemies: None
  
```

```

  o--Weapons/Armor/Items:-----o
  |                               None                               |
  o~::~::~::~::~::~::~::~::~::~o
  
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  |> Crimson Canyon <|
  |           o-o           o-----o
  |Apple Gel.....100G|           |> Crimson Canyon <|
  |Orange Gel.....200G| o-----o           o-----o
  |Panacea Bottle..150G| |Nimble Rapier.....1 Rapier, 1 Brass &|
  |Life Bottle....300G| |           :.....1 White Silver       |
  |Holy Bottle....200G| |Stinger Ring.....1 Slicer Ring, 1 White Silver &|
  |Magic Lens.....10G| |           :.....1 Mermaid's Tear       |
  |Osafune.....1,950G| |Ruby Wand.....1 Gem Rod & 1 Mermaid's Tear|
  |Amber Cloak...1,800G| |Armet Helm.....1 Iron Helm & 1 Beast Hide|
  |Cleric's Hat....900G| |Red Shield.....1 Omega Shield & 1 Black Silver|
  |Tartan Ribbon.1,600G| o-----o
  |Pretty Mittens..800G|
  |Leather Cape....400G| Echoes Inn: 240G
  o-----o
  
```

As you enter, there's a scene with Clumsy Assassin (her name is Sheena, by the

way). Anyway, speak to the dog outside the Inn with Colette as your avatar and have her name it (this is a sidequest in which Colette has to name all the dogs in the game for her to receive a title). Its' name is Boo. You should have the needed money to buy all the upgrades at >Crimson Canyon< (after all that training to defeat Sword Dancer.) Afterwards, go in the Inn.

In here, go in the first door to your right (next to the Memory Circle). In here, examine the pot with yellow smoke coming out of it in the NW corner of the room to have Wonder Chef appear and teach you "Risotto". Return to the Inn's lobby and speak to Sophia at the base of the stairs to trigger another scene. After it, you know where to go now. Exit the Inn and go up the slope behind the Inn and speak to Rockie, another dog. Now, exit Hima.

As you exit Hima, return to the patch of dirt and start following it NE and at the end of it, when you reach a wooden bridge, move SE and enter Luin.

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    / /ales of Symphonia-----<
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shw02

Area #14

The City of Hope, Luin

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- My lv.: Lloyd 16, Raine 15, Colette 15, Kratos 16
          Genis 16
- Enemies: None

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o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

```

|> Fighting Spirit <|
|
|> Rapier.....1,300G| |> Crossroads <|
|Duel Ring.....1,140G| | o----o
|Duel Star.....1,180G| |Apple Gel.....100G|
|Battle Staff....1,150G| |Orange Gel.....200G|
|Steel Sword....1,380G| |Panacea Bottle.150G|
|Chain Mail.....960G| |Life Bottle...300G|
|Fine Guard.....900G| |Holy Bottle....200G|
|White Cloak.....800G| |Magic Lens.....10G|
|Feather Robe....920G| o-----o
|Leather Helm....600G|
|Gold Circlet....1,000G|
|Bracelet.....400G|
|Leather Cape....400G| Phoenix Inn: 300G
|Poison Charm...4,000G|
|Paralysis Charm.4,000G|
|Stun Bracelet...4,000G|
|Rabbit's Foot...2,000G|
o-----o
|> Fighting Spirit <|

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o-----o
|Masamune.....1 Rapier & 1 White Silver|
|Osafune.....1 Mumei & 1 Black Silver|
|Sinclair.....1 Masamune, 1 Black Silver &
| :.....1 White Silver |
|Duel Ring.....1 Chakram & 1 Beast Fang|
|Slicer Ring.....1 Flying Ring & 1 Black Silver|
|Mystic Ring.....1 Slicer Ring & 1 Beast Fang|
|Duel Star.....1 Nova & 1 Beast Fang|
|Falling Star.....1 Duel Star & 1 Beast Hide|

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|Gem Rod.....1 Battle Staff & Beast Hide|
|Ruby Wand.....1 Gem Rod & 1 Mermaid's Tear|
|Steel Sword.....1 Long Sword & 1 Beast Fang|
|Hydra Dagger.....1 Stiletto & 1 Beast Hide|
|Earth Dagger.....1 Hydra Dagger, 1 White Silver &
|           :.....1 Mermaid's Tear           |
|Silver Sword.....1 Steel Sword, 1 Beast Fang &|
|           :.....1 Black Silver           |
|Iron Guard.....1 Leather Guard & 1 Black Silver|
|Mage Cloak.....1 Cloak & 1 White Silver|
|White Robe.....1 Feather Robe & 1 Magical Robe|
|Yayoi.....1 Feather Robe & 1 Magical Cloth|
|Gold Circlet.....1 Circlet & 1 Magical Cloth|
|Iron Gauntlet.....1 Leather Glove & 1 Black Silver|
o-----o

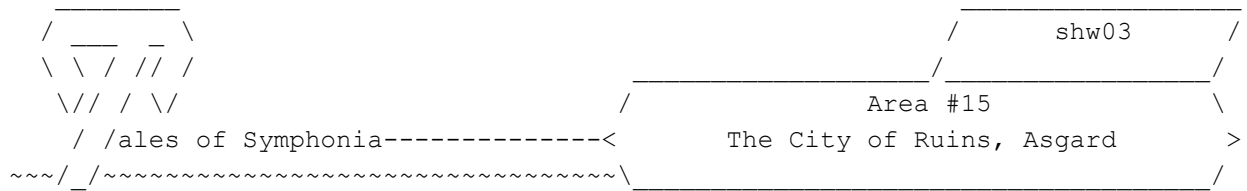
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As you enter Luin, you'll see a scene in which Sheena is playing with a bunch of kids. When you regain control go E and on to the first area (yeah, we entered from the back). At the fork, go E and enter the first house you come across. Here, buy at >Fighting Spirit<: Duel Star, Steel Sword, 2 Chain Mail and 1 Feather Robe. Now customize a Slicer Ring and then a Mystic Ring using the Slicer Ring, a Falling Star and a White Robe. Now go stay at the Inn to trigger another scene with our anonymous friend who likes to scare people. Outside the Inn go W, over the wooden bridge and onto the next area.

Now enter the first house to your right and restock your item supply here at > Crossroads<. Also check the smoky pig at the corner to have Wonder Chef appear again and teach you "Seafood Stew". Now go outside and exit Luin from the Stores' area.

Once at the world map, head directly N following the river and enter Tower of Mana. As you enter, a scene triggers. The party notices that the door is locked and there's no Oracle Stone. There's nothing to do here now so head back to Luin.

Once back at Luin, go in the house S of >Crossroads<. This is a Chapel of Martel. Speak to the priest in here and he'll tell you to go to Asgard in search of the Key to the Tower of Mana. Exit Luin from whence you came and start heading SE, following the dirt path. Soon enough, you'll reach a House of Salvation. In here, speak to the dog, Monmon with Colette as your avatar. Now enter the house itself and rest at the second floor. From here, follow the path SW and enter Asgard.



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- My lv.: Lloyd 17, Raine 16, Colette 16, Kratos 16
          Genis 16
- Enemies: Windmaster (B)
o--Weapons/Armor/Items:-----o
|           Map of Balacruf.....(KI) -           |
o~-----o

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|               |                      |                     |
|---------------|----------------------|---------------------|
| o-----o       | o-----o              | o-----o             |
| > Gale <      | > Cyclone <          | > Typhoon <         |
| o-----o       | o-----o              | o-----o             |
| Pork.....120G | Ring mail.....1,800G | Masamune.....1,500G |
| Beef.....140G | Fine Guard.....900G  | Slicer Ring..1,380G |

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|Chicken.....120G|    |Mage Clock.....1,500G|    |Duel Star....1,180G|
|Juicy Meat..200G|    |Feather Robe.....920G|    |Gem Rod.....1,550G|
|Beef Strips..80G|    |Iron Helm.....1,200G|    |Steel Sword..1,380G|
|Cabbage.....60G|    |Iron Gauntlet...1,200G|    |Hydra Dagger.2,200G|
|Lettuce.....80G|    |Kitchen Mittens.1,000G|    o-----o
|Mushroom....60G|    |Paralysis Charm.4,000G|
|Potato.....50G|    o-----o
|Onion.....60G|
|Radish.....60G|
|Carrot.....60G|    o-----o
|Barley Rice..60G|    |> Whirlwind <|
|Panyan.....70G|    |           o-----o
|Roll.....70G|    |Apple Gel.....100G|
|White Satay.200G|    |Orange Gel.....200G|    Vortex Inn: 200G
|Red Satay...200G|    |Panacea Bottle.150G|    Fresco Inn: 300G
|Black Satay.200G|    |Life Bottle....300G|    Cool Breeze Inn: 400G
|Egg.....50G|    |Holy Bottle....200G|
|Cheese.....60G|    |Dark Bottle....200G|
|Kelp.....40G|    |Magic Lens.....10G|
o-----o    |Stone Charm...4000G|
                o-----o
                    o-----o
                        |> Hurricane <|
                            o-----o
                                o-----o

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|Osafune.....1 Mumei, 1 Black Silver|
|Sinclair.....1 Masamune, 1 Black Silver &|
|           :.....1 White Silver           |
|Mystic Ring.....1 Slicer Ring & 1 Beast Fang|
|Falling Star.....1 Duel Star & 1 Beast Hide|
|Earth Rod.....1 Battle Staff & 1 White Silver|
|Earth Dagger.....1 Hydra Dagger, 1 White Silver &|
|           :.....1 Mermaid's Tear           |
|Silver Sword.....1 Steel Sword, 1 Beast Fang &|
|           :.....1 Black Silver           |
|Iron Guard.....1 Leather Guard & 1 Black Silver|
|Mage Cloak.....1 Cloak & 1 White Silver|
|White Robe.....1 Feather Robe & 1 Magical Cloth|
|Yayoi.....1 Feather Robe & 1 Magical Cloth|
|Gold Circlet.....1 Circlet & 1 Magical Cloth|
|Iron Gauntlet.....1 Leather Glove & 1 Black Silver|
o-----o=====o-----o

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|Item Name      Grade|
|-----|
|Beast Fang.....5|
|Magical Cloth...10|
|Black Silver...10|
|White Silver...10|
|Grab Bag.....30|
o-----o

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As you enter, go up the stairs on your W and speak to the priest here. He'll tell you that Priest Piccaring is at Balacruf Mausoleum. Now at the fork, head N and into the building. Buy all the upgrades you can afford and exit the store. Now, return to the fork and enter the store SW to restock your item supply and food supply, mainly to cook Rice Balls, since it heals both Hp and TP. Return downstairs and enter the building near the entrance. This is the >Vortex< Inn. Stay here if needed. From >Vortex Inn<, move NE and go up the first set of steps on your W. The shop here is >Whirlwind<. Restock here and speak to the dog to the N with Colette as your avatar.

Now go all the way E and enter the next part of town. Talk to the dog wandering near the S part of this side of the city. Go up the first set of stairs and go in the dark brick house. This is Aisha's house. On the second floor, check the phonograph besides the bed to have Wonder Chef appear and teach you "Meat Stew."

Return to the main area of Asgard and go up to the N area of the town. Go up the huge stairs and at the top, a scene triggers. When you can move, go around the ruin to trigger another scene. Damn, Raine kicks ass! Now head to Aisha's house to see another scene.

Go to >Vortex Inn< and rest if you haven't. Save your game and go to back to the ruins. After the scene, there's a Boss Battle!

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BOSS: WINDMASTER  
-----

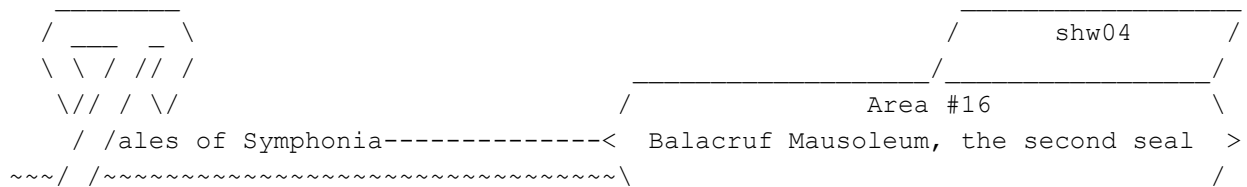
- Name: Windmaster
- Location: Asgard
- HP: 10,000
- TP: 220
- ATK: 580
- DEF: 85
- XP: 1325
- Gald: 800
- Items dropped: Map of Balacruf, Talisman
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Wind

- Strategy: This battle is easy if you know how to battle it. An easy way to do this is as follows: 3-combo attack + Tiger Blade + Sword Rain: Alpha. Right before you unleash Sword Rain: Alpha's uppercut, unleash an Unison Attack as follows: First Kratos using Fierce Demon Fang, then Raine with Photon, afterwards Lloyd with Sword Rain: Alpha and last but not least, Colette with Angel Feathers. With all this done as I wrote, you'll be dealing him around 5000 dmg. and Combo over 55 hits. After this, keep attacking, healing when necessary, blocking when necessary and doing the 3-combo + Lv1 Tech + Lv2 Tech, dealing near 800 dmg. each time. As you can see, he's not that hard, if you're at the levels I recommended before entering Asgard.

-----

After the battle, there's a scene and when you regain control, head over to Aisha's house for another scene. You'll then receive 'Map of Balacruf'. After that, finally exit Asgard.

Your next destination is Balacruf Mausoleum. To reach it, head SE from the House of Salvation and at the end of the land, there's Balacruf Mausoleum.



- My lv.: Lloyd 17, Colette 17, Raine 17, Kratos 17



- Enemies: Arachnid, Melting Pot, Skeleton, Harpy, Gargoyle, Wind Element ~  
 Iapyx (B), Resolute Assassin/Guardian-Lightning (B) ~

```
o--Weapons/Armor/Items:-----o
|           1800 Gald..... x - 1 .....Beast Fang           |
|           Iron Guard.....(AB) - (AH).....Blue Ribbon      |
|           Beast Hide..... 1 - (AH).....Blue Ribbon        |
|           EX Gem Lv2..... 1 - (KI).....Tower Key          |
o-----o
```

As you enter, there's a scene. Afterwards, take the W path and at the end, there'll be a person and behind, '1800 Gald' in the chest. Now go up the central path and before going up the stairs, talk to the priest reading the sign. A scene triggers and he'll hand over 'Tower Key'. Now go up the stairs and another scene triggers.

When you have control, move W, watch your step, because there are a lot of traps in this dungeon. When you see a switch on the floor, go up the stairs N and kill the worm-like enemy hiding among them, because it's the holder of the Memory Gem. Once on top, move W and push the block S 2 times. Also turn on the torch and read what's written on the wall. Now return down and push the block on top the switch and stop the wind.

Return to the fork of the entrance and go E. Unlock the Memory Seal and get 'Beast Fang' from the coffin S of the Save Circle. Now lit the torch on the E side of the room.

The SE stone plate says: "The Summon Spirit and the wind  
 that serves it are to be found  
 beyond the carving of the holy seal."

Now return to where you dropped the block and read 2 other stone plates.

The W stone plate 1 says: "The Balacruf are people of  
 the wind.  
 They are born with the wind,  
 live with the Summon Spirit, and  
 become as wind when they die."

The W stone plate 2 says: "The world is a giant.  
 Its ruby left hand is the  
 throneof gods.  
 Its emerald right hand is  
 the power of gods.  
 Its pearl white left leg is  
 the calm earth.  
 Its topaz right leg is  
 the rich earth.  
 And its lapis lazuli  
 body is the blue wind  
 princess."

Now move E, go down the stairs and you'll be at the beginning fork. So now, go up the NW path, past the traps and go up the stairs. At the corner, read:

The NW stone plate says: "That which the blue wind  
 princess protects.  
 Heads from the throne of  
 gods and across the rich  
 earth."

Stands upon the calm  
earth, and gazes up at  
the power of gods."

Now keep going and lit both torches at the N wall before going down the stairs to reveal a door. Keep going E and read the tablet.

The N stone plate says: "The great King of Balacruf,  
Cleo III, died and was reborn  
as the King of the Wind.  
The King travels the heavens  
with the Summon Spirit, in  
past, present and future."

Now move S and push the block E, and then S 1 time to stop the wind. Now go N from the switch and get 'Iron Guard' and 'Blue Ribbon' from the coffins. Now go all the way S, lit the torch, get 'Beast Hide' from the coffin and then read the E tablet.

The E stone plate says: "That which is offered to  
the throne to the gods.  
From the power of gods,  
makes the rich earth as  
the calm earth.  
And arrives at the blue  
wind princess.  
This be as if traveling the  
giant's body in the manner  
of a clock's hand."

Return to the end of the NW path from the fork of the entrance and read the central tablet.

The Central stone plate says: "The holy seal that  
extols the king  
flows from the throne  
of the gods to the  
rich earth.  
Travels from the power  
of gods to the calm  
earth.  
And when the blue wind  
princess is born in the  
center of the world.  
The holy seal shall also  
be complete."

Now go N and check the pedestal to change the Sorcerer's Ring function. Now go in the door on top of the pedestal (the one you opened from lighting the 2 torches) to have a scene trigger. In this room, dispose first of the enemies and input the following as it goes:

1. Blue
2. Red
3. Yellow
4. White
5. Green

A hole opens on the W side of the room, and has 'Blue Ribbon' inside a coffin. Now deactivate these thingies and input the following:

1. Red
2. Green
3. Yellow
4. White
5. Blue

A hole opens now on the E side of the room and get 'EX Gem Lv2' from the coffin. Deactivate those thingies one more time and input:

1. Red
2. Yellow
3. Green
4. White
5. Blue

This will open the main door. I recommend saving the game, because there's two Boss Battle up ahead!

-----  
BOSS: IAPYX  
-----

- Name: Iapyx
- Location: Balacruf Mausoleum
- HP: 14,000
- TP: 88
- ATK: 690
- DEF: 100
- XP: 1324
- Gald: 2000
- Items dropped: Paralysis Charm, Spirit Bangle
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Wind, Lightning

- Strategy: As always, use a Magic Lens. If you have Omega Tempest at this point, it works wonders on it. Also, use the Unison Attack as much as possible. This enemy is not that different from Windmaster at Asgard. Try not using too many items, because after this battle, is another one. Try using Kratos mainly at healing, this way, you may save a hell lot of items.

-----

After the battle, watch the scene and when you have control, return to the entrance, but wait, Sheena stops you and there's another Boss Battle!

-----  
BOSS: RESOLUTE ASSASSIN/GUARDIAN-LIGHTNING  
-----

- a) Resolute Assassin
- Location: Balacruf Mausoleum
- HP: 4,500
- TP: 164
- ATK: 500
- DEF: 62
- XP: 300

- Gald: 450
- Items dropped: Dark Bottle
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

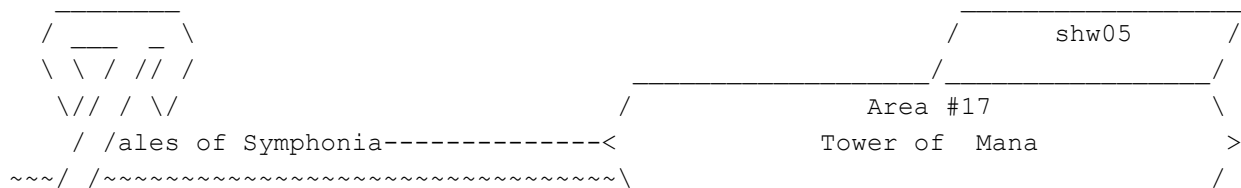
b) Guardian-Lightning

- Location: Balacruf Mausoleum
- HP: 5,500
- TP: 400
- ATK: 471
- DEF: 46
- XP: 250
- Gald: 250
- Items dropped: Fine Pellets, Magic Lens
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: It's just like your previous battle at Ossa Trail. Take out the Guardian-Lightning first, since has more HP and is more annoying. Just follow the previous battle and you'll do just fine!

-----

Watch another scene after the battle in which Raine names Colette's Sickness Angel Toxicosis and then exit Balacruf Mausoleum for another scene and camping again, but looks like this time, Colette's in worse state. After camping, time to head back to the Tower of Mana. Return to Luin if needed to rest and restock your item supply. Remember where the Tower of Mana is? It's just directly N of Luin.



- My lv.: Lloyd 19, Colette 19, Raine 19, Kratos 19
- Genis 19
- Enemies: Specter, Grim Reaper, Living Doll, Living Sword, Iubaris (B)
- o--Weapons/Armor/Items:-----o
- | Armet Helm.....(AH) - (KI).....Boltzman's Book |
- | Moon Robe.....(AB) - (AB).....Lunar Guard |
- | EX Gem Lv2..... 2 - (WP).....Stinger Ring |
- | Iron Mail.....(AB) - |
- o~~~~~o

When you enter, there's a scene. Once inside, there's yet another scene. You have to split! I hate to do that, well, the party should be:

- = Going inside:
  - Lloyd
  - Colette

= Staying behind:

- Kratos
- Genis
- Raine

Ok now, when you have control, start running up the spiral stairs and the second enemy you encounter (An eyeball floating avatar) has the Memory Gem for this dungeon. Keep going up and get 'Armet Helm' from the chest. Then enter the door. In here, burn the N curtain with your Sorcerer's Ring and a beam of light will come out. Push the block W 2 times and N 2 times. Now go through the W door. Here, unlock the memory seal N of you and check the pedestal next to the blue portal.

You'll now have control of Raine and the others. Check the W bookshelves to obtain 'Boltzman's Book'. Now go up the N door and burn the W curtain. Then push the block W 2 times and N 2 times, go up the door to the N.

In this next room, burn the W curtain, go N and push:

- N most mirror (with the mirror in this form "A"): W 3 times and S 5 times.
- NE most mirror (with the mirror in this form "/" ): 10 times N and 4 times W.
- SE most mirror (with the mirror in this form "/" ): 1 time N.
- SW most mirror (with the mirror in this form "\" ): 8 times N, 4 times E, 6 times N and 1 time W.

With this done, proceed N and get 'Moon Robe', 'Lunar Guard' and 'EX Gem Lv2' from the chests. Save your game and proceed through the N door. In here, get 'Stinger Ring' and go in the door to the E, then S and go up the spiral stairs fighting your way up (I recommend using Sheena or Kratos as your player) and go in the door. In here, go in the W door then get 'EX Gem Lv2' and 'Iron Mail' from the chests. Then cross the bridge of light to trigger a scene.

You'll have control of Lloyd again. Save the game and start crossing the bridges of light until you reach Raine and the others. Prepare for a Boss Battle and enter the warp portal. There is a scene at the top and then the Boss Battle!

-----  
BOSS: IUBARIS  
-----

- Name: Iubaris
- Location: Tower of Mana
- HP: 16,800
- TP: 1500
- ATK: 860
- DEF: 80
- XP: 2650
- Gald: 2500
- Items dropped: Brass
- Steal: White Quartz
- Elemental Info.:
  - AA: Light
  - Weak: Shadow
  - Strong: Fire, Lightning, Light

- Strategy: Is this enemy hard? Hahaha, no. His attacks are devastating. They are shadow-based magic. If you're using Raine, which you should, deactivate all of her techs, except for First Aid, Recover, Nurse, Dispel and Force Field. Why, you ask? Well, the answer is easy, because the rest of the techs consume tons of TP and they are the only ones that she uses. With Lloyd, just use your

best techs, Sword Rain: Alpha, Tiger Rage, etc. With Kratos and Raine healing almost every time, you'll barely have the need to use items, well, maybe some Orange Gels. Remember to keep checking your HP, even if Kratos and Raine are healing, or, if needed, restore their TP with some Orange Gels. After 16,800 HP taken from him, he'll go down.

-----  
 There's a scene afterwards and Luna is asking for Aska (Aska is the big, double-headed bird on the back of the game case). Then Remiel appears before you again, and teaches Colette the tech "Holy Song". Now return to the entrance manually following Lloyd's path. Before leaving, you should stay for a bit and examine the bookshelves. There's valuable information on each one of them. As you exit, there's a scene and another campfire. When you regain control, exit Tower of Mana and head for Luin.

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                                     / shw06 /
                                     /_____ \
                                     / Area #18 \
                                     /_____ \
                                     / The City of Devastation, Luin >
                                     /
                                     ~
- My lv.: Lloyd 22, Colette 21, Raine 21, Kratos 21
      Genis 21
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o
  
```

As you enter, a scene triggers. Oh God! What happened to Luin? Make your way to the fountain area to trigger another scene with Sheena. Now exit Luin from the main entrance. At the world map, head NE and enter Asgard Human Ranch.

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  \ // / \ /
  / /ales of Symphonia-----<
  ~~/_/_/~~~~~\_____>
                                     /
                                     / shw07 /
                                     /_____ \
                                     / Area #19 \
                                     /_____ \
                                     / Asgard Human Ranch >
                                     /
                                     ~
- My lv.: Lloyd 22, Sheena 21, Raine 21, Kratos 21
      Genis 21, Colette 21
- Enemies: Spearman, Evil Sorcerer, Whip Master
o--Weapons/Armor/Items:-----o
|                               Beast Hide..... 1 - (AB).....White Robe
|                               Iron Bracelet.....(AA) -
o-----o
  
```

Ok now, as you enter there's a scene and then a battle with 3 Desians, and the scene continues. When you have a chance, head E and get 'Beast Hide' from the chest hidden among the crates. Now enter the building from the N entrance. In here, talk to those bastards if you want and enter the NW door. A scene triggers in here. After the scene, get 'White Robe', go down the stairs follow the path S, take the path W when prompted and get 'Iron Bracelet' from the chest. The Desian walking near the chest has the Memory Gem for the Ranch. Return to the main path and go N to watch another scene. There is 1 new name mentioned. Yggdrasill, their boss! Yessss, Sheena saves the day!!! Afterwards, exit Asgard Human Ranch and head for Luin.

As you enter Luin, a campfire scene triggers. After you regain control, exit Luin and return to Hima.

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   / /ales of Symphonia-----<
~~~/_/_/~~~~~\_____
                                     /_____ shw08 _____/
                                     /_____ Area #20 _____\
                                     /_____ Hima _____>

```

- My lv.: Lloyd 22, Sheena 21, Raine 22, Kratos 22  
Genis 22, Colette 22

- Enemies: None

o--Weapons/Armor/Items:-----o

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|
|           Desian Orb.....(KI) -
|
o-----o
```

As you enter, head to the Inn, then to the second floor and enter Sophia's room to trigger a scene. In between the scene, you receive 'Desian Orb'. Now, restock your item supply if needed and return all the way to the Asgard Human Ranch.

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  \ /  \ /
   / /ales of Symphonia-----<
~~~/_/_/~~~~~\_____
                                     /_____ shw09 _____/
                                     /_____ Area #21 _____\
                                     /_____ Asgard Human Ranch _____>

```

- My lv.: Lloyd 22, Sheena 21, Raine 22, Kratos 22  
Genis 22, Colette 22

- Enemies: Whip Master, Spearman, Evil Sorcerer, Kvar/Energy Stone x3 (B)

o--Weapons/Armor/Items:-----o

```
|
|           Cleric's Hat.....(AH) - (AB)..... Lamellar Leather
|           Pellets..... 7 - 1 ..... EX Gem Lv2
|           Stun Charm.....(AC) - (WP).....Card of Earth
|           Figurine Book.....(KI) -
|
o-----o
```

When you enter, check the boulder on your left to trigger a scene. There's another meaningless battle and the scene continues. You'll split in 2 teams. The one that's going after Kvar and the deactivation team. I recommend the Following (it's very good to take Kratos with you, so he can take his revenge on Kvar):

= Infiltration team:

- Lloyd
- Kratos
- Sheena

= Deactivation team:

- Raine
- Colette
- Genis

After choosing each team's members, save your game at the SW corner of the room. The machine in the middle is the Refresher. When ready, exit through the NW door. In here, pick 'Cleric's Hat' from the N chest. Return, go around and pick 'Lamellar Leather' and 'Pellets' from the chests. Now return, go W and check the machine and shut it down. Return to the main room and exit the SW door. Here, change the function of your Sorcerer's Ring. Now go down the S stairs and then W on to the conveyer belt. Here you have to deactivate all 6 glowing-containers using the Sorcerer's Ring. After you deactivate all 6 of them, the conveyer belt stops. Start moving NW and before exiting the room, get

'EX Gem Lv2' from the chest. In this room, dispose of the 2 enemies and unlock the memory seal. Save your game and check the warp portal to change to the other party.

Exit through the SE door and fight the battle on the other room. Now exit through the S door and you'll be outside. Go in between the boxes and start pushing the boxes in this order: "Push the first block E 2 times, then W 2 times. Now the box N of you pull it S 1 time and pull the E block S 1 time, go around it and push it S 1 more time. Now the NE most block pull it 1 time S and 1 time W. Push now the S block of you S" and enter the door.

From the fork, go SW and at the other fork, head N, into the door, fight and watch the scene. Now go in the door W of you. Get 'Stun Charm' and examine the blue pad on the floor, this will trigger the door to move E. Return from whence you came and now enter the E door. Get 'Card of Earth' from the chest and once again examine the blue pad on the floor. Return to the previous room and now exit through the S door (the door from when you entered here in the first place). Head S and at the fork, head W and you'll see the door that moved. Fight the Raybits protecting the green pad on the floor. Return to the fork and go E this time. Dispose of the Raybits one more time and the control passes to Lloyd and the others. If you brought Sheena with you, don't forget to equip her the Card of Earth. Save and enter the portal.

A scene triggers as soon as you arrive. A new name, Pronyma, appears. Then prepare for a Boss Battle!

-----  
BOSS: KVAR/ENERGY STONE X3  
-----

a) Kvar

- Location: Asgard Human Ranch
- HP: 10,000
- TP: 340
- ATK: 410
- DEF: 65
- XP: 1680
- Gald: 1500
- Items dropped: Holy Ring, EX Gem Lv 1
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Lightning

b) Energy Stone x3

- Location: Asgard Human Ranch
- HP: 5,500
- TP: 100
- ATK: 350
- DEF: 20
- XP: 300
- Gald: 765
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All



- Strategy: OK now, this battle is hard because there're 4 targets and 3 of your characters. Use everything you have to dispose of the 3 Energy Stones as quick as possible. They have less HP, but not just because of that, no sir, because when they're gone, the battle will be a lot easier. Do a basic 4-combo hit + Lv1 Tiger Blade + Lv2 Sword Rain: Alpha (or Sonic Sword Rain). At the lv you entered (lv 22, maybe lv 23), you'll be dealing to each Energy Stone near 1,400 dmg. A couple of combos and they'll go down. Use as many items as you need. Try to ignore Kvar as much as you can, since you need to dispose of his servants. He has "Lightning Strike" short-ranged attack, while "Lightning" and "Spark Wave" being long-range. If he's in Over Limit mode, he has another short-range attack called "Guardian Shield", being destructive as hell. He is more magician-type than warrior, so he won't be putting a lot of defense, but not because of that, you can combo him easily, no way, it's so difficult to stagger him. Remember the U. Attacks. If you can connect the combo, at the end of it (before Lloyd performs the Sword Rain: Alpha's uppercut) unleash the U. Attacks to deal even more dmg.

-----

After the battle, watch the scene and you'll be automatically at Asgard. Before exiting Asgard, go to the E side of town and enter the SE most house (there are 2 ladies outside). In here, enter the E room and speak to Harley to receive 'Figurine Book' and 'Pellets x6'. Now exit Asgard and head for the House of Salvation. From there, move directly S, and enter the opening in the mountain, that's Hakonesia Peak.

Try to pass under the gate guarded by two soldiers. They'll only let you pass if you have a Pass. They say that the item shop in Asgard sells them, at the minimum cost of 100,000,000 Gald. Hey, that's a lot of money!!! Anyway, go to Asgard and talk to the traveler at the bottom of the stairs. Now return to the House of Salvation. From there, move directly N, go up the elevation on the ground and you'll reach Lake Umacy. Enter it. A scene triggers as you enter. Afterwards, exit Lake Umacy and go all the way to Izoold.

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   / /ales of Symphonia-----< The Small Fishing Port, Izoold >
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```

- My lv.: Lloyd 24, Sheena 23, Raine 24, Kratos 24
           Genis 24, Colette 24
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               None                               |
o~\~~~~~\_____ /

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```

o-----o
|> Deep Blue <|
|               o-----o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Cod.....110G|
|Squid.....110G|
|Octopus.....70G|
|Barley Rice.....60G|
|Seaweed.....20G|
o-----o

```

Once here, rest at the Inn, then go to the E side of town and to the far E is >Deep Blue<. Restock items, you'll need to, after the battle with Sword Dancer. Now, talk to the dog near the entrance using Colette as your avatar. Now go in the house at the E part of this area and check the NE corner to have Wonder Chef Teach you "Rice Ball." Now go in the house to the W of it. Speak to the two people in here. Go now to the docks and talk to Max, the guy to the S end of the docks. Speak with the man a bit NW of Max. Return to speak with Max. Speak with a little kid near the entrance of the docks area. He'll say that Max loves Lyla. Now go to her house and speak with her. Return outside and speak with the man in front of Lyla's house. Return once more to Lyla's and a scene triggers. Go to where Max is and another scene triggers. Talk to him when ready. It's time to sail to the S part of the previous continent.

**\*\*NOTE:** Before speaking to Lyla, speak to the fisherman walking in the first area\*\*

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  \// / \
  / /ales of Symphonia-----< Area #23 >
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                                     ~

```

- My lv.: Lloyd 24, Sheena 23, Raine 24, Kratos 24
- Genis 24, Colette 24
- Enemies: None

```

o--Weapons/Armor/Items:-----o
|                                     |
|                                     None                                     |
|                                     |
o-----o

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|                                                                                                                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                         |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> o-----o  &gt; Seven Seas &lt;     Pork.....120G   Beef.....140G   Chicken.....120G   Snapper.....120G   Tuna.....100G   Cod.....110G   Squid.....110G   Shrimp.....60G   Octopus.....70G   Onion.....60G   Rice.....80G   Barley Rice...60G   Pasta.....80G   Panyan.....70G   Bread.....70G   Roll.....70G   White Satay..200G   Red Satay...200G   Egg.....50G   Cheese.....60G   Milk.....50G  o-----o </pre> | <pre> o-----o  &gt; Anchors     Aweigh &lt;     Panacea Bottle.150G   Life Bottle....300G   Holy Bottle....200G   Dark Bottle....200G   Magic Lens.....10G  o-----o  &gt; Tsunami &lt;     Rapier.....1,300G   Duel Ring....1,140G   Duel Star....1,180G   Battle Staff.1,150G   Steel Sword..1,380G  o-----o </pre> | <pre> o-----o  &gt; High Tide &lt;     Chain Mail...960G   Fine Guard...900G   White Cloak...800G   Feather Robe..920G   Leather Helm..500G   Circlet.....160G   Bracelet.....400G   Leather Boots.600G  o-----o </pre> |
| <pre> o-----o  &gt; Marble's &lt;     Palma Potion...1000G  </pre>                                                                                                                                                                                                                                                                                                                                                     | <pre> o-----o  &gt; Ultramarine &lt;     Masamune.....1 Rapier, 1 White Silver   Slicer Ring....1 Flying Disk, 1 Black Silver   Gem Rod.....1 Battle Staff, 1 Beast Hide   Steel Sword....1 Long Sword, 1 Beast Fang   Mage Cloak.....1 Cloak, 1 White Silver  o-----o </pre>                                        | <pre> o-----o  Item Name      Grade   -----   Beast Fang.....5   Magical Cloth...10  </pre>                                                                                                                             |

```

|Apple Gel.....100G|           |Black Silver.....10|
|Orange Gel.....200G|          |White Silver.....10|
|Panacea Bottle..150G|         |Grab Bag.....30|
|Life Bottle.....300G|         o-----o
|Holy Bottle.....200G|
|Magic Lens.....10G|   Skipper's Haven INN: 200G
|Guard Bottle...1000G|
|Poison Charm...4000G|
o-----o

```

First of all, go around the wooden dock. Talk to the dog and proceed to the exit the shopping area to the S. Walk a few steps S and a scene triggers automatically. After it go E over the bridge and go in the store before the stairs. A scene happens here. Afterwards, exit and go to the part of town.

There's a scene as you enter. Then, talk to the dog walking around. Enter the SE building and a scene triggers automatically. Then check the Ball Basket to have Wonder Chef appear and teach you "Omelet." Now go up the stairs and go in the first door to the E. You are asked 3 questions, and the answers are:

- Guardian
- Acceleration due to gravity
- I don't know

Afterwards, return to the hall and go in the room to your E. A hilarious scene happens here. After that, Genis receives the title "Honor Roll." Return to the first floor and go in the second door to the E. Talk to the woman behind the counter to start a minigame. After it, Colette obtains the title "Turbo Waitress." If you did well, you'll receive a Palma Potion, if not, you'll just have to buy it at Marble's.

Outside the school, go in the Church just N of you. Talk to Chocolat in here. Go now and give those guys their Palma Potion, return to the E part of town and go in the NW building. A scene happens in here and after it, return to the Church and talk with the Priest. After that, you know you're next destination, Hakonesia Peak.

To reach Hakonesia Peak, start heading NE following the yellow road. Pass a bridge on your way and keep ignoring forks. After the bridge, you'll reach a House of Salvation. Enter it and talk to the doggy with Colette. Enter the building and rest if needed. Now it's time to continue your journey to Hakonesia Peak.

Again at the world map, keep heading N and at the end of the yellow road is Hakonesia Peak.

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~~~/_/~-----\
                                     / shw12 /
                                     /-----\
                                     /         \
                                    / Area #24 \
                                   /----->
                                   Hakonesia Peak
                                     /-----\
                                     ~
- My lv.: Lloyd 24, Sheena 23, Raine 24, Kratos 24
          Genis 24, Colette 24
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

As you enter, run up the hill and go in the house. Talk to Koton (the guy in

here) and watch the scene; now go outside. Out here, another scene takes place. Damn those Desians; now return quickly to Palmacosta.

Follow the same path you took to come here, staying at the House of Salvation if needed.

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  \// / \
   / /ales of Symphonia-----<
~~~/_/~\~~~~~\_____/_
                                     / shw13 /
                                     /_____/_
                                     / Area #25 \
                                     / Palmacosta >
                                     /_____/_
                                     ~
- My lv.: Lloyd 24, Sheena 23, Raine 24, Kratos 24
          Genis 24, Colette 24
- Enemies: Evil Sorcerer, Whip Master
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

As you enter, run to the E plaza and a scene triggers with Lord Magnius, one of the Five Grand Cardinals. After it, there's a fight with his underlings, nothing to worry about. The scene continues afterwards, having Chocolat thanking you for what you have done. Go near the exit and speak to the woman standing near it. Answer with "Well, part of the way...".

You'll be now at the House of Salvation. Walk a few steps N and a scene triggers, showing that Chocolat was kidnapped by the Desians. Answer with the top option, of course. Now go into the house and talk with the priests. They tell you that the Spiritua Statue that they have is a fake and the original one was lost somewhere near Thoda Island. Choose the top answer again. Rest for the night and leave House of Salvation and towards Palmacosta Human Ranch.

From where you are, move SE, following the yellow road and when it ends, keep running a few steps and turn N when possible. There it is, the Palmacosta Ranch.

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                                     / shw14 /
                                     /_____/_
                                     / Area #26 \
                                     / Palmacosta Ranch >
                                     /_____/_
                                     ~
- My lv.: Lloyd 24, Sheena 23, Raine 24, Kratos 24
          Genis 24, Colette 24
- Enemies: Evil Sorcerer, Bowman, Whip Master
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

As you enter head up and go up any path and a scene takes place. Damn that Dorr, betraying the Chosen!!! When the answers prompt, you have to pick between going to see Dorr first, then coming again to the Ranch; or completing the Ranch first, the going to see Dorr. Now, I'll pick "Let's return to Palmacosta", making the channel of the story the following:

1. Palmacosta
2. Palmacosta Human Ranch

If you picked "Let's go attack!" the channel of the story will be:

1. Palmacosta Human Ranch
2. Palmacosta

**\*\*NOTE:** If you picked "Let's go attack!", first see the Palmacosta Ranch area [shw1-6] (without the -), then look for Palmacosta, which is the following section.\*\*

As you can see, it's the same thing, and the story doesn't change that much. Now exit Palmacosta Ranch and return to Palmacosta.

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   / /ales of Symphonia-----<
~/~/~~~~~\_____/_/
                                     / shw15 /
                                     /_____/_/
                                     / Area #27 \
                                     / Palmacosta >
                                     /_____/_/
                                     ~
- My lv.: Lloyd 24, Sheena 23, Raine 24, Kratos 24
           Genis 24, Colette 24
- Enemies: Kilia (B)
o--Weapons/Armor/Items:-----o
|           Card Key.....(KI) -           |
o~~~~~o

```

As you enter, head straight for the Inn. Rest up and then save your game. Restock items at Marble's, but when you enter, a scene triggers. Afterwards, head for Dorr's HQ, a scene happens here and then go down to the basement. There's a scene here and then a Boss Battle!

```

-----
BOSS: KILIA
-----

```

- Name: Kilia
- Location: Palmacosta
- HP: 10,000
- TP: 400
- ATK: 490
- DEF: 65
- XP: 500
- Gald: 500
- Items dropped: Heal Bracelet
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Light
    - Strong: Darkness

- Strategy: She's just so easy at the lv. we are now. She has 10,000 HP (just like Kvar), but she's alone and has a weakness to Light, making Raine's Photon more than effective. She has to use Photon all the battle, dealing near 1,300 dmg. leaving the healing to Kratos (I don't think you'll need to heal much). Also Colette's Angel Feathers are devastating. She has a spell called "Acid Rain", which lowers everyone's Defense, not very helpful, in my opinion. She'll be dealing near 80 dmg. per hit, not much. There's really not much to say about this fight.

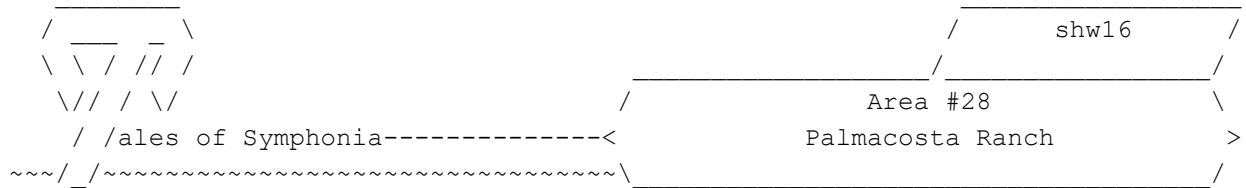
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-----
Damn, that Kilia monster is a bitch. A very sad scene happens here. He then

```

hands over 'Card Key', and the passcode is "3341". Now we can finally go and defeat Magnius.

Before leaving, buy a Battle Staff and a Rapier from >Tsunami<. Now, talk to the person near the exit and tell her part of the way. You'll now be at the House of Salvation. Exit and go to Palmacosta Human Ranch

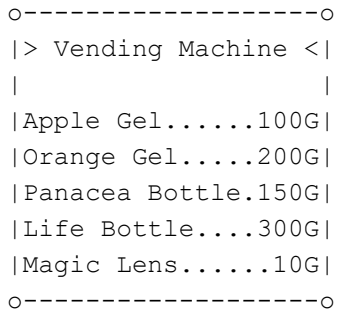


- My lv.: Lloyd 25, Sheena 23, Raine 24, Kratos 24  
Genis 24, Colette 24
- Enemies: Evil Sorcerer, Bowman, Whip Master, Raybit,  
Magnius/Bowman/Whip Master (B)

o--Weapons/Armor/Items:-----o

|                                 |              |
|---------------------------------|--------------|
| White Silver..... 1 - (AA)..... | Omega Shield |
| Purple Card.....(KI) - 4 .....  | Orange Gel   |
| Life Bottle..... 2 - 2 .....    | Apple Gel    |
| EX Gem Lv2..... 1 - (AB).....   | Mage Cloak   |
| Red Card.....(KI) - (KI).....   | Blue Card    |
| Melange Gel..... 1 - (KI).....  | Pass         |

o-----o



As you enter, talk to Neil. Now from the fork, follow the NW path and enter the passcode "3341", now enter the door. Now move forward and at the fork, go NE, then E at the open area and enter the door.

Once in this room of the facility, change the function of the Sorcerer's Ring to a Radar (Ray-dar?). Now return to the W door and fight the enemy here for the Memory Gem of this dungeon. Use the Sorcerer's Ring near this enemy to find 'Apple Gel' from the sparkle. Go down the SW path and NW at the fork. There's 'Orange Gel' on the W side. A bit N of it, there's 'Life Bottle' on the E side of the wall. Return to the fork and now go SE. At the end of it, find yet another 'Orange Gel' from the sparkle. Return to the main hall and go in the E door.

Kill the enemy to the N of you and use the Sorcerer's Ring. You'll see several tiny lights. Check the one N of you and get 'White Silver'. The sparkle SE of the first one has 'Omega Shield'. Check the blue pedestal "thingy" using the Rader to make a bridge appear. Dispose of the enemy near the Refresher to receive 'Purple Card'. Now check the NE corner of this side of the room for 'Orange Gel'. Also check the blue pedestal to make another bridge appear and get 'Life Bottle' from the sparkle. Return and turn both bridges off.

Once again at the main hall, use your Sorcerer's Ring and use the Warp Portal. Here, head N, save your game and go in the E door. In here, use the Sorcerer's Ring and you'll see several semitransparent blocks. Move the second one 2 times S, 2 times E, 3 times S. Push the block on the right of the one you were moving

S and get 'EX Gem Lv2' from the sparkle. Now push the one you were pushing 3 times E and 3 times S. Move the block directly N (on the N wall) until you can get 'Mage Cloak' from the sparkle, but you should already have one, right? Now check the blue pedestal to make a bridge. Cross it and go down the stairs. A scene triggers and you'll receive 'Red Card' automatically. Return, turn off the bridge and return to the save point.

Now go in the W door from the save point. A scene takes place as soon as you enter. Afterwards, the little boy handles 'Blue Card'. Return to the save point and use the portal at the N of it.

This place is a bit complicated, so keep track of the following. Please first read about that room and then the portal you have to take, and it's number is below.

To get a 'Panacea Bottle', just:

- (Taking the room after taking the portal just N of the save point as reference)

-----

Before taking this first portal, there are 2 walking enemies and at the W side, take the Melange Gel from the sparkle.

1st portal: West

-----

In this room, there are 2 walking enemies and there's an alarm behind the sparkle on the W side.

2nd portal: North

-----

Here, there's 'Apple Gel' to your left right where you start and only that.

3rd portal: North

After getting it, return to the previous room and take the portal at the center and choose "Return to the connecting passage." Now let us go and kick Magnius' ass!

- (Taking the room after taking the portal just N of the save point as reference)

-----

There are 2 walking enemies here, and a Melange Gel at the W side if you didn't take it from before.

1st portal: West

-----

There are 2 walking enemies and an alarm on the W side.

2nd portal: West

-----

There are 2 walking enemies and an alarm at the N side of the room.

3rd portal: South

-----

Here, there's nothing but 'Life Bottle' in the sparkle right next to you.

4th portal: North

-----

Here, there are 2 walking enemies and an alarm at the N side.

5th portal: North

-----

There's 1 walking enemy and 'Orange Gel' in the sparkle at the W side of the room.

6th portal: West

-----

There's 1 walking enemy and an alarm at the N side.

7th portal: North

-----

There's 1 walking enemy and an alarm at the W side.

8th portal: West

After all this hard and confusing work, a scene triggers, then a battle with Desians, and another scene. Now, before going N to her, go E and unlock the memory seal. Heal up and now go to Chocolat. Enter the portal, watch a scene, another meaningless battle and after it, you receive 'Pass'. Now then, prepare for a Boss Battle!

-----

BOSS: MAGNIUS/BOWMAN/WHIP MASTER

-----

a) Magnius

- Location: Palmacosta Human Ranch
- HP: 8,500
- TP: 120
- ATK: 450
- DEF: 65
- XP: 675
- Gald: 1700
- Items dropped: Warrior Symbol, EX Gem Lvl1
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None





Start by resting at the Inn on the second floor. Outside, there's another dog, speak to it with Colette as your Avatar. Go inside once again and speak with Candy, the woman behind the counter. A scene triggers, and afterwards, you'll be at Thoda Geyser and ready to take the last seal.

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   / /ales of Symphonia-----< Thoda Geyser, the seal of water >
  ~~/_/~\~~~~~\

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- My lv.: Lloyd 25, Sheena 23, Raine 24, Kratos 25 ~
- Genis 25, Colette 24 ~
- Enemies: Starfish, Float Dragon, Water Element, Green Roper, Octoslime ~
- Adulocia/Amphitra x2 (B) ~

o--Weapons/Armor/Items:-----o

```

|           Spiritua Statue.....(KI) - 1 .....Mermaid's Tear |
|           Circlet.....(AH) - 1 .....Life Bottle |
|           Circlet.....(AH) - (AC).....Stun Bracelet |
|           White Silver..... 1 - 1 .....Orange Gel |
|           EX Gem Lv 1..... 1 - (AC).....Aquamarine |
o~\~~~~~\

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o-----o
|> Thoda Shop <|
|           o----o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Melange Gel....500G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o

```

As you arrive, go up the path and a scene triggers. Talk to the guy with a backpack and a green hat to buy supplies. Now go NW of where you are and talk to the dog. "This one feels like a Bob. His tail is so cute." Now go to the NE corner and approach the pedestal shown to you in the scene. Another scene happens, showing you the Spiritua Statue. You only have to follow Genis' directions without failing more than 2 times. Now check the pedestal with the blue thing on top to have another scene trigger.

Once inside, move N, dispose of the enemies here, go down the stairs and get 'Mermaid's Tear'. Keep going down the stairs and at the bottom, get 'Life Bottle' and 'Circlet' from the chests at the E side of the room. Go down the SW exit, ignoring the Sorcerer's ring pedestal function for now.

Get 'EX Gem Lvl1' from a hidden chest behind the upper stone pillar on your E side. Now go through the stone pillars on your E and get 'White Silver' and 'Orange Gel' from the chests. Return to the previous room and go to the N part of the room and use the Sorcerer's Ring on the torches, each next to a stone tablet with a flame carved into it. Once you set them ablaze, it's time to change the function of the Sorcerer's Ring.

Change the function of the Sorcerer's Ring and exit through the SE exit.

Go down the stairs and get 'Stun Bracelet' and 'Circlet' from the chests. The shark-type enemy floating near the chests has the Memory Gem for this dungeon. Keep going until you're in the next room. Push the huge block right in front of you under the door and you hear a "click."

Return to the room where you set the torches ablaze and you'll notice a scale in front of the large blue urn. Use the Sorcerer's Ring on the E side of the scale and a door will try to close on the lower level, but that's why we put the block there. Just a bit E and then S is the Memory Seal (it's almost invisible). A very good idea at this point, is to equip an EX Gem Lv2 on Raine and put the "Personal" option. This way, in every Memory Circle you encounter, all her non-battle magic (Such as First Aid and Recover) will only use 1 TP. That's cool, isn't it?

Go to the room where you pushed the block and at the end of the corridor, there's another scale in front of a large blue urn. Pour water in the E side of the scale and have the platform on the W side of the room go up. Return to the room above (where you lit the torches), heal up, save your game and use the warp portal on the platform you just raised.

Here, watch the scene and prepare to fight Adulocia and Amphitra x2.

-----  
BOSS: ADULOCIA/AMPHITRA X2  
-----

a) Adulocia

- Location: Thoda Geyser
- HP: 10,000
- TP: 248
- ATK: 600
- DEF: 55
- XP: 825
- Gald: 765
- Items dropped: Mermaid's Tear
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: Lightning
  - Strong: Water, Ice

b) Amphitra x2

- Location: Thoda Geyser
- HP: 2,300
- TP: 120
- ATK: 475
- DEF: 20
- XP: 150
- Gald: 500
- Items dropped: None
- Steal: None
- Elemental Info.:
  - AA: Water
  - Weak: Lightning, Fire
  - Strong: Water, Ice

- Strategy: Start by using Magic Lens on each one of them. The Amphitra are very annoying, because if you start attacking Adulocia and making combos, they'll start messing with you. So take them out as soon as possible, but keep in mind that Adulocia starts messing with you too. Try to ignore her and focus on the Amphitras. Once they're gone, focus on the big mama. Her worst attacks are Spread and Aqua Laser. Kratos and Raine should focus on healing and Colette should focus on using Para Ball. After a while, they'll go down.

-----

Watch a scene as you finish the battle. Colette learns a new spell, "Sacrifice" (whoa, what a name!). Leave, go to the save point, recover and change Colette for Sheena. Save your game and go deal with Undine, the Summon Spirit of Water.

-----  
BOSS: UNDINE  
-----

- Name: Undine
- Location: Thoda Geyser
- HP: 13,000
- TP: 320
- ATK: 580
- DEF: 88
- XP: 2110
- Gald: 765
- Items dropped: Guardian Symbol
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Water, Ice

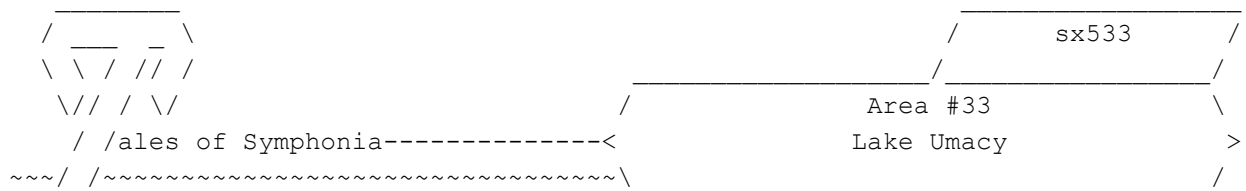
- Strategy: I recommend a party of Lloyd, Kratos, Raine and Sheena. Deactivate all of Kratos spells, except for Thunder Blade. Raine's job will consist of using Nurse all the battle, if you have it, while Sheena and you attack her. Spark Wave will be dealing near 600 dmg. each time. Use Unisons Attacks to nullify her Spread spell, because it's devastating at this point and lv. Her physical attacks deal near 140 dmg. each hit. Attacking her constantly will result in a secured victory.

-----

After the battle, you finally have the power to summon. You'll receive 'Aquamarine' and Sheena will learn "S. Seal: Water" and "Summon: Water" Techs after the scene. Exit the Geyser completely and you'll be camping again. A scene triggers and you'll regain control. Jump on your awesome washtub and exit Thoda Dock. At the World Map, head all the way N, enter Hakonesia Peak and on to Lake Umacy.

\*\*NOTE: After this, the Hard Path (this one), and the Easy Path link and are the same, so if you followed this path, keep reading.\*\*

=====
----- 5.4] Chapter 4: End of Split Path ~~~~~ <----> -----
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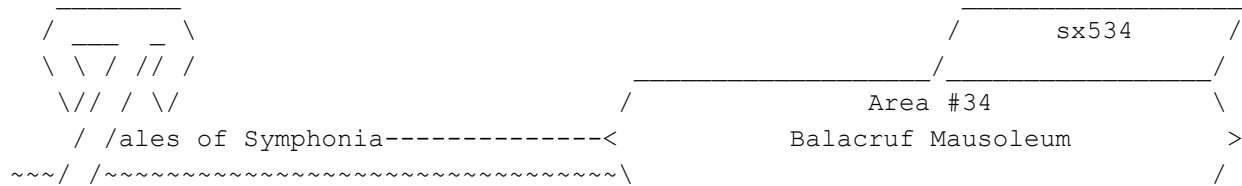
- My lv.: Lloyd 29, Sheena 28, Raine 28, Kratos 29 ~

          Genis 29, Colette 29 ~

- Enemies: None ~

o--Weapons/Armor/Items:-----o

There's a scene as you enter, and after a while, you'll get 'Unicorn Horn'. Afterwards, Raine learns "Resurrection" tech and obtains the title "Grand Healer." When you regain control, it's time to go make pacts with the other Summon Spirits. Let's go get the Wind Summon Spirit, since it's closer to our location. So then, head to Balacruf Mausoleum. This is totally optional, but you'll have to do it sooner or later in order to proceed with the game.



- My lv.: Lloyd 29, Sheena 28, Raine 28, Kratos 29  
Genis 29, Colette 29
- Enemies: Arachnid, Melting Pot, Skeleton, Harpy, Gargoyle  
Sephie/Yutis/Fairress (B)

o--Weapons/Armor/Items:-----o

- | Opal.....(AC) - 1 .....EX Gem Lv3 |
- | Metal Sphere..... 1 - 1 .....Onion |
- | Exsphere Shard.....(KI) - |

Save at the unlocked memory circle and proceed to where the seal was broken. A scene triggers and a Boss Battle starts!

-----  
BOSS: SEPHIE/YUTIS/FAIRESS  
-----

- a) Sephie
- Location: Balacruf Mausoleum
  - HP: 7,320
  - TP: 220
  - ATK: 713
  - DEF: 81
  - XP: 880
  - Gald: 320
  - Items dropped: Savory
  - Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Wind

- b) Yutis
- Location: Balacruf Mausoleum
  - HP: 6,480
  - TP: 80
  - ATK: 699
  - DEF: 76
  - XP: 770
  - Gald: 290
  - Items dropped: Sage
  - Steal: None
  - Elemental Info.:
    - AA: None

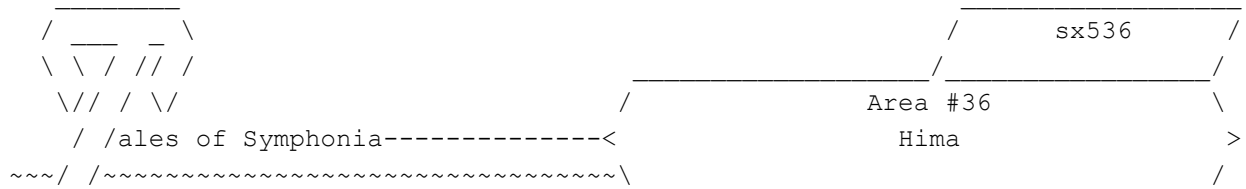


-----  
BOSS: EFREET  
-----

- Name: Efreet
- Location: Triet Ruins
- HP: 18,000
- TP: 850
- ATK: 500
- DEF: 35
- XP: 2430
- Gald: 945
- Items dropped: Attack Symbol
- Steal: None
  - Elemental Info.:
    - AA: Fire
    - Weak: None
    - Strong: Fire

- Strategy: He's like Undine. He has high physical strength. Have Genis cast Icicle or better yet, Freeze Lancer if you have it. Raine must be using Nurse the whole time. If you're hit by his Burst fall, recover balance with X button. When in Overlimit mode, he has a devastating attack called "Flames of Destruction", which is short-ranged. Genis should not stop using Freeze Lancer, since it'll smack down a lot of HP from Efreet. When you see Eruption on top of the screen, unleash a U. Attack as soon as you can, to nullify it. You might be killed, but persevere and you'll conquer him!

-----  
After the fight, watch the scene and receive 'Garnet'. Sheena also learns "S. Seal: Fire" and "Summon: Fire" techs. Now finally, return all the way to Hima.



- My lv.: Lloyd 31, Sheena 30, Raine 30, Kratos 30  
          Genis 30, Colette 30
- Enemies: None
- o--Weapons/Armor/Items:-----o  
|                   Assassin's Ring.....(KI)       |  
o-----o

As you enter, there's a scene. Then head for the Inn. Rest and go in the door on the second floor. A scene triggers in here. Afterwards, exit, remove all of Kratos' equipment and equip him with the worse weapon you have for him and save your game.

Outside, go up the hill on the back of the Inn to the top. A scene triggers as you reach the top. When you have control, you can talk to whoever you want to, but you must talk to Colette to continue the game. After the scene, run up the hill to the top and pick whoever you want to ride the dragon with. Afterwards, you'll be a the Tower of Salvation.



```

  \// / \// / / Area #37 \
  / /ales of Symphonia-----< Tower of Salvation >
  ~~/_/_/~~~~~\_____/_/
                                     ~
- My lv.: Lloyd 31, Sheena 30, Raine 30, Genis 30 ~
- Enemies: Remiel (B), Kratos (B), Yggdrasill (B) ~
o--Weapons/Armor/Items:-----o
|                               None |
o~~~~~o

```

Run in the Tower and to the end to trigger a scene. Then use the Warp Portal to trigger another scene and then a Boss Battle!

-----  
BOSS: REMIEL  
-----

- Name: Remiel
- Location: Tower of Salvation (Sylvarant)
- HP: 16,000
- TP: 258
- ATK: 530
- DEF: 112
- XP: 2795
- Gald: 1840
- Items dropped: EX Gem Lv1, Rune Bottle
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Light
- Strategy: Now, he's easier than Efreet. Just keep attacking him with all you've got. Deactivate all of Genis' Lv1 Spells and activate all his Lv2 Spells. His physical attacks are similar to Yutis', hitting you from 3 to 5 times dealing over 150 dmg. per hit. Use the Unison Attacks in this battle in special situations. After some time, he'll go down.

-----  
After the battle, watch the scene and prepare for another Boss Battle!

-----  
BOSS: KRATOS AURION  
-----

- Name: Kratos Aurion
- Location: Tower of Salvation (Sylvarant)
- HP: 22,500
- TP: 1500
- ATK: 750
- DEF: 150
- XP: 3280
- Gald: 2900
- Items dropped: EX Gem Lv3, Life Bottle
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Light



- Strategy: Well, what can I say? I was speechless the first time I saw this too. He surely has a hell lot of HP, but it doesn't matter if you win or lose this battle. You can just put the controller down and see how he kills you. But if you wanna defeat him, then keep reading. He has all of his tech attacks he had when he was with you, plus some more. He makes good use of them, so don't fear of using all of your items if necessary. I used almost 8 Life Bottles in Lloyd alone. When he's in Over Limit, he can make use of his spells without waiting for them to charge. Make good use of the guardian Skill he thought you. After 20 Life Bottles, 15 Orange Gels and 18 Apple Gels (they're random numbers), Kratos Aurion will go down.

-----

Damn, that sucker was hard! Well, watch the scene and prepare for another Boss Battle.

-----  
BOSS: YGGDRASIL

- 
- Name: Yggdrasill
  - Location: Tower of Salvation (Sylvarant)
  - HP: 40,000
  - TP: 3000
  - ATK: 1800
  - DEF: 350
  - XP: 3000
  - Gald: 0
  - Items dropped: None
  - Steal: None
    - Elemental Info.:
      - AA: None
      - Weak: Shadow
      - Strong: Light

- Strategy: Well, this battle is technically impossible. Just use a Magic Lens to put his stats on the Monster List. Then, let down the controller and watch the massacre.

-----

After the battle, watch the scene and ask yourself where you are.

```

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|      |                |          |
\  \  /  /  /          /           \
  \  /  \  \          /   Area #38   \
    /  /ales of Symphonia-----<    Sylvarant Base    >
~/~/-----\
~

- My lv.: Lloyd 32, Sheena 32, Raine 32, Colette 30      ~
          Genis 32   ~
- Enemies: Foot Soldier, Evil Warrior, Raybit           ~

o--Weapons/Armor/Items:-----o
|          Straw Hat.....(AH) - 1 .....EX Gem Lv2     |
|          Protect Ring.....(AC) -                       |
o-----o
|          o-----o
|          |> Refresher <|
|          |          o-----o
```

```

|Apple Gel.....100G|
|Orange Gel.....200G|
|Melange Gel....500G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o

```

That Kratos is a son of a \*\*\*\*! But I still like him, though. When you have control head E, N and down the stairs. In the next room, the machine S of you is a Refresher. Keep going E, save your game and go up the stairs.

In this room, first of all, change the function of your Sorcerer's Ring. Afterwards, go up the stairs W of the pedestal, head S and go down the next set of stairs. Down here, move the brown block S 1 time and W 1 time. After doing so, go E and move the other brown block 1 time N, 7 times W and 1 time S. Now go up the stairs, cross the blocks and push the grey block down. Now move the grey block E of the blue panel into the opening on the wall. Now, both of the brown blocks, move them into the opening SW of where you placed the grey block. Now, cross the bridges of blocks and get 'Straw Hat' and 'EX Gem Lv2' from the chests. Afterwards, move the grey block on to the blue panel, revealing a set of stairs. Now, do you see the brown square drawn on the floor where you first created a bridge with the brown boxes? Well, you have to put the brown boxes, one on the NE corner of the brown square and the other one on the SE corner, now go down the stairs you previously revealed.

Down here, go down the stairs and go E at the fork. Push the metal block down into the water. Now on the W side, and use the Sorcerer's Ring on the blue pillar to the N. Examine the machine S of you. Cross the bridge you did with the blocks. Use your Sorcerer's Ring on the blue pillar at the S of the room and examine the machine up the stairs. Behind this machine, on the lower level, there is 'Protect Ring' in a hidden chest. Now go to the canal, and down the stairs. Push the metal block on to the blue panel and shoot at the blue pillar just W of you. Now go through the door at the S end of the room.

Then watch the scene, pay close attention to what they are saying. Then, move W and then N to trigger a scene and finally go to Tethe'alla. Now, where the hell are we?

```

=====
===== 5.5] Chapter 5: Tethe'alla ~~~~~ -----
=====

```

```

/ _____ \
\ \ / // /
  \// // \
   / /ales of Symphonia-----<          Fooji Mountains          >
~~~/_/~~~~~\_____/_

```

```

- My lv.: Lloyd 32, Sheena 32, Raine 32, Colette 30
          Genis 32
- Enemies: Egg Bear, Black Bat, Night Rain, Hare
o--Weapons/Armor/Items:-----o
|           EX Gem Lv2..... 1 - (WP).....Cool Orbit           |
|           Card of Fire.....(WP) - 1 .....Anti-magic Bottle   |
|           Misty Robe.....(AB) - (AC).....Black Onyx          |
o~~~~~o

```



\*Is the same weapon, but there are 2 recipes for it.

As you enter, Sheena leaves the party for a while. Afterwards, head in and watch another funny scene. Go up the main staircase to trigger yet another scene. Just who in heaven's name is that dude? Now, it's time to hit the stores.

Go to >Axios< on the W side of where the scene with that Zelos guy ended. In here, check the cat artifact at the NW corner of the room to have Wonder Chef appear and teach you "Steak". After him, buy: Ogre Sword and Ray Thrust. Now on the other side of town, at >Trupelos< buy: 1 Splint Mail, 1 Elven Protector, 1 Misty Robe, 1 Claw Gauntlet, 3 Lapis Bracelet and the Heavy Boots are optional. You'll be spending over 13,000G at this store. Now return to the center area and head up the main staircase to the N area of town.

Here, go E to another area and enter the second mansion. On the second floor, examine the gift on the corner to have Wonder Chef appear once again and teach you "Fruit Cocktail". Return to the main area of the N area, go N and try entering the castle. A scene triggers and after that, go down the stairs and into the Church to the W. Talk to the priest and a scene triggers. Exit the church and another scene triggers. Rodyle? Did he just mention Rodyle? You remember him, don't you? And, plus, here triggers my favorite phrase of the game and Lloyd, of course, says it, "I've lost all confidence as a man". Follow her up the stairs to have the scene continue. Presea joins your party. Go E, go up all the stairs you see and at the end, go W and try entering the red door to trigger a scene. Phew, that was close, well anyway, leave the castle and go in the church. In here, talk to Zelos to have him join you! Before leaving, put Zelos as your Avatar and start talking to all the women of Meltokio. Everyone will give you something special (This will only happen if Zelos has his EX skill Lv2 "Personal").

At the World Map, just head NE to reach Tethe'alla bridge.

```

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| \ \ / \ / / |
|  \ / \ / \ / |
|   / / \ / \ / |
|  / /ales of Symphonia-----<           Tethe'alla Bridge           >
|~~/_/~/~~~~~\_____~/
|
- My lv.: Lloyd 33, Raine 33, Presea 32, Zelos 32
           Genis 33, Colette 31
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

There's a scene as you enter. Afterwards, start running all across the giant bridge 6 or so areas, you'll be at the world map. From there, just move N and go in Sybak.

```

/ _____ \
|           | |
| \ \ / \ / / |
|  \ / \ / \ / |
|   / / \ / \ / |
|  / /ales of Symphonia-----<           The University Town, Sybak           >
|~~/_/~/~~~~~\_____~/
|
- My lv.: Lloyd 33, Raine 33, Presea 32, Zelos 32
           Genis 33, Colette 31

```

- Enemies: None

o--Weapons/Armor/Items:-----o

| Tethe'alla Map.....(KI) - |

o-----o

o-----o

|> Student Mart <|  
 | o---o  
 |Apple Gel.....100G|  
 |Lemon Gel.....1,000G|  
 |Orange Gel.....200G|  
 |Pineapple Gel.1,200G|  
 |Melange Gel.....500G|  
 |Panacea Bottle..150G|  
 |Life Bottle.....300G|  
 |Syrup Bottle..1,000G|  
 |Holy Bottle.....200G|  
 |Dark Bottle.....200G|  
 |Magic Lens.....10G|

o-----o

|> Student Supplies <|  
 | oo  
 |Ogre Sword.....3,000G|  
 |Kotetsu.....3,300G|  
 |Ray Thrust.....3,000G|  
 |Mythril Ring...3,400G|  
 |Aqua Brand.....3,600G|  
 |Battle Ax.....3,600G|  
 |Pointed Hat....1,300G|  
 |Bridal Gloves..1,200G|

o-----o

o-----o

o-----o

|> Student Supplies <|

o-----o

|Kotetsu.....1 Osafune, 1 Brass &|  
 | :.....1 Metal Sphere |  
 |Mythril Ring.....1 Stinger Ring, 1 Brass &|  
 | :.....1 Mythril |  
 |Gale Staff.....1 Ruby Wand, 1 Metal Sphere &|  
 | :.....n1 Black Silver |  
 |Aqua Brand\*.....1 Hydra Dagger, 1 Brass &|  
 | :.....1 White Silver |  
 |Aqua Brand\*.....1 Steel Sword, 1 Black Silver &|  
 | :...1 Metal Sphere |  
 |Pointed Hat.....1 Beret & 1 Magical Cloth |

o-----o

\*Is the same weapon, but there are 2 recipes for it.

o-----o

|> Sunrise Cafeteria <|

| o-----o

|Pork.....120G| ,\_  
 |Beef.....140G| '\  
 |Chicken....120G| \  
 |Tomato.....60G|  
 |Bell Pepper.80G|  
 |Cucumber....70G|  
 |Cabbage.....60G|  
 |Lettuce.....80G|  
 |Mushroom....60G|  
 |Potato.....50G|  
 |Onion.....60G|  
 |Radish.....60G|  
 |Carrot.....60G|  
 |Egg.....50G|  
 |Cheese.....60G|  
 |Milk.....50G|  
 |Seaweed....20G|  
 |Kelp.....40G|  
 |Tofu.....60G|  
 |Konjac.....60G|  
 |Miso.....60G|

o-----o

|> Sunrise Cafeteria <|

| o-----o

|Snapper....120G|  
 |Tuna.....100G|  
 |Cod.....110G|  
 |Squid.....110G|  
 |Shrimp.....60G|  
 |Octopus....70G|  
 |Strawberry..70G|  
 |Banana.....60G|  
 |Grapes.....70G|  
 |Apple.....60G|  
 |Lemon.....60G|  
 |Peach.....70G|  
 |Pear.....60G|  
 |Melon.....100G|  
 |Pineapple...80G|  
 |Rice.....80G|  
 |Barley Rice.60G|  
 |Pasta.....80G|  
 |Panyan.....70G|  
 |Bread.....70G|  
 |Roll.....70G|

These 2 stores are the ladies  
 behind the counter in the  
 Academy's Kitchen.

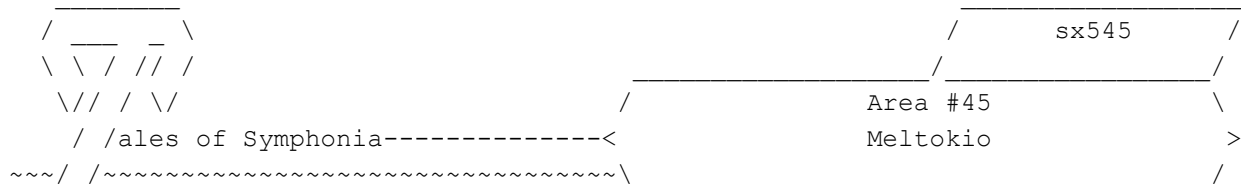


- 
- Name: Pronyma
  - Location: Fooji Mountains
  - HP: 18,000
  - TP: 750
  - ATK: 1150
  - DEF: 150
  - XP: 3000
  - Gald: 1500
  - Items dropped: Rosemary, EX Gem Lv2
  - Steal: None
    - Elemental Info.:
      - AA: None
      - Weak: Light
      - Strong: Shadow

- Strategy: What can I say for this battle? She's just so easy. Raine's Photon deals over 1000 dmg. She has an attack similar to your Beast Tech. Even though she has some nasty magic spells, they are very easy to predict. Have Raine focus on using Photon and Colette uses Angel Feathers and Judgment. Zelos must be healing and when not necessary, have him attack. Make full use of the Unison Attacks. You can do a combo of over 50 hits, just like the battle with Windmaster at Asgard. Well, she'll go down in no time. Maybe in less than a minute, like I did, 00'57'83.

-----

After the battle, watch another scene. Colette's back to normal. Now, it's time to go to Meltokio.



- My lv.: Lloyd 35, Colette 33, Raine 34, Zelos 34 ~
- Presea 34, Genis 34, Sheena 34 ~
- Enemies: Sewer Rat, Violent Viper, Jellyfish, Giant Leech, Convict ~
- Fake (SB) ~

o--Weapons/Armor/Items:-----o

|  |                              |                  |  |
|--|------------------------------|------------------|--|
|  | Spirit Ring.....(AC) - 1     | .....EX Gem Lv3  |  |
|  | Great Axe.....(WP) - (AB)    | .....Breastplate |  |
|  | 2500 Gald..... x - 1         | .....Elixir      |  |
|  | Wing Pack.....(KI) - 1       | .....EX Gem Lv1  |  |
|  | EX Gem Lv2..... 1 - (WP)     | .....Thunderbolt |  |
|  | Card of Lightning.....(WP) - |                  |  |

o-----o

At the entrance, there's a scene. Afterwards, follow the path and at the fork, go NW to the end and change the function of the Sorcerer's Ring. Now, before even moving, to the left of the Sorcerer's Ring pedestal, use the Ring to shrink and cross the narrow ledge and enter the mouse hole. In here, get 'EX Gem Lv2' from the bag. Now, cross the spider web near the Sorcerer's Ring pedestal, step on the blue panel, go up the stairs and dispose of the enemy up here to get the Memory Gem. Follow the path and at the fork, go down the stairs and check behind them to get 'Spirit Ring' from the hidden chest. Return up the stairs, go E and a scene triggers. Open the wooden box besides you to get 'EX Gem Lv3' from it. Now go up the two set of stairs and it's time for a puzzle.

Go to the N side of this floor to trigger a scene. Now, check the three yellow levers on the W part of the machine to make a trash block. First of all, do you see the two openings at the S end of the floor, well, push down a block on each one.

There are another 3 openings on the W, push down another block in the second one. Afterwards, there's a little hole one square W of the trash compactor on the N wall. Shrink and go inside to get 'Great Axe' from the bag. Return outside, step on the blue panel, go down the stairs, all the way down (the three sets, at the bottom) and move E, shrink, pass the path created with the trash blocks and examine the blue wheel to open the door on top of you. Return and enter it.

In this room, move N a bit and unlock the memory seal. Afterwards, go W, down the stairs, shrink and hop on the wooden box. Now, examine the red wheel and return. Now, instead of going through the blue door, go to the top floor and enter the red door. You're on top of the save point area. Create a block and push it S. When the block is on the corner, shrink, cross the web, step on the blue panel, pull the block one time, shrink, cross the web again, step on the blue panel, and push it all the way E and drop it down the E side of the walkway.

Return to the save point area and go down the first set of stairs you see. Down here, you'll see a blue panel besides the stairs. Behind it there's 'Breastplate' in a hidden chest. Now shrink and move through the NE walkway. At the fork, go W, step on the blue panel, go up the stairs, shrink and go through the iron bars. Step on the blue panel and step on the centre switch. Open cage's door at the E and return to the upper floor.

Up here, a little scene triggers, telling you about a new web. Do the same thing as before, but instead of dropping it where you dropped it before, push it N, and then E and drop it on the E side of the walkway.

Return to the save point area and push the block on the switch in the middle of the cage. Return once again to the top floor and another mini scene triggers, telling you that another web is there. Well, create another block and from where you dropped the second block, move it N and all the way to the last corner (before the last blue panel). Drop it down and return to the save point area.

From the save point's fork, go and follow the E path to the end, up the two set of stairs. You'll see the block waiting for you to move it. Move it SE and drop it down the opening. Now, right in front of the opening, there's a hole on the wall, go in to find 'EX Gem Lv1' in the bag. Return outside and to the save point. From there, go and follow the W path and go down the stairs at the end. Cross the path and turn the yellow wheel at the end. Save your game and go through the NW yellow door.

In this room go W at the fork and get '2500 Gald' from the box. Now follow the path and, from the line of blue panels, shrink after them and go in a hole on the E wall, just below the broken bridge and in between the brown pillars. In here, get 'Thunderbolt' from the bag. Now exit the hole and shrink before "waterfalls" and keep going. Again, like at the other side, enter a mouse hole on the W wall that's under the broken bridge and between the brown pillars. In here, get 'Card of Lightning' from the bag and exit the hole. When you touch the blue panel, a scene triggers and a fight begins. Nothing to worry about. Go up the stairs, before checking the box, make a party of: Lloyd, Genis, Raine and Zelos. Now go in to battle.



-----  
SUB-BOSS: FAKE  
-----

- Name: Fake
- Location: Meltokio Sewers
- HP: 2,800
- TP: 250
- ATK: ???
- DEF: ???
- XP: 202
- Gald: 860
- Items dropped: All-Divide
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All

- Strategy: Deactivate all of Zelos' attacks except for his spells. As soon as you enter the battle, give the "All out" order by pressing -> on the D-pad. Put yourself in front of the Fake and start guarding and using Guardian every now and then. Zelos and Genis will start attacking the Fake with magic and keeping a distance from it. Raine's duty here is to support you with her healing arts and using her Photon when she's not healing. In doing so, you'll win the battle in no time.

-----  
After the fight, you'll get 'Elixir'. Now exit Meltokio's Sewers. Now go all the way E and at the fork (after the Inn), head N, through the gate and into the door.

There's a scene as you enter, and afterwards, go out and at the fork, go E and enter Meltokio's Dark Side (the music changes). Here, talk to the fourth person you come across, and he'll say something about a cute flower-seller. Some people say that it may be Aerith of Final Fantasy VII. But hey, who knows? Anyway, besides him are some stairs, climb them and speak to the dog.

Now go to the area where the entrance to the castle is and go E and into the noble area. Enter the second mansion (where you saw Wonder Chef), but before doing so, speak to the dog on the E side of this area. Now enter Zelos' mansion.

Watch the scene in here and talk to everyone here if you want. After you're done, talk to the butler and go to bed. After another scene, return to the Elemental Research Laboratory. There's another scene as you enter. After it, you'll receive 'Wing Pack'.

Now, return to the entrance of Meltokio's Sewers and, fortunately, you have the Quick jump option, so you don't have to go across all the sewers again.

Once at the World map, head to Tethe'alla Bridge.

```

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/ \ / // /
\\ / \
/ /ales of Symphonia-----<
~/~/~\~/~~~~~\
/ _____ /
/ sx546 /
/ _____ /
/ Area #46 \
/ Tethe'alla Bridge >
/ _____ /
~~/~/~\~/~~~~~\
~
```

```

- My lv.: Lloyd 35, Colette 33, Raine 35, Zelos 34      ~
              Presea 34, Genis 35, Sheena 34            ~
- Enemies: None                                          ~
o--Weapons/Armor/Items:-----o
|              Kuchinawa's Charm.....(KI) -            |
o~-----o

```

There's a scene as you enter. From where you are, go to the NE side of the main bridge to have another scene trigger. Then go down the stairs and at the bottom, talk to Kuchinawa. After the scene, receive 'Kuchinawa's Charm' and afterwards, the EC controls prompt, and these are the following:

- Control Stick: tilt <- or -> to turn.
- A Button: press to move forward.
- C Stick: tilt ^ or v to move forward and backward.
- L and R Buttons: rotate the camera.
- B Button: Disembark EC at a pier.

After the controls, and at the world map, head directly NE and disembark at the pier near Tethe'alla Bridge, now simply head for Sybak.

```

/ _____ \
\ \ / // /
 \// / \
 / /ales of Symphonia-----<
~~~/_/~-----\
                                     / sx547 /
                                     /-----/
                                     / Area #47 \
                                     / Sybak >

```

```

- My lv.: Lloyd 35, Colette 33, Raine 35, Zelos 34      ~
              Presea 34, Genis 35, Sheena 34            ~
- Enemies: None  ~
o--Weapons/Armor/Items:-----o
|              None                                     |
o~-----o

```

Holy mother of god!!! This freaking scene scared the shit out of me as I was writing. Kratos is here, damn, I just love this guy (and I'm not gay!). Zelos addresses him as an Arrogant SOB. Haha! After the scene, speak to the dog N of the Inn. Now go in front of the Laboratory and speak with another dog. Now go see Kate, going through the Secret passage. Now, exit Sybak and at the world map, go NE and go into Gaoracchia Forest (what a name!).

```

/ _____ \
\ \ / // /
 \// / \
 / /ales of Symphonia-----<
~~~/_/~-----\
                                     / sx548 /
                                     /-----/
                                     / Area #48 \
                                     / Gaoracchia Forest >

```

```

- My lv.: Lloyd 36, Genis 35, Raine 35, Zelos 35      ~
              Presea 35, Sheena 35, Colette 34          ~
- Enemies: Cardinal Knight, Tropical Worm, Undertaker, ~
              Pumpkin Tree, Ghoul, Phantom, Convict (B) ~
o--Weapons/Armor/Items:-----o
|              Drain Charm.....(AC) - (AB).....Witch's Robe |
|              Angel Bracelet.....(AA) - (WP).....Phoenix Rod |
|              Pretty Ribbon.....(WP) -                 |
o~-----o

```

There's a scene as you enter. Move 1 step forward to trigger a battle with the Papal Knights. After the battle, follow the path and change the function of the Sorcerer's Ring. Afterwards, go SE and in this next area, at the fork, there's

'Drain Charm' in a chest hidden behind the tree's leaves. Then, a bit N, you'll see a bunch of flowers. Stand on them to charge your Sorcerer's Ring Meter. After it's fully charged, go up the NW path and melt the vines covering the chest. Inside, there's 'Phoenix Rod' inside. The go E and on to the next area.

Here, follow the path and at the first fork, go S. At the next fork, melt the SE vines to reveal another chest containing 'Witch's Robe'. Now go SW, melt the W vines and you'll return at the first are (where the bunch of flowers are). Recharge your Sorcerer's Ring and go S on to another area. Melt the vines N of you, proceed and melt the other vine N. Instead of going N, Go E, charge your Sorcerer's Ring and keep going E into another area.

Proceed and at the fork, go NW, melt the vines to reveal 'Angel Bracelet'. Return to the fork and go E this time. Recharge your Sorcerer's Ring, melt the vines ahead of you and at the fork, before continuing, the Skull avatar enemy around here has Gaoracchia's Memory Gem. Now, go S, melt the vines and at the next fork, go W. Here, follow the path until you reach another area and a chest covered with vines right next to you. The chest contains 'Pretty Ribbon'. Return 2 areas and at the fork, go E and at the next fork, if you go W, you'll meet with a familiar friend, Sword Dancer #2. But before, go E, melt the vines, proceed into the next area, unlock the memory seal, save your game and proceed to the next area. There's a scene here and then, a Boss Battle!

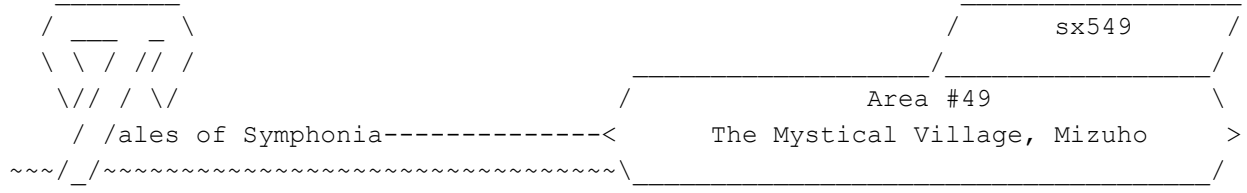
-----  
BOSS: CONVICT  
-----

- Name: Convict
- Location: Gaoracchia Forest
- HP: 12,000
- TP: 320
- ATK: 800
- DEF: 120
- XP: 2250
- Gald: 1500
- Items dropped: Elixir
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: none
  - Strong: None

- Strategy: He's fairly easy. Just start combo-ing him with the 3-combo + Tiger Blade + Sword Rain: Alpha. Yes, that's it. I did 00'47'38 time. So, as you can see, he's just sooo easy.

-----

Exit S to the world map. Head W and enter Mizuho.



- My lv.: Lloyd 37, Sheena 36, Raine 36, Zelos 36 ~
- Presea 36, Colette 35, Genis 36 ~
- Enemies: None ~
- o--Weapons/Armor/Items:-----o

|  
 ~~~~~

```

o-----o
|> Toyama <|
|           o-----o
|Apple Gel.....100G|
|Lemon Gel.....1,000G|
|Orange Gel.....200G|
|Pineapple Gel.....1,200G|
|Melange Gel.....500G|
|Mizuho Potion.....1,000G|
|Magic Lens.....10G|
|Shiden.....4,000G| Tiga: Free
|Shuriken.....4,000G|
|Spell Card.....1,350G|
|Card of Water.....1,600G|
|Card of Earth.....2,400G|
|Card of Fire.....2,700G|
|Card of Lightning..3,500G|
|Card of Wing.....3,800G|
|Manji Seal.....10,000G|
|Water Spider.....5,000G|
|Drain Charm.....4,000G|
o-----o

```

```

o-----o
|> Toyama <|
o-----o o-----o
|Kotetsu.....1 Osafune, 1 Brass &|
|           :.....1 Metal Sphere |
|Shiden.....1 Ogre Sword, 1 Black Silver &|
|           :.....1 Metal Sphere |
|Mythril Ring.....1 Stinger Ring, 1 Brass &|
|           :.....1 Mythril |
|Shuriken.....1 Stinger Ring, 1 Black Silver &|
|           :.....1 Metal Sphere |
|Gale Staff.....1 Ruby Wand, 1 Metal Sphere &|
|           :.....1 Black Silver |
|Aqua Brand*.....1 Hydra Dagger, 1 Brass &|
|           :.....1 White Silver |
|Aqua Brand*.....1 Steel Sword, 1 Black Silver &|
|           :.....1 Metal Sphere |
|Assault Dagger....1 Earth Dagger, 1 Black Silver &|
|           :..1 Brass |
|Pointed Hat.....1 Beret & 1 Magical Cloth|
o-----o

```

\*Is the same weapon, but there are 2 recipes for it.

As you enter, a scene triggers. When you regain control, go N, across the bridge and NW towards the shop. Speak to the dog, with Colette as your Avatar. Now, on to >Toyama<. First, customize: 1 Shiden, 1 Shuriken and 1 Assault Dagger. Before you forget, buy a Mizuho Potion. Why? You'll see a little later. Buy any upgrades you couldn't customize. Afterwards, go into the house in middle of the lake. A mini scene triggers in here. After that, go in the secret door on Orochi's left and another scene triggers. When everyone exit's Tiga's House, Lloyd obtains the title "Gentle Idealist". Afterwards, you'll know the prisoner's name, Regal. A bit after, he joins the party. Return to Tiga's house and check the wooden Japanese washing station, just in front the entrance to have Wonder Chef teach you "Ramen". Afterwards, talk to the little girl walking around outside to trigger another mini scene. As you try to exit the village, another scene triggers, and Orochi tells you that the knights left the Forest.



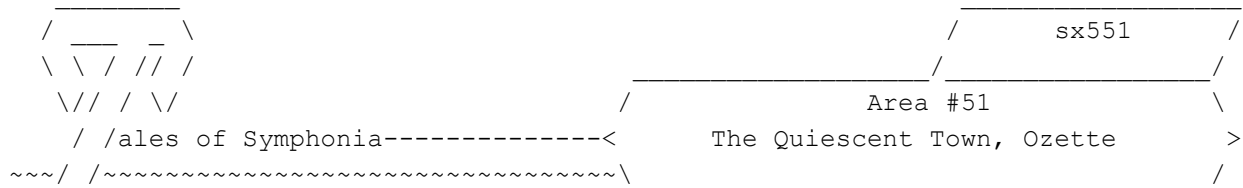
- Skills and Magic (this will prevent having Zelos approaching too much)

In terms of items, you should have, at least, 15 Life Bottles, 15 to 20 Pineapple Gels, 10 to 15 Lemon Gels. For Unison Attacks, use Lloyd's Tiger Blade, Raine's Photon, Genis' Raging Mist and Zelos' Lightning. Now when ready, trigger the battle with Sword Dancer #2.

Start by using Magic Lens. Be prevented, he uses magic, and a lot of it. Genis' Spread and Eruption helps you keeping him busy. Raine's Photon deals over 1,000 dmg. use Nurse as much as you need. Also, use Unison Attacks as soon as the meter fills, because each Unison Attack deals an insane amount of dmg. (between 4,500 and 5,300 dmg.) The only thing Zelos must do is heal, and use all the items as you need. He's very similar to the first Sword Dancer, with the exception that he uses magic this time. Have Lloyd stick to him as much as possible. Attack when necessary and guard when necessary. After around 5 minutes, he'll go down, hopefully!

-----

After the battle, you'll receive 'Yasakani Jewel'. Now return to the entrance (near Mizuho) and go down the E path and exit to the world map. Now, locating Ozette the first time is kinda hard, so read carefully: After exiting Gaoracchia Forest, cross the bridge SE of you. Once on the other side, go directly S and you'll see a small village hidden among trees. That, in fact, is Ozette.



- My lv.: Lloyd 39, Genis 38, Raine 38, Zelos 37
Colette 37, Sheena 37, Regal 37
- Enemies: None

o--Weapons/Armor/Items:-----o
| None |
o-----o

> Tranquility <	> Nature's Kitchen <
Breastplate.....3,400G	Apple Gel.....100G
Elven Protector.3,000G	Lemon Gel.....1,000G
Silk Cloak.....3,200G	Orange Gel.....200G
Witch's Robe....2,800G	Pineapple Gel.1,200G
Cross Helm.....2,000G	Life Bottle.....300G
Pretty Ribbon...2,000G	Pork.....120G
Angel Bracelet..1,600G	Chicken.....120G
Silk Gloves.....1,600G	Tomato.....60G
Drain Charm.....4,000G	Bell Pepper.....80G
o-----o	Pasta.....80G
> Tranquility <	Cabbage.....60G
o-----o	Lettuce.....80G
Shiden.....1 Ogre Sword, 1 Black Silver &	Mushroom.....60G
:.....1 Metal Sphere	Potato.....50G
Shuriken.....1 Stinger Ring, 1 Black Silver &	Onion.....60G
:.....1 Metal Sphere	Carrot.....60G
Gale Staff.....1 Ruby Wand, 1 Metal Sphere &	Strawberry.....70G
	Lemon.....60G
	Rice.....80G



```

~/~/~~~~~\_____
~
- My lv.: Lloyd 39, Regal 38, Raine 38, Zelos 38 ~
          Colette 37, Sheena 38, Genis 39 ~
- Enemies: Defense System/Orbit x2/Auto Repair Unit/Guard Arm x4 (B) ~
          Red Bat, Rock Golem, Basilisk, Red Roper, Roller Snail ~
o--Weapons/Armor/Items:-----o
|
|           Sage..... 1 - 1 .....EX Gem Lv1 |
|           Saint Rapier.....(WP) - (WP).....Sand Saber |
|           Crescent Ax.....(WP) - (WP).....Iron Grievess |
|           Silk Robe.....(AB) - (AB).....Battlesuit |
|           Thunder Cape.....(AC) - 1 .....Super Pellets |
|           EX Gem Lv3..... 1 - (DA).....Evil Eye |
|           Inhibitor Ore.....(KI) - |
o~~~~~o

```

Walk two steps when you enter and a scene triggers. After it, a Boss Battle!

-----  
BOSS: DEFENSE SYSTEM/ORBIT X2/AUTO REPAIR UNIT/GUARD ARM X4  
-----

a) Defense System

- Location: Toize Valley Mine
- HP: 12,000
- TP: 100
- ATK: 800
- DEF: 240
- XP: 2,350
- Gald: 0
- Items dropped: Metal Sphere
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

b) Orbit x2

- Location: Toize Valley Mine
- HP: 3,000
- TP: 500
- ATK: 650
- DEF: 100
- XP: 180
- Gald: 800
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Lightning
    - Strong: None

c) Auto Repair Unit

- Location: Toize Valley Mine
- HP: 5,500
- TP: 0
- ATK: 0
- DEF: 100
- XP: 1,000
- Gald: 0



- Items dropped: None
- Steal: None
  - Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

d) Guard Arm x4

- Location: Toize Valley Mine
- HP: 8,000
- TP: 0
- ATK: 900
- DEF: 20
- XP: 150
- Gald: 0
- Items dropped: Mythril
- Steal: None
  - Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: Whoa!!! That's a lot of enemies, but, luckily, they're all weak. You must have Shiden equipped to Lloyd. So let's take out the Orbits first. They only have 3,000 HP and are weak to Lightning. Each hit to them causes over 250 dmg. so, on to them. After those Orbits, take out the Auto Repair Unit as fast as possible, because it'll keep healing the Defense System. After all of them are gone, take out the Defense System itself. The Boss is not hard if you have Shiden equipped. And, after the battle with Sword Dancer #2, this should just be a breeze, right?

-----

After the battle, and when you have control, return to the room where the fight took place and go to the NE side of the room to get 'Sage' from the chest. Now, there's a hidden chest where the mining cars are. It contains 'EX Gem Lvl'. Now go to the other room and go E at the fork. You'll see a moving platform. Hop on to it and you'll see a picture of an arrow pointing E at the N. What you have to do is hit it with the Sorcerer's Ring to have the arrow point N. Once off the moving platform, dispose of the dog-like enemy to receive the Memory Gem for this dungeon. Now check the gate to the N for a scene. Now go down the elevator and go E. At the end, change the function of your Sorcerer's Ring. Now go W, up the wooden ramp, and get 'Saint Rapier' from the chest. Keep going NW and get 'Sand Saber' from the chest.

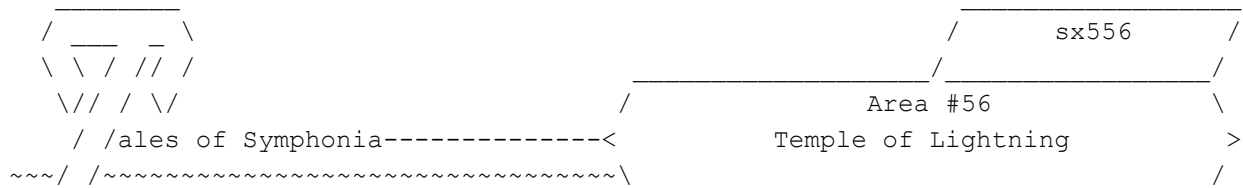
Return down the wooden ramp and you'll see several mining carts at your NE. At the end there's 'Crescent Ax' in a hidden chest. Now return to the upper level and blow up the rock to your W. Return down and return your Sorcerer's Ring to normal. Return to the upper level, go onto the moving platform and hit the arrow one more time. Return to the previous level and change the function of the Sorcerer's Ring one more time. Go across the moving platform and go in the door.

Blow up the boulder here, blocking the path, go N and at the first fork, go N and W into the opening to find 'Iron Grieves' in a chest. Return and blow the boulder N of you and at the fork, go N, down the wooden ramp and examine the machine on top of the wooden platform. Return up the ramp, go N, blow the boulder and at the fork, go S and blow the boulder. Now, return to the previous fork, go E, blow the boulder and go down the ramp before the boulder.



When you enter, go into Tiga's house and speak to him. After the scene, go speak with Sheena (she's at the W part of town). The scene continues and afterwards, leave Mizuho and on to the Temple of Lightning.

First of all, return to Ozette, stay at the Inn and head to the dock you just used to reach Toize Valley Mine. Once you embark your EC, move directly N and disembark at the dock directly N, save and enter Tower of Lightning.



- My lv.: Lloyd 41, Presea 38, Raine 40, Zelos 40 ~
- Regal 40, Genis 40, Sheena 40 ~
- Enemies: Lightning Bird, Gold Slime, Lamia, Thunder Sword, Gold Skeleton ~
- Volt (B) ~

```
o--Weapons/Armor/Items:-----o
|           Silver Guard.....(AB) - 2 .....EX Gem Lv3           |
|           Duel Helm.....(AH) - (WP).....Thunder Scepter       |
|           Spirit Bottle..... 1 - (WP).....Shining Star         |
|           Power Grieves.....(WP) - (KI).....Corrine's Bell     |
|           Sardonyx.....(AC) - 1 .....EX Gem Lv2               |
|           Battle Cloak.....(AB) -                               |
o-----o
```

There's a scene as you enter. Afterwards, walk N and watch out for those white poles, as they free electricity. At the fork, go E, up the stairs and examine the pedestal. Return to the fork and go up the central path, then check the pedestal. Now return to the first pedestal and examine it again. Now, check the W pedestal (the lower one) and return to the middle path and step on the white circle before the pedestal. Return to the lower pedestal and change the function of the Sorcerer's Ring. This time you shoot blue electricity. Return to the fork, and go all the way E. You'll notice 2 blue blocks N of you and 2 red blocks S of you. With the blue electricity, you can only destroy the blue blocks, so do so. Behind them there's 'Silver Guard' in a chest. Now return to the fork and go up the central path and into the door to the next area.

Now go up either the E stairs or the W stairs to the top and blow up the blue block. Now go down the bottom and blow the blue block at the N wall. Go in. Follow the W path, going up the stairs and entering the door at the end. Follow with caution the darkened path and outside, go S.

Follow the path and at the end, destroy the blue block hanging there. you'll see that a chest drops. Now examine the lightning rod and the floor crumbles under your feet. Grab 'EX Gem Lv3' from the chest and proceed NW, doing the same thing you did before. You'll obtain 'Duel Helm' by doing so, but before doing it one more time, follow the path W behind the chest and break the blue block to make another chest fall (we'll get that in a minute). Now return to the chest and go E to make another chest drop. Examine the pedestal and then get 'Thunder Scepter'. Now examine the lightning rod and proceed SE through the door. Another darkened room. Well, go up the first stairs you see and down the next ones. There should be a set of stairs to your W. Instead of going up them, go E and at the end of the walkway, there's 'Spirit Bottle' in a chest. Now follow the path until you exit.

Here, go up the first stairs, and up the second ones. Up here, you'll see a hawk-type enemy flying around. Dispose of it to obtain the memory gem of the dungeon. Return to the darkened area and drop off. Do you remember this room? I

bet you do. Go N to the next room, unlock the memory seal, save your game and go down to the watery area.

Here, go up the E stairs and change the function of the Sorcerer's Ring. This time, you can destroy the yellow blocks.

Return to the save point and go through the S door. Here, go up the E stairs and into the door. Follow the path carefully, exit the darkened area and destroy the yellow block N of you. You will drop a lightning rod. Return one room and go up the stairs to your N. Destroy another yellow block (under a red block) and go down the W stairs. Destroy 2 more yellow blocks. Don't go in yet, but instead, return to the lower floor and go in the S door. Go down the middle path and at the fork, go W. Destroy 2 more yellow blocks S of you and get 'Shining Star' from the chest below.

Return to the previous room and go through the N door. Save your game and go E. Examine the big machine and then go W, up the stairs and get 'EX Gem Lv2' from the chest you dropped earlier; now go in the door. You'll be in the darkened area again. Cross this area carefully and once you exit, cross the bridge N of you to the E, go down the stairs and into the door. Another darkened area. Cross it carefully and when you exit, follow the path and deactivate the machine.

Return to the darkened area, cross it and when you exit, go up the stairs and examine the machine to the N. Now go to the top of all the set of stairs. Now destroy the 2 W most yellow block and examine the machine and select the "Start" option. The lights will go up the second pillar from left to right, dropping a chest, which we'll get later. Now select the "Reset" option and then return to the top of all those stairs and destroy the 2 W most yellow blocks and go down three set of stairs and destroy the other 2 yellow blocks. Now go down the stairs and examine the machine again and select the "Start" option.

After the mini scene, go S a bit and notice that the bridge has collapsed. Run down the bridge and go up the stairs N of you to get 'Battle Cloak' from the chest that fell from before. Now go down the stairs to the bottom and enter the S door. Run down the walkway and change the function of the Sorcerer's Ring one more time. Now you have the power to destroy red blocks.

Return now to the E darkened room, fall down on purpose, go up the stairs to the W and enter the door where the yellow blocks where. At the end, there are 2 red blocks. Destroy them to get 'Power Grieves' from the chest. Now return to the first room of the dungeon. Go E at the fork and there are 2 red blocks S of you. Destroy them and get 'EX Gem Lv3' from the chest behind them.

Return now to the unlocked save point. Save your game and return to the previous room, go up the stairs to the top and destroy the red block, examine the lightning rod for a scene and then a Boss Battle!

-----  
BOSS: VOLT  
-----

- Name: Volt
- Location: Temple of Lightning
- HP: 24,000
- TP: 240
- ATK: 950
- DEF: 180
- XP: 3,580
- Gald: 2,800



There's a scene as you enter, and, hey, those guys from Mizuho are awesome, don't you think? After the scene, talk to Orochi to have him heal you. There's a Refresher at the SW corner if you need to use it. Now change the function of the Sorcerer's Ring, save and exit this room, and there are 4 exits of this room. Go through the W one and in here, you'll see a blue block, pull it S (do not push) 1 time and one time W. Now go in the first door to the W and get 'EX Gem Lv2' from the lone chest in here. Go in the next door to get 'Card of Ice' from another lone chest.

Return outside and push it E 2 times, pull it E 1 more time, and N 3 times. Proceed through the N door and at the fork, go W and in the door. Dispose of the enemy in here to obtain the Pass code:

"THE LIFE OF"

Afterwards, check the chest to obtain 'EX Gem Lv3'. Now exit this room and at the fork, go N and into the door. The Raybit-type enemy here up the first set of stairs has the Memory Gem for the Base. Now return to the big room with the four exits. Now go through the E door and you have to do the same, pull the blue block S 1 time and push it E 1 time. Enter the door at the end, dispose of the enemy and you'll receive the Pass code:

"MANA IS"

Now push the blue block W 6 times, pull it W 1 more time and push it N 2 times. Proceed to the door at the end. In here, get 'Silver Circlet' from the chest. Now move the block W, block the beam, and start making your way NW and enter the door. Same thing in here, move the blue block on the W beam's way and proceed through the door. Here, dispose of the purple enemy walking to the N of you to obtain the Pass code:

"THE FOUNDATION OF THE WORLD"

Now go up the stairs to the N and use your Sorcerer's Ring on the blue pillar N of you and examine the screen that turned on to operate the lift. Return to the room with the four exits and go W. Proceed N all the way until you're in the room where you found the memory gem. At the top, pull the block on the lift W 7 times and S 2 times. Afterwards, return to this room and get 'Dragon Tooth' and 'Lightning Sword' from the chests. Return to the previous room and proceed N.

In here, unlock the memory seal and save your game. Go up the NE stairs and get 'Silver Mail' from the chest. Return down and the 2 grey blocks that are sitting here, move 1 of them in the opening S of the chest on top of the pillar (on the W side). The second one move next to the first one (E of it). Now go up half of the S stairs, use the "walkway" made of the blocks and get 'Aqua Cape' from the hidden chest. Now exit the room and enter to reset them; now move them to the NW corner of this floor to make a walkway. Now go up the S stairs and then the staircase to the bottom. Cross the walkway you just did and get 'Lavender' from the chest. Now, use your Sorcerer's Ring on the second grey block from left to right to activate the blue pillar S of the chest. Now go to the bottom floor, move one of the grey blocks on the NE corner of the blue square on the floor (besides the screen) and activate the lift (activate it from the NW corner of the blue square). Now move the block N 1 time and return down. Move to the top floor, go E and down the stairs. Now pull the grey block all the way E and drop it down the opening.

Step on it and use your Sorcerer's Ring to activate the blue pillar. Return to the bottom floor, and use the lift you just activated and ride it to the top

floor. From here, go W, follow the path to the end and get 'Beam Shield' from the chest. Return and use the Sorcerer's Ring on the blue pillar. Ride the lift you just activated down and drop the grey block in front of the chest. Approach it and get 'EX Gem Lv3' from inside it.

Now exit the room from whence you came in to reset the block's location. Now move both grey blocks on the S part of the SE blue square and ride it to the top. Now, the first one move it W 1 time and N until you drop it. Get the chest containing 'Tomahawk Lance'. The other block move it 2 squares E of the first one.

Return to the bottom floor, heal and save the game. Return to the top floor, go to the top and input the Pass codes. Enter the door, watch the scene and prepare for a Boss Battle!

-----  
BOSS: YUAN/BOTTA  
-----

a) Yuan

- Location: Tethe'alla Base
- HP: 16,000
- TP: 652
- ATK: 900
- DEF: 215
- XP: 4,890
- Gald: 3,150
- Items dropped: EX Gem Lv4
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Lightning

b) Botta

- Location: Tethe'alla Base
- HP: 12,000
- TP: 580
- ATK: 780
- DEF: 205
- XP: 1,680
- Gald: 2,800
- Items dropped: None
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Earth

- Strategy: First of all, this battle is hard. Focus your attacks on Botta first, since he's "weaker". He has some nasty Earth spells, but they almost never target you. Keep attacking, blocking when needed. After he's gone, time to take out Yuan. Watch out for his Indignation Spell, as it can instantly kill a party member. When you see the name at the top, just do anything to get out of the circle. They both have high Attack Power, but with Raine's Nurse, or better yet, Healing Circle, you'll do fine.

-----  
After the battle, watch the scene and you'll finally have control of the

Rheairds. The controls prompt and are the following:

- Control Stick: tilt <- or -> to turn and tilt ^ and v to control altitude.
- A Button: press to move forward.
- B Button: board the Rheairds and disembark the Rheairds on ground.
- C-stick: tilt ^ or v to move forward or backward, tilt <- or -> to strafe left or right.
- L and R Buttons: rotate the camera.

Now, enter the main menu, go to Synopsis submenu and check the "Sinful Chosen" title. You'll see your next location in the map with a white cross. Rest at an Inn, anyone, save your game near your destination point and enter The Nest of Flying Dragons.

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  \// / \
   / // of Symphonia-----<
~~~/_/~~~~~\
                                     /          sx558          \
                                     /_____ \
                                     /          Area #58          \
                                     /_____ \
                                     /          The Nest of Flying Dragons          \
                                     /_____ \
                                     ~
- My lv.: Lloyd 44, Presea 41, Raine 44, Zelos 43
          Genis 43, Regal 43, Sheena 43
- Enemies: Winged Dragon/Baby Dragon x2 (B)
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

There's a scene as you enter, and afterwards, a Boss Battle!

-----  
BOSS: WINGED DRAGON/BABY DRAGON X2  
-----

- a) Winged Dragon
- Location: The Nest of Flying Dragons
  - HP: 18,000
  - TP: 400
  - ATK: 1,400
  - DEF: 86
  - XP: 2,450
  - Gald: 1,200
  - Items dropped: Venom, Flare Cape
  - Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

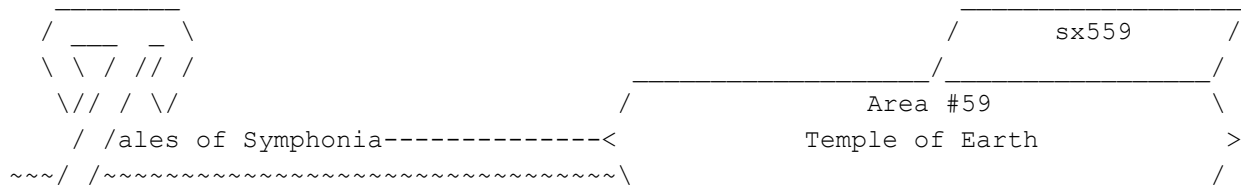
- b) Baby Dragon x2
- Location: The Nest of Flying Dragons
  - HP: 12,000
  - TP: 800
  - ATK: 1,030
  - DEF: 68
  - XP: 1,250
  - Gald: 500
  - Items dropped: None
  - Steal: None
  - Elemental Info.:
    - AA: None



- Weak: None
- Strong: None

- Strategy: This battle is hard. Start off by disposing of the 2 Baby Dragons first. Each of them have 12,000 HP. That's a lot. They, alone, are not that difficult, the real problem is Winged Dragon. Its Ground Dasher Spell is devastating for the characters in the area. Heal and revive as necessary. When both Baby Dragons are gone, it's time to take out big Mama. The best tech to take her out is any Tempest, Psi Tempest, or Omega Tempest. Take your time and soon enough, you'll defeat them.

-----  
 After the battle, watch another scene and finally Colette rejoins the party. From where you start, head NE and enter Temple of Earth.



- My lv.: Lloyd 45, Presea 42, Raine 45, Zelos 44 ~
- Colette 43, Regal 44, Genis 45, Sheena 44 ~
- Enemies: Giant Snail, Earth Elemental, Clay Golem, Neviros, Dragon ~
- Cave Worm, Dragon, Gnome (B) ~

```

o--Weapons/Armor/Items:-----o
|           Ghost Shell.....(WP) - (WP).....Ancient Rod |
|           Bardiche.....(WP) - 1 .....EX Gem Lv3 |
|           EX Gem Lv2..... 1 - (AC).....Ruby |
|           Bellebane..... 1 - 1 .....EX Gem Lv1 |
|           Mythril Bracelet.....(AA) - (AB).....Mythril Guard |
|           Mythril Circlet.....(AH) - |
o~~~~~o
  
```

As you enter, change the function of the Sorcerer's Ring. Now proceed N and use the Sorcerer's Ring right in front of the four pillars. Now, keep going N and talk to the little Gnomelette on the bridge. After the scene, cross the bridge and at the fork, go SE and follow the path all the way to the end and get 'Mythril Circlet' from the lone chest. Now return to the fork and go NE and enter the next area of the Temple.

Cross the wooden bridge, go up the path to get 'Bellebane' from the chest behind the enemy. Now talk to the Gnomelette down the path and another scene triggers. Dammit! Well, what else can we do? Exit Temple of Earth and go to Altessa's Place.

Enter the house and talk to Tabatha to learn how to make Curry. Wonder Chef female version? Whatever, return to Temple of Earth and give that Gnomelette some Curry, but change first the function of the Sorcerer's Ring before proceeding. After the scene, talk to another Gnomelette behind the one that just moved. He'll jump down and you'll have to follow him.

Do you see the bridge behind it is about to fall? Stand in the middle and use the Ring. Use it one more time and get the chest to the W to get 'Ghost Shell' from it. Now fall down the E most bridge and get 'Ancient Rod' from the chest to the E. Now use the Ring on the left part of the E bridge (left next to the chest). Now get 'Bardiche' from the W chest. Use the ring on the bridge here and then on the W most one.

At the bottom, there's a Dragon-type enemy. Fight it if you want to receive 10,000 Gald and about 730 XP. Not bad! Now talk to the Gnomelette and return to the curry area. Now use the ring on the first panel bridge (E most) and get 'EX Gem Lv3' from the chest. Now keep going down until you're at the bottom. Same thing, return to the curry area and do the following.

Stand on the W most (last bridge panel) and use the Ring. Drop down once more time and get 'EX Gem Lv2' from the chest. Now droop down and get 'EX Gem Lv1' from the chest right next to you. Now fall until you're at the bottom. Return to the top floor and talk to Gnomelette 3. A minigame starts. You have to protect Gnomelette from the enemies. Stay as close to him as possible, and then engage the enemy. If you have Sheena's personal EX skill Lv2, change it to any other one to make this minigame easier. Then just wait until Gnomelette enters the door for you to enter as well.

Proceed further in and talk to Gnomelette for another scene and another minigame. You have to do an earthquake at the same time as him. After the scene and the minigame, go S, ignoring the save point for now. Get 'Mythril Bracelet' from a chest along the way. Continue and enter the door.

In this next room, at the fork, go N and use the Sorcerer's Ring to open a path. Now go S, use the Sorcerer's Ring next to the pillar with a box on top and get 'Mythril Guard' from it. Return now to the save point, restore HP and TP, save the game and proceed further in to trigger a scene and a Boss Battle!

-----  
BOSS: GNOME  
-----

- Name: Gnome
- Location: Temple of Earth
- HP: 28,000
- TP: 682
- ATK: 1,100
- DEF: 255
- XP: 5,890
- Gald: 4,280
- Items dropped: Holy Symbol
- Steal: None
  - Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Earth

- Strategy: Well, he's like other summon spirits. Use Unison Attacks as soon as the bar fills. It is easy to combo him, since he's way to big. Well, he has some nasty spells, like Ground Dasher. Is you see him cast the spell, try running and jumping to try to avoid it. Another one, but less dangerous is Stalagmite, and a Body Slam, which you should recover by pressing X Button in mid-air. But, other than that, he's just like Efreet.

-----

Watch the scene after the battle, where Sylph appears and the mana flow will be severed. But only if you have Sylph. Afterwards, Sheena learns "T. Seal: Earth" and "Summon: Earth" techs and you'll receive 'Ruby'. Exit the Temple of Earth and time to head to Flanoir.

Flanoir is on the N tip of the big white continent at the NE corner of the map.





3. Down
4. Right
5. Up
6. Right
7. Up

Get 'EX Gem Lv3' from the chest and proceed N. You'll see 4 ice totems. Move them:

1. N totem looking W
2. W totem looking E (you should not move it)
3. E totem looking S
4. S totem looking E

This should make the door to the N open, but before entering, return to the world map and save. Return here and enter the door. Watch the scene and prepare for a Boss Battle!

-----  
BOSS: CELSIUS/FENRIR  
-----

a) Celsius

- Location: Temple of Ice
- HP: 18,000
- TP: 600
- ATK: 1,020
- DEF: 205
- XP: 5,120
- Gald: 5,800
- Items dropped: Spirit Symbol
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Fire
    - Strong: Water, Ice

b) Fenrir

- Location: Temple of Ice
- HP: 12,000
- TP: 300
- ATK: 860
- DEF: 185
- XP: 2,600
- Gald: 1,380
- Items dropped: Blue Quartz
- Steal: None
  - Elemental Info.:
    - AA: Ice
    - Weak: Fire, Lightning
    - Strong: Water, Ice

- Strategy: Have a party of Lloyd, Genis, Raine and Sheena. You should equip Card of Fire on Sheena, 'cus at this part of the game, the Card of Ice was equipped on Sheena. Anyway, deactivate all of Genis' spells, except for Raging Mist and Eruption. Give the All Out order and have the battle begin. Start out by taking Fenrir out, because he's a pain in the ass. Genis' Raging Mist will do a very nice job in this battle. Raine, like with every Boss, must be the full-time healer. Sheena will be you attack supporter. When the screen starts to darken out, and you're attacking Celsius, or are near her, unleash a Unison



```

|Thief's Cape.....3,000G| |Syrup Bottle.....1,000G| o-----o
|Heavy Boots.....3,000G| |Shell Bottle.....1,000G|
|Magic Mist.....6,000G| |Holy Bottle.....200G|
o-----o |Dark Bottle.....200G|
o-----o
o-----o
|> Full House <|
o-----o o-----o
|Elemental Brand.....1 Kotetsu, 1 Beast Fang, |
| :.....1 Black Silver & 1 Mystic Herb|
|Lunar Ring*.....1 Shuriken , 1 Brass,|
| :.....1 Black Silver & 1 Mythril|
|Lunar Ring*.....1 Mythril Ring, 1 Brass, |
| :.....1 Metal Sphere & 1 Mythril|
|Flame Dagger.....1 Assault Dagger, 1 Black Silver,|
| :.....1 White Silver & 1 Metal Sphere |
|Halberd.....1 Crescent Ax, 1 Brass &|
| :.....1 Metal Sphere |
|Bear Claw.....1 Iron Gauntlet, 1 Brass &|
| :.....1 Black Silver |
o-----o
*Is the same weapon, but there are 2 recipes for it.

```

There's a scene as you enter, and Regal temporarily leaves the party. Move N and enter the large building E. In here, go E and ride the elevator to the second floor. Now buy: from >Wild Card<, 1 Elemental Brand, 1 Lunar Ring, 1 Flame Dagger, 1 Halberd and 1 Bear Claw. At >Aces High< buy: 1 Mythril Armor, 1 Mythril Guard, 1 Mythril Mesh and 4 Mythril Bracelet. Now exit the Inn completely and go N to speak to the dog. Now go NE at the fork and speak to the old man near the grave. He'll give you 'Employee ID'.

After the scene, return to the fork, and go SW. Go down the mini elevator at the end and ride the Elemental Railway to the Lezaren Company. Now ride the elevator at the back to the Sky Terrace. run to the middle of the Terrace to trigger another scene. Afterwards, exit Altamira and Regal rejoins the party.

The Otherworldly gate is directly E of Altamira. It's the small island on the NE tip of the S continent. Enter it.

```

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  / /ales of Symphonia-----< Otherworldly Gate >
~/~/~/~~~~~\

```

```

- My lv.: Lloyd 50, Zelos 48, Sheena 48, Presea 46
          Genis 49, Colette 47, Regal 48
- Enemies: Commander Knight, Cardinal Knight
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

There's a scene as you enter. And a fight afterwards. The scene continues and you'll be back at Sylvarant. And then, enter Palmacosta.

```

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sx565

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Area #65

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Palmacosta

- My lv.: Lloyd 50, Regal 48, Raine 49, Zelos 48  
           Sheena 48, Presea 46, Genis 46, Colette 47

- Enemies: None

o--Weapons/Armor/Items:-----o

```

|           Mithos' Panpipe.....(KI) -           |
o-----o

```

After entering Palmacosta, head to Dorr's Residence. During the scene, you receive 'Mithos' Panpipe'. Now exit Palmacosta and head to Palmacosta Human Ranch.

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sx566

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Area #66

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Palmacosta Human Ranch

- My lv.: Lloyd 50, Regal 48, Raine 49, Zelos 48  
           Sheena 48, Presea 46, Genis 46, Colette 47

- Enemies: None

o--Weapons/Armor/Items:-----o

```

|           None           |
o-----o

```

When you enter, there's a scene with Botta. A lot of good information is spitted in this scene. Pay close attention to all they are saying. After some while, you regain control. If you're ready, you can talk to Botta, so do so.

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sx567

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Area #67

---

Remote Island Human Ranch

- My lv.: Lloyd 50, Regal 48, Raine 49, Zelos 48  
           Sheena 48, Presea 46, Genis 46, Colette 47

- Enemies: Whip Master, Bowman, Spearman, Evil Sorcerer, Evil Jelly, Giant  
           Slug, Sea Horror, Rodyle (B)

o--Weapons/Armor/Items:-----o

```

|           Vajra.....(WP) - (WP).....Holy Staff           |
|           Stone Charm.....(AC) - 2 .....EX Gem Lv2       |
|           Saffron..... 1 - 1 .....EX Gem Lv1             |
|           Holy Cloak.....(AB) - (AB).....Minazuki         |
|           EX Gem Lv4..... 1 - 2 .....EX Gem Lv3          |
|           Mythril Ax.....(WP) - (WP).....Mythril Grieves  |
|           Revive Ring.....(AC) -                           |
o-----o

```

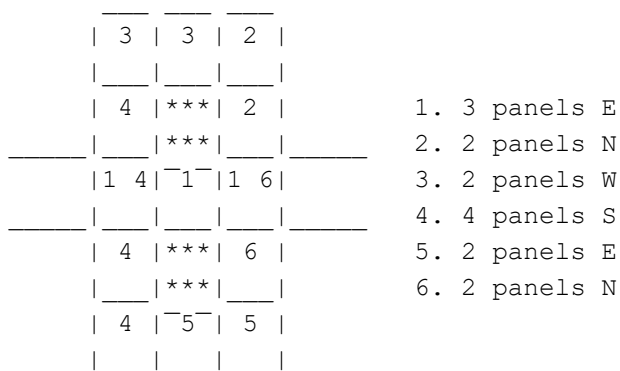
When you have control, keep running N until you enter another area. Proceed N in this area and at the fork, go N. Now it time for another quiz:

You'll see a glowing panel right in front of you, so follow the chart and the

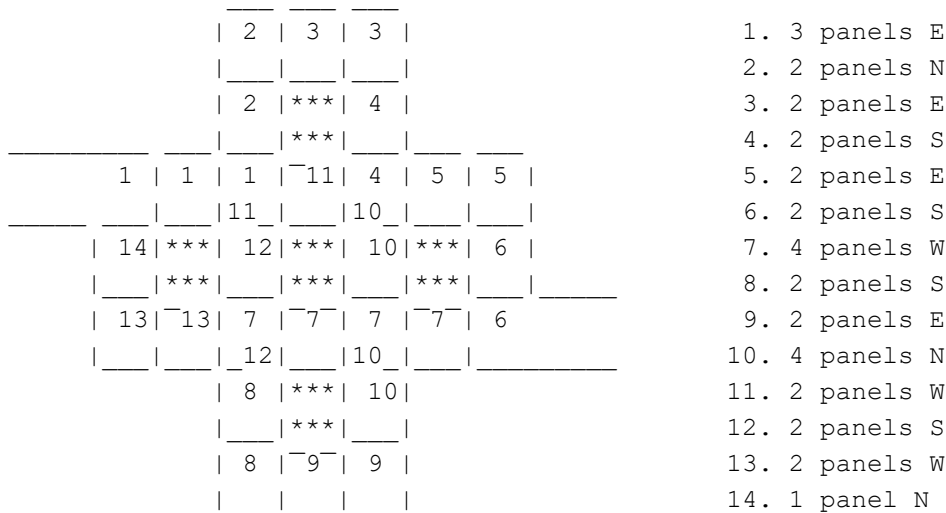


drawing.

**\*\*NOTE:** The numbers on the drawing are the numbers to the right of it. The \*\*\* on the drawing are the holes in the ground.\*\*



Afterwards, a crystal bridge lowers further in. Proceed and another quiz takes place:



Proceed further in and exit this area. You be in a room with a blue orb N of you. Examine it to change the function of the Sorcerer's Ring. Afterwards, use the elevator in the middle. A scene triggers at the top and when you have control, start moving W and deactivating the yellow switches. There are 3 chests hidden in the corners. Their containing is: 'Vajra', 'Holy Staff' and 'Stone Charm'. After the scene, enter the elevator room again and use it to go up.

Use the Sorcerer's Ring at the end of the path to summon a floating platform. While you're on it, press X to change the direction if the platform. You need to get to the top, so, well I can't write or describe this part, since you can't pause the game or anything while on the platform. So good luck and see you at the top!

Enter the door at the top and then the other door you come across. Move E in this area and you'll see a white warp portal. Use the Sorcerer's Ring on it to turn it red. Run through it and get 'EX Gem Lv2' from the chest to the W. Return through the red portal and this time change the white portal green instead of red. Get 'Saffron' from the chest and return to the white portal.

This time turn it blue and the next white portal turn it red. Unlock "lock 2" at your E and return to the second white portal. Turn it blue and it'll take you to another white portal. Turn it red and get 'EX Gem Lv1' from the chest. Return one portal and turn it green this time. Go W, ignoring the stairs and

get 'Holy Cloak' from the chest. Now go up the stairs and at the top, change the white portal red.

Get 'Minazuki' and 'EX Gem Lv4' from under the stairs to your E. Return through the red portal and the white portal turn it green this time. Get 'EX Gem Lv3' from the chest under the stairs. Now cross the stairs and unlock "lock 1". Return through the green portal and turn the white portal blue. Get 'EX Gem Lv2' from the chest. Return and turn the portal red one more time.

Go up the stairs and the white portal there, turn it blue. Go W, ignoring the stairs and get 'Mythril Ax' from the chest. Return and go up the stairs. There's another white portal sitting here waiting for you, but first, go up all the set of stairs and unlock "lock 3". Now return to the white portal and turn it red and get 'EX Gem Lv3' from the chest. Return to the white portal and turn it blue this time to get 'Mythril Grieves' and 'Revive Ring'. There's also a green portal up a few sets of stairs and a white portal at the top. So, turn it red and enter the last room of the Ranch.

Heal up HP and TP, save your game and enter the door. Use the elevator to go up, and exit the room. There's a scene as you enter and time to fight Rodyle.

-----  
BOSS: RODYLE  
-----

- Name: Rodyle
- Location: Remote Island Human Ranch
- HP: 35,000
- TP: 500
- ATK: 1,350
- DEF: 210
- XP: 6,240
- Gald: 5,800
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Earth
- Strategy: This enemy has a very high Attack. He's not that hard, even for his high HP. He's very, very slow, allowing you to combo him to your hearts content. If you have Raine and Zelos in the fight, and also Regal, the battle will be much more easier, since the three of them can heal. He can be very annoying sending you to the air, but correct yourself in mid-air and continue with the fighting.

-----

After the battle, the scene continues. A very sad scene triggers here, poor Botta. After some time, you'll have to fight 3 Baby Dragons, which shouldn't be hard. The scene continues after the fight and you'll be taken automatically to Palmacosta.

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                                     / sx568 /
                                     /_____ /
                                     / Area #68 \
                                     / Palmacosta >
                                     /_____ /

```

```

- My lv.: Lloyd 51, Raine 51, Regal 50, Zelos 50 ~
          Genis 50, Colette 49, Presea 48, Sheena 50 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

The scene from the Remote Island Human Ranch continues here. After it's done, leave Dorr's Residence, rest and save at the Inn and leave Palmacosta. You have to quick jump there, so do so.

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| / /ales of Symphonia-----< Sylvarant Base >
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|

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```

- My lv.: Lloyd 51, Raine 51, Regal 50, Zelos 50 ~
          Genis 50, Colette 49, Presea 48, Sheena 50 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

A scene triggers as you enter. Then you can finally move between both worlds freely. Afterwards, the scene takes you to Altessa's House.

```

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| \ \ / / / |
| \ \ / / / | / Area #70 \
| / /ales of Symphonia-----< Altessa's House >
| ~~/ _/ ~~~~~\
|

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```

- My lv.: Lloyd 51, Raine 51, Regal 50, Zelos 50 ~
          Genis 50, Colette 49, Presea 48, Sheena 50 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

The scene continues (Will this scene take you to every place of both worlds???)>:) After the scene, you now know where to go, and that's Altamira, so let's go there.

```

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| \ \ / / / | / Area #71 \
| / /ales of Symphonia-----< Altamira >
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|

```

```

- My lv.: Lloyd 51, Raine 51, Regal 50, Zelos 50 ~
          Genis 50, Colette 49, Presea 48, Sheena 50 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

As you enter, Regal asks you where you heard of Alicia. Afterwards, go to the Lezaren Company. Another scene triggers in here. Now the truth of Alicia's death, Regal and some of Presea's is revealed. Afterwards, Regal obtains the

title "El Presidente". Now, we have to go and form a pact with Shadow, the Summon Spirit of Darkness. The Temple of Darkness is S, with just a bit E, of Meltokio, between the mountains. You'll see it right away, since the Temple is dark blue. Disembark your Rheairds and enter the Temple of Darkness.

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                                     /          Area #72          \
                                     /_____ \
                                     /          Temple of Darkness      >
                                     /_____ \
                                     ~
- My lv.: Lloyd 51, Raine 51, Regal 50, Zelos 50
          Genis 50, Colette 49, Presea 48, Sheena 50
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

As you enter, there's a scene. Afterwards, head to Meltokio.

```

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                                     /          Area #73          \
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                                     /          Meltokio              >
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                                     ~
- My lv.: Lloyd 51, Raine 51, Regal 50, Zelos 50
          Genis 50, Colette 49, Presea 48, Sheena 50
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               Blue Candle.....(KI) -          |
o-----o

```

The first you should do is, going to Zelos' house, so do so. Sebastian, Zelos' butler will inform you that Kate, the researcher half-elf from Sybak, is going to be executed for helping you. Your next destination, as shown in the scene, is the Elemental Research Laboratory. Before arriving, Kratos appears one more time, asking Presea for the Sacred Wood. Now, on to your destination.

As you enter, there's a scene and now go to the arena. The arena is SW of >Axios<. Enter and enter the tournament. Select anyone you like and go to battle. After the battle, enter the door to your E and rescue Kate. She'll ask you to take her to Ozette, which the party does automatically (thank god). After the scene, you receive 'Blue Candle' from the half-elves. Restock items if needed and exit Meltokio. Now, go to Temple of Darkness.

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                                     /          Area #74          \
                                     /_____ \
                                     /          Temple of Darkness      >
                                     /_____ \
                                     ~
- My lv.: Lloyd 51, Raine 51, Regal 50, Zelos 50
          Genis 50, Colette 49, Presea 48, Sheena 50
- Enemies: Coffinmaster, Manticore, Druid, Pharaoh Knight, Shadow (B)
o--Weapons/Armor/Items:-----o
|                               EX Gem Lv2..... 2 - 1 .....EX Gem Lv3   |
|                               Headband.....(AH) - (WP).....Shadow Dancer |
|                               EX Gem Lv4..... 1 -                       |
o-----o

```

There's a scene as you enter. Afterwards, proceed in and at the fork, go NW and get 'EX Gem Lv2' from behind the rock. Now cross the bridge SW at the fork and go down the stairs. From this area, go E to trigger a scene. Keep going E and exit the room. Start going down the stairs and you'll see about half-way a little door and light coming out of it above you. Enter it and change the function of the Sorcerer's Ring. Afterwards, pull out the block with the red-eyed face. After that, exit the room.

Return to the mini-shadow, run through it and turn off the light with your Sorcerer's Ring. --Keep going W, turn out the light and at the open area, go S, down the stairs to find 2 more face blocks and another mini-shadow. Push into the wall the E most face block, but before, use the Sorcerer's Ring on it (the cyan-eyed one). This will make a mini-shadow on top of a block to fall down. Now pull out the W most face block (the green-eyed one). Now return to the open area and go down the stairs to the N.

At the bottom, there's a skull-type enemy around here (it should be next to the crystal). Dispose of it to obtain the memory gem of the Temple. Now go to the bottom of the ramp near the memory gem holder. You'll leave the 2 mini-shadows there. Now return up the ramp and W, through the middle path (where the crystal is). At the end, the mini-shadow on the block is here. What you have to do is move it:

1. 2 times E
2. 2 times N
3. 1 time E
4. 3 times N

Now return to where the three paths were and go down the ramp. Pick up the mini-shadow and take it to where you took the other 2. Run up the ramp and go exactly NE of it to get 'EX Gem Lv3' from the super hidden chest. Now go W to the three path and go down the ramp. You'll notice a face block here, which you used to cross to move the block where the mini-shadow was. Push the block in all the way, return to where you left the mini-shadows and exit through the SE door.

Follow the path and get 'Headband' from a hidden chest under the large staircase. Go up the large staircase and at the main area, go S, get 'Shadow Dancer' from the chest and run through the mini-shadow. Run on top of the face block and a super mini scene happens, letting you know that the mini-shadow will stay there. Now return to the large staircase and enter the mini area where you changed the function of the Sorcerer's Ring.

Pull out the face stone all the way you can and return to where the mini-shadow is waiting for you. Start going W and at the red-eyed face block, push it in one more time. Now return to where you took the mini-shadows (where the save point is), go up the ramp and go W to the three paths. Go through the middle one and go up the ramp at the SE corner of the platform. At the end, cross the face block, run through the mini-shadow and take him to his brothers and sisters.

Return to where you left the last one (all the way to the top). Run through it to have it follow you and take him to the bottom just like you took the first one.

Once the five mini-shadows are together, save your game and proceed N then E down the ramp and into a new area. Be sure these fellows are following you all the time. Proceed further in and when you come to a fork, go E and at the four way split, follow the path S and get 'EX Gem Lv2' from the chest at the end.



entrance). Enter it.

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sx576

Area #76

Nova's Caravan

- My lv.: Lloyd 55, Raine 55, Colette 53, Zelos 54  
          Regal 54, Presea 52, Sheena 54, Genis 54

- Enemies: None

o--Weapons/Armor/Items:-----o  
|                   Linkite Nut.....(KI) -                   |  
o~~~~~o

There's a scene as you enter. When you have control, talk to Nova's children. The first one will give you 'Linkite Nut'. After talking to the three children, another scene triggers and afterwards, talk to Nova and leave.

We need an Exsphere. Do we have one? Not that I remember. Oh yeah, Dirk gave you one when you went in search of Efreet. Now we have everything we need, so let's return to the Linkite Tree.

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sx577

Area #77

Linkite Tree

- My lv.: Lloyd 55, Raine 55, Colette 53, Zelos 54  
          Regal 54, Presea 52, Sheena 54, Genis 54

- Enemies: None

o--Weapons/Armor/Items:-----o  
|                   Linkite Ocarina.....(KI) -                   |  
o~~~~~o

Examine the tree to trigger a scene. Aska shows up and negate the pact, unless Luna is with him. Damn you bird! Now it's time to go to Tower of Mana.

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sx578

Area #78

Tower of Mana

- My lv.: Lloyd 55, Raine 55, Colette 53, Zelos 54  
          Regal 54, Presea 52, Sheena 54, Genis 54

- Enemies: Specter, Grim Reaper, Living Doll, Living Sword, Aska/Luna (B)

o--Weapons/Armor/Items:-----o  
|                   None                   |  
o~~~~~o

Enter the main entrance and head to the top. Before arriving, Kratos stops you. A scene triggers between them. Afterwards, you'll battle Aska and Luna. I hope you saved, because I didn't!!!!!!

-----  
BOSS: LUNA/ASKA  
-----

- a) Luna
- Location: Tower of Mana
- HP: 18,000
- TP: 720
- ATK: 1,120
- DEF: 292
- XP: 3,250
- Gald: 4,800
- Items dropped: Moonstone
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Light

- a) Aska
- Location: Tower of Mana
- HP: 19,650
- TP: 600
- ATK: 1,120
- DEF: 245
- XP: 3,480
- Gald: 2,800
- Items dropped: Rare Pellets
- Steal: None
- Elemental Info.:
  - AA: Light
  - Weak: None
  - Strong: Water, Wind, Fire, Earth, Lightning, Ice, Light

- Strategy: Ok, dammit, I didn't save. Ok, now is a perfect time to use Sheena's T. Seal: Darkness. Let's go after Aska first. Attacks will do moderate amount of dmg. to him, but he only has 2 attacks, I think, which are a normal physical attack, very easy to predict and Sunshine Nova, or something like that. He flies up high and releases a ball of Light, damaging party members nearby. You shouldn't worry about Luna too much, since she'll be distracted with Zelos and Sheena. After taking Aska, it's time to dispose of Luna. She's not that hard either. She has more attacks, but weak. She has her physical attack, low dmg. She also has Photon and Ray, being this last one her most powerful attack. Combo her all you can and make her cancel her magic by dealing quite amount of dmg. After some time, they'll go down.

-----

After the battle, the scene continues, you'll receive 'Topaz' and Sheena learns "S. Seal: Light" and "Summon: Light" and you'll finally see your first animated cutscene. Afterwards, Kratos rejoins the party and obtains the title "Traitor". You'll be taken automatically to Iselia Human Ranch.

```

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   / /ales of Symphonia-----< Iselia Human Ranch >
~~~/_/~~~~~\

```

- My lv.: Lloyd 56, Raine 56, Zelos 55, Kratos 54 ~
- Presea 53, Colette 54, Genis 55, Regal 54 ~
- Enemies: Whip Master, Spearman, Bowman, Raybit, Evil Sorcerer, ~
- Forcystus/Exbone x2 ~
- o--Weapons/Armor/Items:-----o



```
|      Solar Spinner.....(WP) - (WP).....Cor Leonis |
|      Muramasa.....(WP) - (WP).....Ether Sword |
|      Rune Staff.....(WP) - (AB).....Rune Robe |
|      Aqua Grieves.....(WP) - (AA).....Rune Shield |
|      Rune Mail.....(AB) - (AB).....Rune Guard |
|      Hairpin.....(AH) - (AA).....Rune Gauntlet |
|      Rune Cloak.....(AB) - (AH).....Rune Circlet |
|      Lovely Mittens.....(AA) - (WP).....War Hammer |
O~~~~~O
```

```
o-----o
|> Refresher <|
|           o-----o
|Apple Gel.....100G|
|Lemon Gel.....1000G|
|Orange Gel.....200G|
|Pineapple.....1200G|
|Melange Gel....500G|
|Miracle Gel...3000G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o
```

After the scene and when you regain control, go E, down the stairs and into the facility. Save in this room and change the function of the Sorcerer's Ring. Proceed N carefully and a scene triggers. You have to divide in 2 teams again.

I chose the following split up:

= Reactor team:

- Lloyd
- Kratos
- Zelos
- Presea

= Rescue team:

- Raine
- Colette
- Genis
- Regal

When you regain control, go E and get 'Lovely Mittens' from a hidden chest almost in the corner. Now the 2 blue circles above you are Refreshers. After using them, go N and at the fork, go W and get 'Solar Spinner', 'Cor Leonis' and 'Muramasa'. Equip all three weapons and return to the fork and this time go E. Get 'Ether Sword' and 'Rune Staff' from the chests. Return to the refresher room and use the Sorcerer's Ring on both of the cyan orbs in front of the W door to open it. Proceed through this room and enter the door.

There's a scene in here and an easy fight. After the scene, go down the stairs and exit through the bottom E door. Go all the way E in this room and get 'Rune Robe' from the chest here. Go up the stairs and W at the fork up them. Use the Sorcerer's Ring on the dark blue orbs to open the door and to get 'Aqua Grieves', 'Rune Shield' and 'Rune Mail' from the three chests at the end. Return to the fork and go N this time.

Use the Sorcerer's Ring on the red orbs and get 'Rune Guard', 'Hairpin' and 'Rune Gauntlet'. Return to the fork and go E this time. there's a new fork. Go S and use the Sorcerer's Ring on the purple orbs to get 'Rune Cloak' and 'Rune Circlet'. Return to the fork and go N this time. Use the Sorcerer's Ring on the

N green orbs. Do not enter yet, but instead, go SE and enter the door.

Dispose of the enemy in here and get the memory gem for the memory circle we just passed. Now get 'War Hammer' from the chest and use the Sorcerer's Ring on the yellow orb. You can use this as a shortcut to the refresher. Now return, unlock the memory seal, save your game and enter the door with the green orbs.

Go to the end, go up the portal and watch the scene. Afterwards, a Boss Battle!

-----  
BOSS: FORCYSTUS/EXBONE X2  
-----

a) Forcystus

- Location: Iselia Human Ranch
- HP: 20,000
- TP: 400
- ATK: 1,200
- DEF: 300
- XP: 7,100
- Gald: 5,800
- Items dropped: Faerie Ring
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Wind

b) Exbone x2

- Location: Iselia Human Ranch
- HP: 6,000
- TP: 320
- ATK: 1,000
- DEF: 250
- XP: 0
- Gald: 0
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: First of all, take care of the Exbones, they only have 6,000 HP each, so they'll go down in about 25 sec. When they are gone, go after Forcystus. He's extremely annoying and extremely hard. He won't give you any chance to combo him and you'll be hit a lot. When he uses Cyclone, unleash a Unison Attack right away to nullify it. There's not much to say about him, except that you'll be using a lot of items, specially Life Bottles and Pineapple Gels.

-----  
After the battle, there's a scene and afterwards, exit the ranch completely to trigger another scene. What the f\*\*\*? What's happening to Colette? There will be another animated cutscene, the scene continues, taking us to the end of Disk 1.





When you enter, go N and change the function of the Sorcerer's Ring. Afterwards, go and stand on the tree stump E of the Sorcerer's pedestal. Use the Ring on top to have a wild boar charge towards the tree. There's a 'Resist Ring' behind the tree. Return near the entrance, go E and at the fork, go S, up the tree stump and use the Sorcerer's Ring to have a wild boar kill himself with the chest. You'll receive 'Solar Guard' from it. Now go all the way N and get 'Gladius' from the chest behind the tree.

Now return a little bit and go W. Follow the path up to the next section.

From the fork, follow the lower W path and use the Sorcerer's Ring on the tree stump. Return to the fork and go E this time. Follow it until a mini scene triggers. Use the Sorcerer's Ring on the tree stump to have another boar smash into the tree. A blue thing falls. Examine it to get 'Blue Seed'. Afterwards, check behind the tree to get 'Crystal Shell'. Now return a bit and go N. Use the Sorcerer's Ring on the tree stump to make a bug fall down to the water. Return to the Sorcerer's pedestal and plant the Blue Seed on the W side of the tree. Various Blue plants start growing. From the fork below, go W and N at the next. You can go up the tree branch to reach a higher level. Follow the path NE to the next area.

Follow the path and go W at the fork where a water lily resides with a blue flower. Use the Sorcerer's Ring on it to have a little fish push a chest. From the previous fork, go E, follow the path, go up the tree branch and at the fork, go S, follow the path to the save point. Get 'Maid's Hairband' from a chest behind the tree besides the save point and get 'White Seed' from the chest on the water lily. Go N and talk to the kid here. He says that he needs a Ymir Fruit for his mom. Time to get one.

Return to the Sorcerer's pedestal and plant the White Seed to have white flowers bloom all over the forest. Go to the fork before the Sorcerer's pedestal and go up the tree branch to your E. Jump on the tree branch where the white flower is and use the Sorcerer's Ring to have a hawk take you to another area. Drop the box here and return to the fork before the pedestal. Go W, and then N, up the branch and on to the next area. Go E at the fork and follow the path. At the next fork, go E and on to the next area.

Go up the tree branch, go W and use the Sorcerer's Ring on the white flower. Once on land, go E, up the tree stump and use your Sorcerer's Ring once again to have another boar smash on the boulder. Finally the boulder breaks. Return to the white flower and use the Sorcerer's Ring. Once on land again, go E and at the corner, instead of going through the walkway, go down the tree branch and all the way E. Use your Sorcerer's Ring on the pink flower to have another boar drop the Ymir Fruit. Return up the branch, go S, down another branch and N. Use the Sorcerer's Ring on the pink flower to have a boar drop a bug. Now, at the fork, go E and at the end, jump on the water lily and use the Sorcerer's Ring to have a little fish (where is this little fish taking my fruit?) push your fruit. Get off the water lily and return to where the wooden box is. But instead of going E towards the fruit Tree, go W, and use the Sorcerer's Ring on the pink flower. Three bugs fall down, moving S the fruit.

Return up the tree branch, go S and at the fork, go W and you'll be at the 4-way fork. You'll pass a water lily just before the fork. Hop onto it and use the Sorcerer's Ring to have another fish push the Ymir Fruit. Now get off the water lily and take the upper W path.

There are 2 fishes here and a water lily. Jump on the water lily and when you

see the bottom fish is looking N and his (...) dialog bubble disappears, use the Sorcerer's Ring to have the little fish slip by S. Return now to the entrance.

Go W at the fork and S at the next one. Follow the path until you reach another water lily. Use the Sorcerer's Ring on top of it to have the fish arrive at its' final destination. Return to the pedestal, hop on top of the water lily and get 'Ymir Fruit'. Now return to the save point, save your game and give the little boy the Ymir Fruit. He then gives you 'Metal Sphere' and then enter Heimdall.

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/          sx585          \
/-----\
/          Area #85          \
/-----< The Hidden Elven Village, Heimdall >-----\
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- My lv.: Lloyd 58, Presea 55, Zelos 57, Colette 56
          Regal 57, Sheena 55
- Enemies: None
o--Weapons/Armor/Items:-----o
|          Elf Elder's Staff.....(KI) -          |
o~~~~~o

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o-----o          o-----o          o-----o
|> Sunset Supplies <|          |> Twilight Armory <|          |> Twilight Arms <|
|          o----o          |          oo          |          o----o
|Apple Gel.....100G|          |Rune Mail.....5,000G|          |Wasier Rapier...6,400G|
|Lemon Gel.....1,000G|          |Rune Guard....4,800G|          |Solar Spinner...5,980G|
|Orange Gel.....200G|          |Rune Cloak....4,800G|          |Northern Lights.5,400G|
|Pineapple Gel....1,200G|          |Rune Robe....4,400G|          |Rune Staff.....5,000G|
|Melange Gel.....500G|          |Rune Helm....4,000G|          |Yaksa.....5,900G|
|Miracle Gel.....3,000G|          |Rune Hat.....3,000G|          |Gladius.....6,400G|
|Panacea Bottle....150G|          |Rune Circlet..4,600G|          |Ether Sword....6,000G|
|Life Bottle.....300G|          |Rune Shield...5,000G|          |War Hammer.....6,300G|
|Miracle Bottle...3,000G|          |Rune Gauntlet.3,000G|          |Crystal Shell...6,200G|
|Anti-Magic Bottle.1,000G|          |Rune Cape....5,600G|          o-----o
|Flare Bottle.....1,000G|          |Rune Boots...6,000G|
|Guard Bottle.....1,000G|          o-----o
|Acuity Bottle....1,000G|
|Syrup Bottle.....1,000G|
|Shell Bottle.....1,000G|          Sylvan Hideaway: 200G
|Holy Bottle.....200G|
|Dark Bottle.....200G|
o-----o

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o-----o
|> Twilight Arms <|
o-----o          o-----o
|Wasier Rapier....1 Saint Rapier, 1 Magical Cloth, |
|          :...1 Mythril & 1 Mermaid's Tear          |
|Solar Spinner....1 Mythril Ring, 1 Black Silver, |
|          :...1 White Silver & 1 Brass          |
|Gladius.....1 Flame Dagger, 1 Mythril, |
|          :.....1 Magical Cloth & 1 Metal Sphere |
|Battle Pick.....1 Bardiche, 1 Magical Cloth, |
|          :.....1 Beast Hide & 1 Mystic Herb |
|Crystal Shell....1 Mythril Greaves, 1 Mythril, |
|          :...1 Beast Fang & 1 White Silver |
|Reflect.....1 Breastplate, 1 Mythril & |
|          :.....1 White Silver |
|Solar Guard.....1 Silver Guard & 1 Mythril |

```



path N until a scene kicks in. Pick up as many Amangos as you can and proceed N and to a new area.

At the fork, go N to a new fork. Go NW and get 'EX Gem Lv4' from the chest. Now give a Kirima to the sick plant N of the chest and then use the Sorcerer's Ring in front of the blue-purple flower and it'll drop you to the lowest level. From here, give the sick plant N of you a Kirima and use it to move behind the waterfall. Behind it, go W and get 'Star Cap' from the chest. Now go E and use the flower to return to the middle isle. Now use the S flower to take you to the exit but before doing so, get 'Rare Shield' from the chest. Now use the blue-purple flower to return to where the Devil's Arms was. Return now to the area where you used the blue-purple flower to go to the waterfall area and return to the fork before the blue-purple flower. Go E and up the hill. Give a Kirima to the plant just up the hill. Now go S and use the Sorcerer's Ring in front of the plant to have it take you to the other side. Now go N (not up the path) and use the Sorcerer's Ring to have the plant blow you up to an upper level. From here, go NW and get 'Flare Greaves' from the chest. Now go all the way E and get 'Toroid' from the chest under the tree. Go now up the path, give a Kirima to the sick plant and return to the lower level using the plant. As you land, use the large blue-purple flower to have it take you to another area.

Go down the path and you'll be in middle of a 5-way fork. Return up the path you just came from and ride the plant to the other side. There are 2 plants here. Give the E one an Amango and ride the W one back. Return to the fork and go up the path to the SE. Give an Amango to the flower to wilt it (the one you just used). Return to the fork and go S and up the path. Give the W flower a Kirima and ride it to go to the first area and to get 'EX Gem Lv4' from the chest. Now ride the flower down and return to the 5-way split.

Once here, go S and up the path. Give the E flower a Kirima and ride it to reach another platform. From here, give the sick flower up the hill a Kirima and proceed up the hill. Ride the flower at the top to reach another area.

From where you arrive, use the plant in front of you. Go up the path and ride the large flower across a waterfall. Now ride the flower here to reach a level with a sick flower and a good flower. Give a Kirima to the sick flower and ride the other one. Give a Kirima to the flower and enter the cave.

Check the chest for a fight with a Fake!

-----  
SUB-BOSS: FAKE  
-----

- Name: Fake
- Location: Latheon Gorge
- HP: 7,800
- TP: 350
- ATK: ???
- DEF: ???
- XP: 461
- Gald: 5,000
- Items dropped: All-Divide
- Steal: All-Divide
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All
- Strategy: Deactivate all of Zelos' attacks except for Eruption, Air Thrust,



Grave and Thunder Blade. Same for Genis, deactivate all of his spells, except for Tidal Wave, Explosion, Cyclone and Ground Dasher. As soon as you enter the battle, give the "All out" order by pressing -> on the D-pad. Put yourself in front of the Fake and start guarding and using Guardian every now and then. Zelos and Genis will start attacking the Fake with magic and keeping a distance from it. Raine's duty here is to support you with her healing arts, and using her Photon and Ray/Holy Lance when she's not healing. In doing so, you'll win the battle in no time.

-----

You receive 'Elixir' after the battle. Now go up the path W of the Fake and up the path to the E. Up here, dispose of the slime-type enemy to receive the Memory Gem for the dungeon. From this fork, go W, up the path and get 'Draupnir' from the chest. Return back down to the path above the fake and go W. When you come to a fork, go N, restock Kirimas if needed and go S at the fork.

Out here, give a Kirima to the sick flower and ride it E. Ride the large flower too. Ride the next flower E and go up the path to the E to another area.

In this area, follow the path and when you reach the sick flower, give it a Kirima. Now cross the bridge W and give the sick plant on this side a Kirima too. Return to the first flower and ride it to have a large rock fall down. Once on the bridge again, go W, save your game (finally!!!) and enter the house.

Before talking to the Storyteller, examine the green bunny thingy to have Wonder Chef appear once again to teach you how to make "Pescatore". now speak to him to trigger a scene. From where the Storyteller leaves you, go E and get 'Battle Pick' from the chest. Save your game one more time, and go down the path the Storyteller showed you. Follow the path, ride the flower you see and enter the cave. Walk a few steps N, a scene triggers and a Boss Battle begins!

-----

BOSS: PLANTIX

-----

- Name: Plantix
- Location: Latheon Gorge
- HP: 36,000
- TP: 250
- ATK: 1,300
- DEF: 310
- XP: 7,500
- Gald: 1,250
- Items dropped: Blue Sephira
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Fire
    - Strong: Earth
- Strategy: Make a party of Lloyd, Genis, Raine and Zelos. This jerk has a lot of HP, but we'll take it down fast. Deactivate all of Genis' spells, except for Explosion and Raging Mist. For Zelos, it doesn't matter, since we need him to aid the physical offense. Raine, as always, must heal during the battle. If it's possible, equip Zelos with the Flame Dagger, to inflict some mayor dmg. on Plantix. A good tech to use with Lloyd is Sword Rain: Beta and Beast Sword Rain. This boss is so weak, comparing it to others. Genis' Explosion deals over

3,500 dmg. each time it hits. Zelos' attacks, with the Flame Dagger, deals near 500 dmg. every hit. After a while, he goes down.

-----  
After the battle, watch the scene and obtain 'Mana Leaf Herb' and you'll be again in front of the Storyteller's house. Enter the house and talk to him. This is indeed a very exciting story, so pay close attention. After the scene, you'll be back at the entrance of Latheon Gorge (Thank goodness!). Exit Latheon Gorge and head to Altamira to get the Zircon.

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                                     /      sx587      \
                                     /_____ /
                                     /      Area #87      \
                                     /      Altamira      >
~/_/~\~~~~~\_____ /
                                     ~
- My lv.: Lloyd 60, Raine 60, Genis 59, Zelos 59
           Presea 58, Colette 58, Regal 59, Sheena 57
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

First of all, go to the Inn. Spend a night here and tell the girl that you want to go out at night. You'll be outside at night. Now ride the elemental railway to the casino. Go up the elevator and you'll see a dog near the entrance to the casino. Speak to it with Colette and return to the Inn. Go up the elevator to the fourth floor and examine the large brownish pumpkin next to the stairs to have Wonder Chef appear and teach you "Spaghetti". Now go to the fifth floor and rest at your bed.

Once daytime, talk to the guy N at the grave to have Presea obtain the title "Mature Kid". Now ride the elemental railway to the Lezareno Company. Once here, go up to the President's Office and talk to George. Now go to the second floor to trigger a scene. After it, return to the entrance and go to Sybak.

If you want more info of Kuchinawa's Duel, have a look at [s100-9] (without the "-"). I put it aside because it's not vital to the main game.

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                                     /      sx588      \
                                     /_____ /
                                     /      Area #88      \
                                     /      Sybak      >
~/_/~\~~~~~\_____ /
                                     ~
- My lv.: Lloyd 60, Raine 60, Genis 59, Zelos 59
           Presea 58, Colette 58, Regal 59, Sheena 57
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               Zircon.....(KI) -                               |
o~~~~~o

```

Enter the research facility to trigger a scene. Afterwards, enter the W door and the enter the first door you come across. Get 'Zircon' from the chest in front of you. Another scene triggers. Now we have to go to the abbey SE on Toize Valley Mine.

The abbey is located on the S tip of a small island directly SE. It's N of Flanoir. Enter it.

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                                     /         sx589         /
                                     /         Area #89        /
                                     /         SE Abbey        /

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```

- My lv.: Lloyd 60, Raine 60, Sheena 58, Zelos 59
           Presea 58, Colette 58, Regal 59, Genis 59
- Enemies: None
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

As you enter, move S and enter the building. Enter the door guarded the knights and up here speak to Seles, Zelos' sister. After the scene, head to the Tower of Salvation.

Now it's a good time to reconstruct Luin. For more info, go to [s100-6] (without the "-").

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~~~/_/~~~~~~\_____
                                     /         sx590         /
                                     /         Area #90        /
                                     /         Tower of Salvation (Tethe'alla) /

```

```

- My lv.: Lloyd 62, Raine 62, Regal 60, Zelos 60
           Presea 59, Colette 60, Genis 61, Sheena 59
- Enemies: Kratos Aurion (B)
o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

Head N as you enter and watch a scene. Proceed up the stairs and another scene triggers. Enter the tower and move forward and go up the warp portal to trigger yet another scene.

-----  
BOSS: KRATOS AURION  
-----

- Name: Kratos Aurion
- Location: Tower of Salvation (Tethe'alla)
- HP: 25,000
- TP: 980
- ATK: 1,200
- DEF: 400
- XP: 7,600
- Gald: 4,800
- Items dropped: EX Gem Lv4, Energy Tablets
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Lightning, Light

- Strategy: Kratos is harder this time, way too harder. I hope you did what I told you about Luin and have the toy weapons, because you are going to need

them. He has Judgment, same as Colette, and he uses it very often. He attacks a lot with S. Lightning Blade and his other techs. If you have equipped a Black Onyx and a Moonstone on each character, you'll be fine. If you see Kratos preparing a Judgment Spell, unleash without a doubt a Unison Attack to cancel it. Raine will be healing you through the whole battle, since she won't have time for anything else.

-----

After the battle, watch the scene and you'll be transported to Welgaia.

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   / /ales of Symphonia-----<
~/~/~\~~~~~\_____The Holy City, Welgaia_____>

```

- My lv.: Lloyd 63, Raine 62, Regal 61, Zelos 61 ~
- Presea 60, Colette 60, Genis 61, Sheena 60 ~
- Enemies: Cybit, Murder, Perfect Murder, Hammer Knuckle, Yggdrasill (B) ~

o--Weapons/Armor/Items:-----o

```

|                  Apocalypse.....(DA) - (KI).....Mana Fragment      |
|                  EX Gem Lv4..... 1 - (AB).....Nagazuki              |
|                  Laser Blade.....(WP) - 1 .....Energy Tablets      |
|                  Elevator Key.....(KI) - 1 .....Holy Circlet       |
|                  Rare Guard.....(AB) - (AB).....Holy Robe           |
|                  Dragon Fang.....(WP) - 2 .....EX Gem Lv3           |
|                  EX Gem Lv2..... 1 -                                  |

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o-----o
|> Refresher <|
|                  o-----o
|Apple Gel.....100G|
|Lemon Gel.....1000G|
|Orange Gel.....200G|
|Pineapple.....1200G|
|Melange Gel....500G|
|Miracle Gel...3000G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o

```

Now move on top of the elevator and move to the other side. Go W, save your game, go up the stairs and try to warp. Watch a scene and when you have control of Colette, move the block on the portal and watch another scene. When you have control, go in the N building and into the W door. In here, get Regal's Devil's Arm 'Apocalypse'. Return outside and go in the E building. In here, talk to the angel to trigger a scene and as it ends you'll receive 'Mana Fragment'.

Return outside and hop on the conveyor belt at the NW corner. From here, go N to trigger another scene. Now go to the E part of this area and ride the conveyor belt E.

In this area, go up the stairs and up the second elevator to use the refresher. Now go to the elevator to your E, but, before using the elevator, examine the machine. Watch the scene and go up the elevator. Use the other refresher here and return back down. Now move E one more time and examine the machine and read the info it displays. Now return to the stairs and go down the path. Use the blue elevator and ride it across. Another scene triggers.

When you have control, follow the path, save your game and go down the stairs. At the fork down the stairs, get 'EX Gem Lv3' from the chest on the SW wall. Now follow the path W and descend the stairs. Keep running until you reach an open area, enter the E door and watch a scene. Now from where you are, it's time for a quiz:

1. Right
2. Down
3. Left
4. Up
5. Left
6. Up
7. Left
8. Down
9. Left
10. Up
11. Left
12. Down
13. Right
14. Down
15. Right
16. Down
17. Right
18. Up
19. Right

Once outside, get 'EX Gem Lv4' from the chest at the S of the room. Now examine the red orb NE of the chest to "Disengage Red Gate Lock".

Return to the save point and at the fork where it is, go W and at the next one, go N, follow the path, ignoring the door and down the stairs at the end. Follow the path and when you come to an open area, go S on both paths go get 'Nagazuki' and 'Laser Blade' from the chests. Proceed up the path to the NW and examine the blue orb to "Disengage Blue Gate Lock". Now return to the weightless' room and move:

1. Right
2. Down
3. Left
4. Up
5. Left
6. Up
7. Left
8. Down
9. Left
10. Up
11. Left
12. Down
13. left
14. Down
15. Right
16. Up
17. Right

Examine the lift and go up a floor to a similar room. From where you start in this room, move:

1. Down
2. Right

3. Up
4. Left
5. Up
6. Right
7. Up
8. Right
9. Down
10. Right
11. Down
12. Right
13. Up
14. Left
15. Up

As you exit this room, follow the path until you reach a fork. Go E and get 'Energy Tablets' from the chest. Return to the fork and go S this time and enter the same room you were in just before. From where you are, move:

1. Left
2. Up
3. Left
4. Down
5. Right
6. Down
7. Right
8. Down
9. Right
10. Up
11. Left
12. Down
13. Right

Examine the lift and go down a floor to the first room. From here, just move W and examine the lift and go down to a similar room. From where you start, move:

1. Left
2. Up
3. Right
4. Up
5. Right
6. Down
7. Right
8. Down
9. Left
10. Down
11. Left
12. Up
13. Left
14. Down
15. Left
16. Up
17. Right
18. Down
19. Right
20. Up
21. Right

Once outside, examine the machine at the E of the room and get 'Elevator Key'. Now get 'Holy Circling' from the chest S. Return to the weightless room and go down the lift you previously used. Now move E and instead of going up the lift,



House and go to Flanoir.

```

  _____
 /         \                / _____ \
 \         / / / /         /                \
  \         / / / /         /                \
   \         / / / /         /                \
    /         / / / /         /                \
   / /ales of Symphonia-----<          Area #93          >
  ~~/ / ~~~~~\                \                /
   _____

```

- My lv.: Lloyd 64, Raine 63, Colette 31, Zelos 62
- Presea 61, Regal 62, Genis 62, Sheena 61
- Enemies: Sword Dancer #3 (OB)

o--Weapons/Armor/Items:-----o

```

|                                     None                                     |
o~~~~~o

```

o-----o	o-----o	o-----o
> Hailstorm <	> Winter Harvest <	> Snow White <
o-----o	o--o	o-----o
Angel's Tear....7,600G	Flanoir Potion.1,000G	Poison Charm....4,000G
Toroid.....6,600G	Juicy Meat.....200G	Drain Charm....4,000G
Northern Lights.5,400G	Beef Strips.....80G	Stone Charm....4,000G
Rune Staff.....5,000G	Mushroom.....60G	Paralysis Charm.4,000G
Gladius.....6,400G	Potato.....50G	Talisman.....8,000G
Asura.....6,400G	Onion.....60G	Stun Bracelet...4,000G
Battle Pick.....7,000G	Carrot.....60G	Heal Bracelet...4,000G
Rare Plate.....6,000G	Rice.....80G	Spirit Bangle...4,000G
Rare Guard.....11,200G	Pasta.....80G	Black Onyx.....25,000G
Rune Cloak.....4,800G	Bread.....70G	Moonstone.....25,000G
Holy Robe.....4,800G	White Satay.....200G	o-----o
Rare Helm.....4,800G	Red Satay.....200G	
Rare Gauntlet...1,800G	Black Satay.....200G	
Holy Circlet...7,200G	o-----o	Olive Village: 500G

o-----o

```

      o-----o
      |> Hailstorm <|
o-----o      o-----o
|Angels' Tear.....1 Defender, 1 Metal Sphere, |
|   :.....1 Mythril & 1 White Silver           |
|Toroid**.....1 Solar Spinner, 1 Metal Sphere &|
|   :.....1 Mythril                               |
|Laser Blade*.....1 Silver Sword, 1 Mythril,   |
|   :.....1 Beast Hide & 1 Mystic Herb         |
|Laser Blade*.....1 Gladius, 1 Mythril,        |
|   :.....1 Brass & 1 Mermaid's Tear           |
|Battle Pick.....1 Bardiche, 1 Magical Cloth,  |
|   :.....1 Beast Hide & 1 Mystic Herb         |
|Strike Ax.....1 Mythril Ax, 1 Brass,           |
|   :.....1 White Silver & 1 Black Silver       |
|Dragon Fang.....1 Power Greaves, 1 Magical Cloth,|
|   :.....1 Beast Fang & 1 Black Silver         |
o-----o

```

o=====o

Item Name	Grade
-----	
Mythril.....12	
Metal Sphere.....12	
Black Silver.....10	
Brass.....10	
Mermaid's Tear.....15	
Mystic Herb.....15	
Magical Cloth.....10	
White Silver.....10	



|Beast Fang.....5|

|Beast Hide.....8|

o-----o

\*Is the same weapon, but there are 2 recipes for it.

\*\* The original recipe states that you need 2 Metal Sphere, but the truth is that you only need 1.

There's a scene as you enter. Afterwards, go N and E at the fork. Follow the path and go to the next area. Another scene triggers here and from where you are, enter the house with the people lined outside. Another scene triggers here and now you have to options: Whether you want to keep Zelos and have Kratos say goodbye forever to your party, or you want Kratos to rejoin the party and permanently say goodbye to Zelos. To do so, follow the steps:

- Zelos: Accept going out with 1 of the three characters that knocks at the door.

- Kratos: Decline everyone's offer and after the third decline, you'll hear Kratos' voice. If you hear it, somewhat in the game, he rejoins your party (people say that this only happens if your affection with Kratos is high. If anyone knows about this, please confirm this).

After choosing Zelos or Kratos, a scene triggers and you'll exit Flanoir. Reenter Flanoir and head to >Hailstorm< and buy: 2 Rare Plates, 1 Rare Guard, 1 Rune Cloak and 2 Rare Helm. Now head to Tethe'alla's Tower of Salvation.

Now, if you feel like taking down the last of the Sword Dancers, #3, keep reading. If not, scroll down to where the Tower of Salvation Area starts and where you see <@@@>.

Return to Sylvarant and enter Iselia Forest from Dirk's House side. Sword Dancer #3 is there, waiting for you. Save and prepare yourself reading the strategy of the Boss!

-----  
OPTIONAL BOSS: SWORD DANCER #3  
-----

- Name: Sword Dancer #3
- Location: Iselia Forest
- HP: 99,999
- TP: 888
- ATK: ???
- DEF: ???
- XP: 15,000
- Gald: 30,000
- Items dropped: EX Gem Lv1, EX Gem Lv2
- Steal: ???
  - Elemental Info.:
    - AA: None
    - Weak: Light
    - Strong: None

- Strategy: For the very first time, I was surprised of the power of Sword Dancer #3. His attacks are just way to powerful. His physical attacks, if you're guarding, they deal 150+ dmg. When not, like 500+ a hit. That's nothing compared to his other abilities. He can cast very powerful and devastating spells that can rip your party apart. Personally, I was lv: Lloyd 64, Raine 64, Genis 63, and Zelos 63. Deactivate all of Genis' spells except for Explosion, Cyclone, Ground Dasher, Indignation, Gravity Well and Force Field. As for

Zelos, deactivate everything, except for Guardian, First Aid, Healing Stream and Healing Wind. Now, on to the Strat sub-menu. Set the Strat like the following:

= Genis

- Attack Freely
- At Once
- Don't Pursue

= Raine

- Attack Freely
- Heal
- Don't Pursue

= Zelos

- Attack Freely
- Heal
- Skills and Magic (this will prevent having Zelos approaching too much)

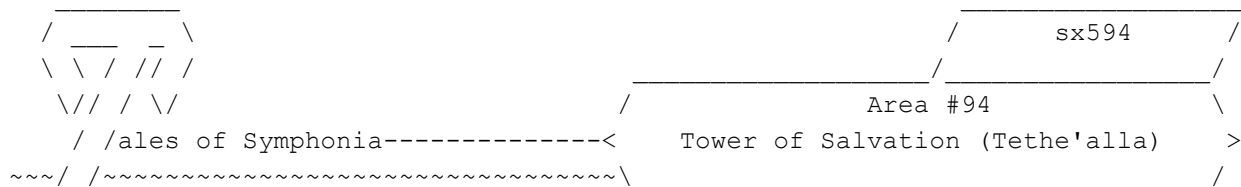
A lot of people tell me (especially my friends) that it's almost needed to use an All-divide. And I say no. Sword Dancers' most powerful spell is Indignation, of course. When you see the word "Indignation" on top of the screen, and Genis is not casting it, run for your life and out of the area. Also, try and cancel Sword Dancer's Indignation with a Unison Attack. Use Sword Rain: Beta, Ray, Lightning Blade and Ground Dasher. You'll unleash Prism Stars, a crazy ass attack combining Raine's Ray and Genis' Ground Dasher. He's the same as Sword Dancer #2, but only a lot stronger this time. Throughout the battle and with my lv. I used: 3 Lemon Gels, 8 Pineapple Gels, 9 Life Bottles, 1 Energy Tablets and 1 Spirit Bottle. After some time, you'll finally give Sword Dancer his eternal rest.

-----

After the battle, you'll receive 'Kusanagi Blade'. Lloyd's second best weapon. Afterwards, return to Tethe'alla and go to its' Tower of Salvation.

<@@@>

=====  
===== 5.8] Chapter 8: Coming to an end ~~~~~  
=====



- My lv.: Lloyd 65, Raine 65, Sheena 62, Zelos 64 ~
- Regal 64, Genis 64, Colette 63, Presea 62 ~
- Enemies: Gatekeeper, Angel Swordian x2 (B), ??? (B), Evil Orchid~
- Mocking Plant, Bomb Plant, Bomb Seedling, Angel Spearman, Angel ~
- Commander, Angel Archer ~

o--Weapons/Armor/Items:-----o  
|                   Diamond Shell.....(WP) - (WP).....Southern Cross       |  
|                   Hanuman's Staff.....(WP) - (WP).....Ogre Ax            |  
|                   Heavenly Robe.....(AB) - 1 .....Energy Tablets        |

```

|           Star Mail.....(AB) - 2 .....EX Gem Lv4           |
| Phoenix Cloak.....(AB) - (AB).....Star Guard               |
|           EX Gem Lv3..... 2 - (AB).....Shaman Dress         |
|           Star Helm.....(AH) - (AA).....Star Shield         |
| Star Gauntlet.....(AA) - 1 .....EX Gem Lv2                 |
| Star Bracelet.....(AA) - 1 .....Spirit Bottle               |
|           Star Circlet.....(AH) -                             |
|-----|-----|-----|-----|-----|-----|-----|-----|

```

```

o-----o
|> Refresher <|
|           o-----o
|Apple Gel.....100G|
|Lemon Gel.....1000G|
|Orange Gel.....200G|
|Pineapple.....1200G|
|Melange Gel.....500G|
|Miracle Gel.....3000G|
|Panacea Bottle.....150G|
|Life Bottle.....300G|
|Miracle Bottle.....3000G|
|Anti-Magic Bottle...1000G|
|Flare Bottle.....1000G|
|Guard Bottle.....1000G|
|Acuity Bottle.....1000G|
|Syrup Bottle.....1000G|
|Shell Bottle.....1000G|
|Holy Bottle.....200G|
|Dark Bottle.....200G|
o-----o

```

When you enter, proceed up the stairs to trigger a scene. After Yuan rescues you, go NE and use the refresher is needed. Then proceed NW at the fork and use the portal at the end. A scene triggers and now, the following Boss depends of whether you chose Zelos or Kratos at Flanoir. If you kept Zelos in your party, read the following. If not, skip the Boss Battle and proceed with the next one and where the (&&) are.

```

-----
BOSS: GATEKEEPER/ANGEL SWORDIAN X2
-----

```

- A) Gatekeeper
- Location: Tower of Salvation (Tethe'alla)
  - HP: 18,000
  - TP: 800
  - ATK: 1,180
  - DEF: 210
  - XP: 8,880
  - Gald: 8,970
  - Items dropped: Mystic Symbol
  - Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Light

- b) Angel Swordian x2
- Location: Tower of Salvation (Tethe'alla)
  - HP: 7,480
  - TP: 130

- ATK: 1,040
- DEF: 105
- XP: 236
- Gald: 335
- Items dropped:
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: I don't even know what to say about this battle! If you went to Iselia before the battle like I wrote before, and have the Kusanagi Blade, this battle will be just like a breeze. The Angel Swordians have really low HP and maybe go down in 2 combos. Remember the 3-combo + Lv1 Tech + Lv2 Tech + Lv3 Tech. Personally; I had Sonic Thrust as Lv1 Tech, Fierce Demon Fang as Lv2 Tech and Sword Rain: Beta as Lv3 Tech. That dealt over 4,000 dmg. in a single blow. Same goes for the Gatekeeper. He has low ATK power that it doesn't even represents a challenge to you, gamer!

-----

(&&&)

So if you chose Kratos over Zelos, read the following Boss Battle!

-----

BOSS: ZELOS WILDER

-----

- Name: Zelos Wilder
- Location: Tower of Salvation (Tethe'alla)
- HP: 28,000
- TP: 1,200
- ATK: 1,150
- DEF: 365
- XP: 9,300
- Gald: 9,800
- Items dropped: Mystic Symbol
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: lightning, Light

- Strategy: Well, what can I say? I was speechless the first time I saw this too. He surely has a lot of HP. He has all of his tech attacks he had when he was with you, plus some more. He makes good use of them, so don't fear of using all of your items if necessary. I used almost 8 Life Bottles in Lloyd alone. When he's in Over Limit, he can make use of his spells without waiting for them to charge. Make good use of the guardian Skill. After 20 Life Bottles, 15 Orange Gels and 18 Apple Gels (it's a random number), Zelos Wilder will go down.

-----

After the battle and the scene, you'll be in a strange looking room. Save your game and proceed. At the fork, go N use the Sorcerer's Ring on the branch blocking the path and enter the next area.

Jump across to the walkway with the A Button. After the scene, get 'Diamond

Shell' from the chest. Go N and up the stairs. Jump on the walkway one more time, but this time, run across and jump down at the end. From there, go E and exit the area.

Start moving S all the way until you reach a fork, which you should take E and get 'Southern Cross', 'Hanuman's Staff' and 'Ogre Ax' from the chests. Return to the fork and start making your way NW, burning any branches you find on your way and at the end, go up the stairs.

Up here, Go S and use the terminal to open the door beside it. Return and go up the stairs. Follow the path to a wide area. From here, go S and get 'Heavenly Robe' from the chest. Return to the wide area and go NE following the path until you reach a fork, which you should take N to get 'Energy Tablets' from the chest. Return to the fork and go E this time to another fork. Keep going NE and get 'Star Mail' and 'EX Gem Lv4' from the chests at the end of the path. Return to the fork, go S and exit the area.

You'll be in the room with the unstable walkway. Get 'Phoenix Cloak' from the chest and use your Sorcerer's Ring on the vines holding the stone to have the stone fall. Return downstairs and through the door you opened before and S at the fork and save your game. Now proceed N all the way and enter the room with the slanting stone path.

Go downstairs and start going up the stone walkway. Once on the other side, get 'Star Guard' from the chest and then go upstairs and in the warp portal.

Go down the stairs in the next room and a scene triggers where you have to fight an easy battle with 2 Angel Swordians. After the fight, watch the scene and Regal leaves the party. When you regain control, go N and get 'EX Gem Lv3' from the chest. Now go all the way S and get 'Shaman Dress' from the chest. There's also a refresher at the W side. Return to where you started, save your game and proceed through the warp portal.

From where you appear, start running down all those stairs to trigger another scene at the bottom. What!!!??? Not Sheena too. Regroup when you have control and afterwards, start going N and when you reach the corner, go E two open areas and get 'Star Helm' from a hidden chest S of the open area. Keep going E until you reach a save point. Save the game and head S to the SE corner of the room. Afterwards, go W and N when possible. From here, the path is very straightforward. Go up the warp portal to trigger another scene. You'll fight some battles, easy ones, don't worry!

Whaaaaat!!!??? Raine too? You're only left with Genis and Presea. Form where you are, start go N to the NW corner and two open areas E is a fork, taking the SE path leads you to a save point. Follow the path if you want, or need to. Now go down the SW path and get 'Star Shield' right in front the fork, behind the debris. Follow the path until you get to the warp portal, which you must use.

Follow the path and examine the door. A scene triggers and now Presea's gone too. Ok, it's only Genis and Lloyd, just like at the beginning. Follow the path SE and at 4-way fork, go NE and save the game. From the save point, go NE and NW at the next fork. Follow the path to the end and get 'EX Gem Lv3' from the chest behind the debris. Now return to the save point and directly SW of it, there's 'Star Circlet' from a hidden chest behind the debris. Now go all the way NE, past the save point and start making your way E to reach the portal. Before entering, follow the path S and get 'Star Gauntlet' from the lone chest. Now return to the portal and use it.

Follow the path N and at the fork, go W and get 'EX Gem Lv2' from the chest. Return to the fork and go E this time to get 'Star Bracelet' from the chest.

Return one more time to the fork and go N this time to trigger a scene, where you lose Genis. Lloyd's alone now!

From where you start, go NW and at the save point, return one open area and start going E and at the end, get 'Spirit Bottle' from behind the debris. Now return to the broken portal (from where you started this area) and start going SE. One open area before the SE corner, go NE and follow the path to get 'EX Gem Lv4' from the lone chest. Return to the save point, save your game and go SE and enter the portal.

Approach the blue-ish bridge to trigger a scene. When you regain control, go up the stairs, save your game and examine the sword stuck in the N wall. A scene triggers and at the end of it, you'll have to battle Pronyma.

-----  
BOSS: PRONYMA/IDUN X2  
-----

a) Pronyma

- Location: Tower of Salvation (Tethe'alla)
- HP: 32,000
- TP: 850
- ATK: 1,720
- DEF: 350
- XP: 7,000
- Gald: 4,800
- Items dropped: Red Savory
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: Light
  - Strong: Darkness

b) Idun

- Location: Tower of Salvation (Tethe'alla)
- HP: 11,000
- TP: 0
- ATK: 1,150
- DEF: 220
- XP: 1,200
- Gald: 1,200
- Items dropped: Black Quartz
- Steal: None
- Elemental Info.:
  - AA: Darkness
  - Weak: None
  - Strong: None

- Strategy: As the other boss fights, start with her underlings, the Idun's. They have 11,000 HP each, but they'll go down fast. After they're gone, it's Pronyma's time. She has an annoying attack called "Agarazium" or something like that, which makes you float and causing quite some dmg. Prism Sword is her most powerful attack, it's a combination of Judgment and Ray. Nothing to really worry about, remember that Raine's healing arts are the key to have your HP high at all times.

-----  
Watch the scene after the battle and prepare to fight Yggdrasill.

-----  
BOSS: YGGDRASIL  
-----

- Name: Yggdrasill
- Location: Tower of Salvation (Tethe'alla)
- HP: 40,000
- TP: 3,000
- ATK: 1,800
- DEF: 380
- XP: 8,320
- Gald: 4,800
- Items dropped: EX Gem Lv4, Energy Tablets
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Darkness
    - Strong: Light

- Strategy: If you're thinking that this battle, is easy, then you're wrong. This battle is hard, not that hard as Sword Dancer #3. He has some nasty attacks, like Prism Sword, Ray, Outburst, Death Eater (something like that, I don't remember), which looks identically like Judgment. Attack a lot, since he doesn't block that often. Try combo him as much as you can and use Unison Attacks with intelligence. After some time, he'll go down.

-----  
Watch the scene as the battle ends and exit the Tower and head to Heimdall.

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  \/ / \
  / /ales of Symphonia-----<
~~~/_/~\_____>

```

- My lv.: Lloyd 68, Regal 66, Raine 67, Zelos 66  
          Sheena 65, Genis 66, Presea 65, Colette 65

- Enemies: None

```
o--Weapons/Armor/Items:-----o
|                               |
|                               |
o~\_____o

```

After the scene, talk to your party members that are scattered all over Heimdall. Afterwards, talk to Colette in front of the Inn and spend the night. Once you have control, go to the W area of Heimdall to trigger a scene with the Elder. Some nice words about Kratos come out of the Elder's mouth. Beautiful words! After the scene, speak to the elf he showed you to enter Torent Forest.

```

/ _____ \
\ \ / // /
  \/ / \
  / /ales of Symphonia-----<
~~~/_/~\_____>

```

- My lv.: Lloyd 68, Regal 66, Raine 67, Zelos 66  
          Sheena 65, Genis 66, Presea 65, Colette 65
- Enemies: Alraune, Torent, Man-eater, Cutlass, Gold Dragon, Carnivorous  
          Plant, Bellpepper Head, Kratos Aurion (B), Origin (B)

```
o--Weapons/Armor/Items:-----o
```

```

|           Crystal Dagger.....(WP) - (WP).....Acalanatha           |
|           Angel's Tear.....(WP) - 2 .....EX Gem Lv4               |
|           EX Gem Lv3..... 1 - (AA).....Shield Ring                 |
|           Warlock Garb.....(AB) - (AC).....Diamond                 |
|           Stardust.....(WP) - (AB).....Mana Protector              |
|                                                                     |
O~~~~~O

```

Please read carefully the instructions, because you can get lost very easily.

As you enter, move N and a scene kicks in. Use your Sorcerer's Ring on the tree stump where the cute little animal hid. He'll run E, before following him, go W and at the fork, go S and at the next fork, go S to get 'Stardust'. Return to where you saw the small creature, follow him E and at the fork, he'll run N, but instead, go E and get 'Crystal Dagger' from the chest to the N. Return to the fork and follow the little creature N and exit the area.

Use the Sorcerer's Ring on the tree stump and the little creature will run off to the E. Instead, go W, N and get 'Acalanatha' from the chest. Return to the fork and follow our buddy E and at the fork, go E and get 'Angel's Tear' from the N chest when you see it. Keep going E and soon enough you'll see the creature move E and to another area.

Keep going E and at the fork, go N and at the second fork, go E, either one, and one of the flower-type enemy here has the Memory Gem for Torent Forest, so dispose of both of them. Now move N and E at the next fork. At the other fork (how many forks are there?), go N AND at the other fork, go E and use the Sorcerer's Ring on the tree stump to have the creature go W. Return to the previous fork and go S to return to another fork, which you should take NW and then N at the next one to go to another area.

Proceed N to find a fork. Go NW and then S at the next one to get 'Mana Protector' from the chest. Return to the previous fork and go N to get 'EX Gem Lv4' from the chest. Return to the fork near the entrance and go NE and at the next fork, go E, then N at the next one to get 'EX Gem Lv3' from the chest. Return to the previous fork and go E and unlock the memory seal. Save your game and go E to get 'EX Gem Lv4' from the lone chest. Return to the save point and make your way S to another fork, which you should take SE, following the path to get 'Shield Ring' and 'Warlock Garb' under the waterfall. Return to the previous fork and follow it SW this time to reach another tree stump. Use the Sorcerer's Ring on it and follow the creature E and to another area.

Follow the path E until you reach a fork, which you should take N and at the next fork, keep going N and at the next fork, go N and AT the next one, go E, use the Sorcerer's Ring on the tree stump and follow the creature E and exit the area.

Prepare yourself and go E to trigger a scene. Afterwards, the battle that I never wanted to fight.

```

-----
BOSS: KRATOS AURION
-----

```

- Name: Kratos Aurion
- Location: Torent Forest
- HP: 12,000
- TP: 1400
- ATK: 1,050
- DEF: 320
- XP: 9,990



- Gald: 5,520
- Items dropped: None
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Lightning, Light

- Strategy: He is very easy, even if you're by yourself. He has the same techs and he really likes to cast Grave and Thunder Blade spells. He casts them so often that it will become annoying. There's not much to say about this battle.

-----

Watch the nice scene between son and dad. And soon after, you have to battle Origin.

-----

BOSS: ORIGIN

-----

- Name: Origin
- Location: Torent Forest
- HP: 40,000
- TP: 800
- ATK: 1,450
- DEF: 350
- XP: 10,240
- Gald: 9,870
- Items dropped: Reflect Ring
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: Make a party of Lloyd, Sheena, Genis and Raine. Rameesh is his most powerful attack, dealing an insane amount of dmg to the whole party. A good idea, try using Unison attacks as often as you can, having Raine cast Ray and Genis Indignation, producing a compound EX Attack called Prism Stars, dealing over 20,000 dmg during the whole process. He has some descent spells in his arsenal, making good use of them all. He may not be as though as Kratos or Yggdrasil, but he might be quite challenging.

-----

After the battle, watch the scene and you'll receive 'Diamond' and Sheena learns "Summon: Origin". Please note here that the character with the higher affection towards you is the one who Mithos possesses, in my case, was Presea. The scene continues and an Animated cutscene takes place, destroying Heimdall in the process. Afterwards, when you regain control, you'll be at Heimdall.

```

  _____ \
 / _____ \
 \ \ / // /
  \// / \
   / /ales of Symphonia-----<
~/~/~\~~~~~\_____ /
                                     /      sx597      \
                                     /_____ /
                                     /      Area #97      \
                                     /      Heimdall      >
                                     /_____ /

```

- My lv.: Lloyd 70, Sheena 67, Raine 70, Genis 69
- Zelos 68, Regal 68, Colette 68

~  
~  
~

```

- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None |
o-----o

```

You need to evacuate the elves out of the village. From where you start, run W and save the purple-haired elf. Now go to the E area. Run down the bridge to find another two elves trapped. After freeing them, return to the Elder's house and speak to him. Evacuate yourself to trigger another anime cutscene where Derris-Kharlan appears for the first time. Now exit Heimdall and go to Dirk's house at Sylvarant.

Before going, let's hunt down some recipes and other stuff.

```

/_____\                /_____\
\  \ /  // /          /_____\
\  \ /  // /          /_____\
  \  \ /  // /          Area #98
  /  /ales of Symphonia-----< House of Guidance (Heimdall area) >
~/_/_/-----\

```

```

- My lv.: Lloyd 70, Sheena 67, Raine 70, Genis 69 ~
           Zelos 68, Regal 68, Colette 68      ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None |
o-----o

```

Go to the House of Guidance (Heimdall area), which is behind Latheon Gorge. Enter and go into the building. In here, talk to the Chef "praying" in front of the benches with Regal as your avatar. He'll teach you how to make "Potato Salad". Now exit the House of Guidance and time to go to the House of Guidance (Meltokio area), which is SE of Meltokio, where there's a small pinch of land under Tethe'alla Bridge.

```

/_____\                /_____\
\  \ /  // /          /_____\
\  \ /  // /          /_____\
  \  \ /  // /          Area #99
  /  /ales of Symphonia-----< House of Guidance (Meltokio area) >
~/_/_/-----\

```

```

- My lv.: Lloyd 70, Sheena 67, Raine 70, Genis 69 ~
           Zelos 68, Regal 68, Colette 68      ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None |
o-----o

```

Enter and go in the house. Speak to the chef on the right side of the stairs with Regal as your avatar. He'll teach you how to make "Pork Cutlets". Afterwards, leave this House of Guidance and go to Asgard at Sylvarant.

```

/_____\                /_____\
\  \ /  // /          /_____\
\  \ /  // /          /_____\
  \  \ /  // /          Area #100
  /  /ales of Symphonia-----< Asgard >
~/_/_/-----\

```

```

- My lv.: Lloyd 70, Sheena 67, Raine 70, Genis 69 ~
           Zelos 68, Regal 68, Colette 68      ~
- Enemies: None ~

```

```

o--Weapons/Armor/Items:-----o
|                               None                               |
o-----o

```

Proceed N until you are near the entrance to the Dais. Go up the stairs NE and talk to the person in front of the windmill with Regal as your avatar. He'll teach you how to make "Paella". Now leave Asgard and go to Dirk's House.

```

/ _____ \
\ \ / // /
 \// / \
 / /ales of Symphonia-----< Dirk's House >
~~/_/~~~~~\_____

```

```

- My lv.: Lloyd 70, Sheena 67, Raine 70, Genis 69
           Zelos 68, Regal 68, Colette 68
- Enemies: None

```

```

o--Weapons/Armor/Items:-----o
|                               Material Blade.....(WP) -       |
o-----o

```

```

o-----o
|> Dirk's Shop <|

```

```

o-----o
|Stun Charm.....1 Stun Bracelet & 1 Rune Bottle |
|Amulet.....1 Stun Charm, 1 Poison Charm, |
| :.....1 Drain Charm, 1 Stone Charm & |
| :.....1 Paralysis Charm |
|Blue Talisman.....1 Stun Charm, 1 Defense Ring, |
| :.....1 Heal Bracelet & 1 Rune Bottle |
|Heal Bracelet.....1 Stun Bracelet & 1 Mermaid's Tear|
|Spirit Bangle.....1 Stun Bracelet & 1 Mermaid's Tear|
|Warrior Symbol.....1 Stun Bracelet, 1 White Silver, |
| :.....10 Flare Bottle & 1 Rune Bottle |
|Guardian Symbol.....1 Stun Bracelet, 1 Black Silver, |
| :.....10 Guard Bottle & 1 Rune Bottle |
|Rabbit's Foot.....1 Beast Hide & 1 Rune Bottle |
|Holy Symbol.....1 Holy Ring, 1 Heal Bracelet. |
| :.....1 Black Onyx & 1 Revive Ring |
|Spirit Symbol.....1 Spirit Ring, 1 Spirit Bangle |
| :.....1 Moonstone & 1 Revive Ring |
|Dark Seal.....1 Rabbit's Foot, 10 Dark Bottle, |
| :.....10 Black Quartz & 1 Rune Bottle |
|Demon's Seal.....1 Dark Seal, 10 Black Silver, |
| :.....10 Dark Bottle & 10 Black Quartz |
|Extreme Symbol.....1 Dark Seal & 3 Demon's Seal |
|Mystic Symbol.....1 Faerie Ring & 1 Rune Bottle |
|Krona Symbol.....1 Dark Seal, 8 Amulet & |
| :.....1 Rune Bottle |
|Attack Symbol.....1 Attack Ring & 1 Warrior Symbol |
|Reverse Doll.....1 Revive Ring, 1 Life Bottle & |
| :.....1 Elixir |
|Sephira.....1 Reverse Doll & 5 Rabbit's Foot |
|Blue Sephira.....1 Sephira, 8 Rabbit's Foot & |
| :.....1 Elixir |
o-----o

```

As you enter, enter the house to trigger a scene. You'll receive 'Material Blade' from Dirk and Kratos. Nothing compared to the Kusanagi Blade the Sword Dancer left behind. After the scene is over, return in the house and go to the second floor. Examine the wooden bird next to the bed to have Wonder Chef

appear and teach you how to make "Miso Stew". Now go down and talk to Dirk. Now you can customize some awesome stuff from Dirk. Return to Tethe'alla and we now have to go to Exire to continue the search of Recipes and Colette's Dog Sidequest. Where is it, you ask? Look at the map and search for a yellow dot on top of a large area of water. Have you found it? Good, now go there.

```

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 / /ales of Symphonia-----<
~/~/~/~~~~~\
/ _____ / sx502' /
\ \ / // /
 \// / \
 / _____ \
 / _____ \ Area #102 \
 \ \ / // / The City in the Sky, Exire >
  \// / \
 / _____ \
~/~/~/~~~~~\
|
- My lv.: Lloyd 70, Sheena 67, Raine 70, Genis 69 ~
          Zelos 68, Regal 68, Colette 68 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

From where you start, start going in Exire and speak to the dog with Colette as your avatar. Continue forward until you reach another area. Keep forward and enter the three-story building. You'll see Katz here (how in heaven's name did they get up here?). Downstairs, examine the Rheard figurine to have Wonder Chef appear and teach you how to make "Shortcake". You're only one recipe away from getting all. Now make your way to the Tower of Salvation (Tethe'alla). Save before entering.

```

/ _____ \
\ \ / // /
 \// / \
 / /ales of Symphonia-----<
~/~/~/~~~~~\
/ _____ / sx503' /
\ \ / // /
 \// / \
 / _____ \
 / _____ \ Area #103 \
 \ \ / // / Tower of Salvation (Tethe'alla) >
  \// / \
 / _____ \
~/~/~/~~~~~\
|
- My lv.: Lloyd 70, Colette 68, Raine 70, Zelos 68 ~
          Genis 69, Regal 68, Sheena 67 ~
- Enemies: None ~
o--Weapons/Armor/Items:-----o
|                               None                               |
o~~~~~o

```

Proceed in and a scene triggers. If you're ready, then proceed. Don't worry; you'll be able to come back. After the scene, Lloyd receives the title "Eternal Swordsman". Afterwards, you'll be transported to Derris-Kharlan.

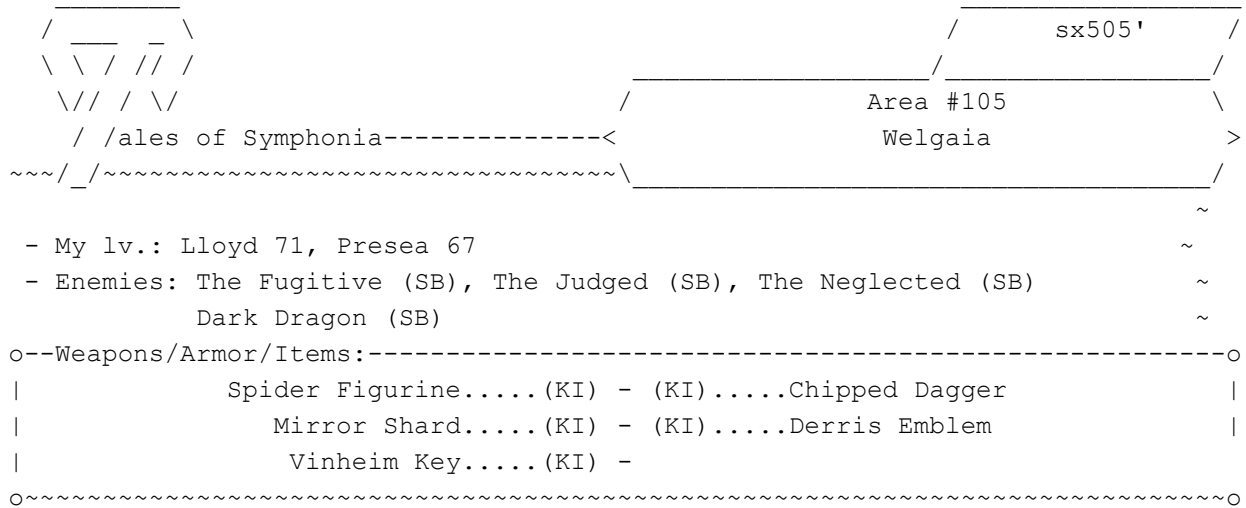
```

/ _____ \
\ \ / // /
 \// / \
 / /ales of Symphonia-----<
~/~/~/~~~~~\
/ _____ / sx504' /
\ \ / // /
 \// / \
 / _____ \
 / _____ \ Area #104 \
 \ \ / // / Derris-Kharlan >
  \// / \
 / _____ \
~/~/~/~~~~~\
|
- My lv.: Lloyd 70, Colette 68, Raine 70, Zelos 68 ~
          Genis 69, Regal 68, Sheena 67 ~
- Enemies: Doom Guard, Death, Samael, Phantasm, Phantom Knight, Dark Sword ~
          Dark Archer, Dark Spear ~
o--Weapons/Armor/Items:-----o
|                               EX Gem Lv2..... 1 - 2 .....EX Gem Lv3                               |
|                               Golden Helm.....(AH) - (AH).....Magical Ribbon                               |
|                               EX Gem Lv4..... 2 -                               |
o~~~~~o

```

From where you start, go SE (nice song, huh?) and follow the path until you reach a chest containing 'EX Gem Lv2'. Keep following the path until you reach another chest with 'EX Gem Lv3' inside. Now go down the S path and then up the NE path and on to another area.

From the open area, go N and get 'Golden Helm' from the chest. Start making your way W and when you come to a fork, go W again. At the next fork, go N and get 'Magical Ribbon' from the chest in this open area. Return 2 forks and go E this time. When you come to another fork, go S and get 'EX Gem Lv4' from the chest at the end. Return to the fork and go N this time. At the end, where the green warp panel is, go E and at the open area, get 'EX Gem Lv4' from the N chest. Keep going S, until you reach a chest with 'EX Gem Lv3' inside. Return to the green warp portal and step on it to trigger a scene. Now Lloyd is all alone. Now go up the warp portal and then go N to trigger a scene. Afterwards, use the blue portal to have it transport you to Welgaia.



There's a scene as you enter. As you recover the control, go N and at the 3-way split, go W, save your game and go down the stairs on to another area.

Move S a bit to trigger another scene. Afterwards, you'll receive 'Spider Figurine'. When you regain control, examine the blue magic circle and you'll have to fight a sub-boss!

-----  
SUB-BOSS: THE FUGITIVE  
-----

- Name: The Fugitive
- Location: Welgaia
- HP: 20,000
- TP: 500
- ATK: 1,950
- DEF: 215
- XP: 2,800
- Gald: 3,200
- Items dropped: Magic Ring
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Water, Lightning, Light and Darkness

- Strategy: It's not that hard. He only has 20,000 HP. The angels you were fighting in Derris-Kharlan had around 8,000 HP each. Just combo him to your heart's content until he goes down.

-----  
After the battle, go to the S end of the room and go to the jail cells you were in the first time you were here.

Approach the cell to trigger a scene and afterwards, you'll receive 'Chipped Dagger'. When you regain control, examine the blood stain on the floor to fight another sub-boss!

-----  
SUB-BOSS: THE JUDGED  
-----

- Name: The Judged
- Location: Welgaia
- HP: 20,000
- TP: 500
- ATK: 1,950
- DEF: 215
- XP: 2,800
- Gald: 3,200
- Items dropped: Attack Ring
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Wind, Earth, Light and Darkness
- Strategy: Same as the past enemy. Combo and attack him nonstop until he goes down.

-----  
After the battle, return from whence you came and save your game. Return to the 3-way fork go to your E and enter the next area.

Go down the stairs and then down the elevator and examine the occupied jail cell. A scene triggers and you'll receive 'Mirror Shard' at the end of it. Now examine the little sparkling thing to fight this sub-boss!

-----  
SUB-BOSS: THE NEGLECTED  
-----

- Name: The Neglected
- Location: Welgaia
- HP: 20,000
- TP: 500
- ATK: 1,950
- DEF: 215
- XP: 2,800
- Gald: 3,200
- Items dropped: Defense Ring
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Fire, Ice, Light and Darkness

- Strategy: Same thing to do with the past 2 sub-bosses. Keep attacking and combo him to your heart's content.

-----  
Return to the save point near the principal fork, save your game and go up the middle path this time. A scene triggers as you stand on the green circle. Afterwards, you receive 'Derris Emblem'. Now proceed forward and enter the next area.

This is the last room before the final battle with Mithos. Go up the stairs and approach the Dark Dragon to trigger a battle with it!

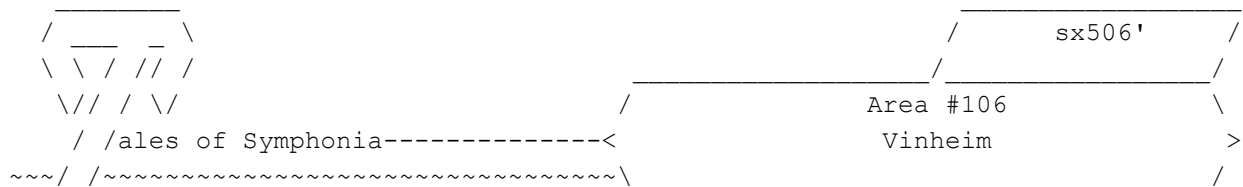
-----  
SUB-BOSS: DARK DRAGON  
-----

- Name: Dark Dragon
- Location: Welgaia
- HP: 19,000
- TP: 0
- ATK: 1,250
- DEF: 48
- XP: 1,418
- Gald: 534
- Items dropped: Dragon Mail
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: This sub-boss is a shame. He has low ATK and DEF. Yes, even lower than Dragon at Temple of Earth. If you've rebuilt Luin, you should have killed at least 40 Dragons, so killing this one is just like a breeze.

-----  
After the battle, you receive 'Vinheim Key'. Now, if you want to go and kick Mithos' ass for once and for all, proceed through the door behind where Dark Dragon was and skip the next section (open the search sub menu and copy [<+++>] without the []). But, if you want to go and get some cool new stuff, keep reading.

From where you disposed of Dark Dragon, go E and enter the door.



- My lv.: Lloyd 72, Raine 71, Presea 68, Zelos 70 ~
  - Genis 70, Sheena 69, Colette 69, Regal 70 ~
  - Enemies: Dark Commander, Dark Spear, Dark Sword, Dark Archer ~
- o--Weapons/Armor/Items:-----o
- |  |   |  |
|--|---|--|
|  | Energy Tablets..... 1 - (AB).....Prism Guard    |  |
|  | Blue Shield.....(AA) - 1 .....Elixir            |  |
|  | Past Stone.....(KI) - (AB).....Elemental Guard  |  |
|  | Ninja Sword.....(WP) - (AB).....Mortality Cloak |  |





- Yellow
- Green
- Cyan

After forming the bridge with these three blocks, bring now the white block and set it into the indentation. After all this, you'll receive 'Sacred Stone'. And what it does? It lets you Quick jump from Vinheim to Tower of Salvation (Tethe'alla). Now return to the main hall and save your game.

--> Now you may return to Tethe'alla and Sylvarant and do, from the Sidequest section of the Guide [s100-0] (without the "-"), the following stuff:

- Return to Meltokio to obtain the final recipe from Wonder Chef.
- Finish Colette's Dogs if you still haven't.
- Altamira Find Child and Princess Guard (this one is only if you chose Zelos over Kratos at Flanoir) for costumes.
- Obtain personal costumes for everyone.
- Rebuild Luin and buy the weapons, just for weapon's % of the Collector's Book.
- Finish the Devil's Arms and obtain the best weapons in the game.
- Kuchinawa's Duel back at Mizuho.
- If you still haven't killed Sword Dancer #3 back at Iselia Forest, now is your time to do it.
- Return to Exire and form a pact with the last and most powerful Summon Spirit, Maxwell.
- Complete the Figurine Book (for more info, please feel free to check Gohan3k's Figurine Creation In-depth FAQ).

<+++>

Now go in the door behind where Dark Dragon was and enter the final area of the game.

```

      /_____ \
     /  _ _  \
    \|  \|  \|
     \|  \|  \|
      /  \|  \|
      / /ales of Symphonia-----<
~~~~/_/_/~~~~~\_____ \

```

/ sx507' /

/ Area #107 \

/ Le Gran Finale >

```

- My lv.: Lloyd 73, Raine 72, Genis 71, Zelos 71
           Sheena 70, Presea 69, Colette 70, Regal 71
- Enemies: Mithos (B), Mithos (B)
o--Weapons/Armor/Items:-----o
|                None                |
o~::~::~::~::~::~::~::~::~::~::~::~::o

```

There's a scene as you enter. After it's over, use the warp in middle of the platform to have it take you in front of Mithos Yggdrasil. Another scene triggers here.

-----  
BOSS: MITHOS  
-----

- Name: Mithos
- Location: Le Gran Finale (Deepest area of Derris-Kharlan)
- HP: 55,000
- TP: 5,000
- ATK: 2,000



Since equipping certain EX-skills lets you learn a Compound EX skill, I decided to make a section with a subsection of both separate, so... try different combinations and see which ones combine with your type of play.

=====
===== 6.1] EX-skills ~~~~~
=====

I'll throw in here all the EX Gems and their EX-skills for each character.

\*-----\*
+---| 6.1.1] Lloyd Irving |-----|---> sx601 <---|---+
'-----'

= EX Gem Lv1

~ Strong

- S-type <Constant>
- Increases strength. Increases power of physical attacks.

~ Tough

- T-type <Constant>
- Increases defense. Decreases dmg. from physical attacks.

~ Taunt

- T-type <Constant>
- Taunt opponents by pressing Z button. Increases U. Attack gauge.

~ Sharp-eyed

- T-type <Constant>
- Increases accuracy and physical attack dmg. from enemies with low evasion.

-----

= EX Gem Lv2

~ Dodge

- T-type <Constant>
- Increases evasion. Decreases physical dmg. from enemies with low accuracy.

~ Dash

- T-type <Constant>
- Increases mobility during battle.

~ Vitality

- S-type <Constant>
- Increases max HP.

~ Personal

- S-type <Other>
- Increases mobility in cities and dungeons.

-----

= EX Gem Lv3

- ~ Eternal
  - S-type <Constant>
  - Combine with other ES Skills for different effects.

- ~ Spirit
  - T-type <Constant>
  - Increases max TP.

- ~ Add Combo
  - T-type <Constant>
  - Increases basic combo attack by one.

- ~ Guard Plus
  - S-type <Constant>
  - Decreases the amount of dmg. taken while guarding.

-----

= EX Gem Lv4

- ~ Immunity
  - S-type <Chance>
  - Occasionally avoid receiving status effects from enemy attacks.

- ~ Sky Combo
  - T-type <Constant>
  - Increases midair basic combo by one.

- ~ Ability Plus
  - S-type <Constant>
  - Follow a Special Attack with a second Special Attack.

- ~ Follow-up
  - T-type <Constant>
  - Increases the amount of time the enemy staggers after a hit.

```
      *-----*                               *-----*
+---| 6.1.2] Colette Brunel |-----|---> sx602 <---|----+
      '-----'                               '-----'
```

= EX Gem Lv1

- ~ Strong
  - S-type <Constant>
  - Increases strength. Increases power of physical attacks.

- ~ Tough
  - T-type <Constant>
  - Increases defense. Decreases dmg. from physical attacks.

- ~ Taunt
  - T-type <Constant>
  - Taunt opponents by pressing Z button. Increases U. Attack gauge.

- ~ Sharp-eyed
  - T-type <Constant>
  - Increases accuracy and physical attack dmg. from enemies with low evasion.

-----

= EX Gem Lv2

~ Dodge

- T-type <Constant>
- Increases evasion. Decreases physical dmg. from enemies with low accuracy.

~ Magical

- T-type <Constant>
- Increases intelligence. Increases power of spell attacks.

~ Vitality

- S-type <Constant>
- Increases max HP.

~ Personal

- S-type <Other>
- Increases the duration of Holy Bottle effect.

-----

= EX Gem Lv3

~ Eternal

- S-type <Constant>
- Combine with other ES Skills for different effects.

~ Spirit

- T-type <Constant>
- Increases max TP.

~ Lucky

- T-type <Constant>
- Increases Luck.

~ Resurrect

- S-type <Chance>
- Occasionally revive automatically.

-----

= EX Gem Lv4

~ Immunity

- S-type <Chance>
- Occasionally avoid receiving status effects from enemy attacks.

~ Stat Boost

- T-type <Constant>
- Increases the effect of healing and spell-based status boosts.

~ Angel Song

- S-type <Constant>
- Decreases the casting time of Angel-type spells.

~ Sky Combo

- T-type <Constant>
- Increases midair basic combo by one.

= EX Gem Lv1

~ Magical

- T-type <Constant>
- Increases intelligence. Increases power of spell attacks.

~ Tough

- T-type <Constant>
- Increases defense. Decreases dmg. from physical attacks.

~ Taunt

- T-type <Constant>
- Taunt opponents by pressing Z button. Increases U. Attack gauge.

~ Dodge

- T-type <Constant>
- Increases evasion. Decreases physical dmg. from enemies with low accuracy.

-----

= EX Gem Lv2

~ Spirit

- T-type <Constant>
- Increases max TP.

~ Dash

- T-type <Constant>
- Increases mobility during battle.

~ Personal

- S-type <Other>
- Increases the duration of Holy Bottle effect.

~ Guard Plus

- S-type <Constant>
- Decreases the amount of dmg. taken while guarding.

-----

= EX Gem Lv3

~ Eternal

- S-type <Constant>
- Combine with other ES Skills for different effects.

~ Add Combo

- T-type <Constant>
- Increases basic combo attack by one.

~ Rhythm

- T-type <Constant>
- Press "A" rapidly while casting spells to decrease casting time.

~ E. Guard

- S-type <Constant>

- Increases elemental defense. Decreases dmg. taken from elemental attacks.

-----

= EX Gem Lv4

~ Immunity

- S-type <Chance>
- Occasionally avoid receiving status effects from enemy attacks.

~ Speed Cast

- T-type <Constant>
- Decreases spell casting time.

~ Spell Save

- S-type <Constant>
- Decreases casting time of the same spell if the spell is interrupted by an enemy.

~ Spell Charge

- T-type <Constant>
- Press "A" while delaying a spell. Spell activates at the end of an attack.

```

      *-----*
+---| 6.1.4] Kratos Aurion |-----|--> sx604 <--|-----+
      '-----'

```

= EX Gem Lv1

~ Strong

- S-type <Constant>
- Increases strength. Increases power of physical attacks.

~ Magical

- T-type <Constant>
- Increases intelligence. Increases power of spells attacks.

~ Taunt

- T-type <Constant>
- Taunt opponents by pressing Z button. Increases U. Attack gauge.

~ Dodge

- T-type <Constant>
- Increases evasion. Decreases physical dmg. from enemies with low accuracy.

-----

= EX Gem Lv2

~ Spirit

- T-type <Constant>
- Increases max TP.

~ Dash

- T-type <Constant>
- Increases mobility during battle.

~ Vitality

- S-type <Constant>

- Increases max HP.

~ Personal

- S-type <Other>

- Recover Hp if the character is moving within a town or dungeon.

-----

= EX Gem Lv3

~ Eternal

- S-type <Constant>

- Combine with other ES Skills for different effects.

~ Slasher

- T-type <Constant>

- Increases basic attack combos to six (not linkable to Special Attacks after fourth).

~ Super Chain

- T-type <Constant>

- Able to link Level 1, 2 and 3 special attacks in any order.

~ Guard Plus

- S-type <Constant>

- Decreases the amount of dmg taken while guarding.

-----

= EX Gem Lv4

~ Immunity

- S-type <Chance>

- Occasionally avoid receiving status effects from enemy attacks.

~ Speed Cast

- T-type <Constant>

- Decreases spell casting time.

~ Sky Combo

- T-type <Constant>

- Increases midair basic combo by one.

~ Spell Charge

- T-type <Constant>

- Press "A" while delaying a spell. Spell activates at the end of an attack.

\*-----\* \*-----\*  
+---| 6.1.5] Raine Sage |-----|--> sx605 <--|----+  
'-----'

= EX Gem Lv1

~ Magical

- T-type <Constant>

- Increases intelligence. Increases power of spell attacks.

~ Tough

- T-type <Constant>



- Increases defense. Decreases dmg. from physical attacks.

~ Taunt

- T-type <Constant>

- Taunt opponents by pressing Z button. Increases U. Attack gauge.

~ Dodge

- T-type <Constant>

- Increases evasion. Decreases physical dmg. from enemies with low accuracy.

-----

= EX Gem Lv2

~ Spirit

- T-type <Constant>

- Increases max TP.

~ Neutralizer

- T-type <Chance>

- Occasionally nullifies received dmg.

~ E. Guard

- S-type <Constant>

- Increases elemental defense. Decreases dmg. taken from elemental attacks.

~ Personal

- S-type <Other>

- Increases the duration of Holy Bottle effect.

-----

= EX Gem Lv3

~ Eternal

- S-type <Constant>

- Combine with other ES Skills for different effects.

~ Add Combo

- T-type <Constant>

- Increases basic combo attack by one.

~ Speed Cast

- T-type <Constant>

- Decreases spell casting time.

~ Guard Plus

- S-type <Constant>

- Decreases the amount of dmg. taken while guarding.

-----

= EX Gem Lv4

~ Immunity

- S-type <Chance>

- Occasionally avoid receiving status effects from enemy attacks.

~ Item Pro

- T-type <Constant>

- Decreases the amount of time character is unable to move after using items.

~ Spell Save

- S-type <Constant>

- Decreases casting time of the same spell if the spell is interrupted by an enemy.

~ Happiness

- T-type <End of Battle>

- Occasionally increases the amount of Gald and Experience earned after battles.

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      *-----*
+---| 6.1.6] Sheena Fujibayashi |-----|---> sx606 <---|----+
      '-----'

```

= EX Gem Lv1

~ Strong

- S-type <Constant>

- Increases strength. Increases power of physical attacks.

~ Tough

- T-type <Constant>

- Increases defense. Decreases dmg. from physical attacks.

~ Taunt

- T-type <Constant>

- Taunt opponents by pressing Z button. Increases U. Attack gauge.

~ Sharp-eyed

- T-type <Constant>

- Increases accuracy and physical attack dmg. from enemies with low evasion.

-----

= EX Gem Lv2

~ Dodge

- T-type <Constant>

- Increases evasion. Decreases physical dmg. from enemies with low accuracy.

~ Dash

- T-type <Constant>

- Increases mobility during battle.

~ Vitality

- S-type <Constant>

- Increases max HP.

~ Personal

- S-type <Other>

- Increases mobility in cities and dungeons.

-----

= EX Gem Lv3

~ Eternal

- S-type <Constant>
- Combine with other ES Skills for different effects.

~ Spirit

- T-type <Constant>
- Increases max TP.

~ E. Guard

- S-type <Constant>
- Increases elemental defense. Decreases dmg. taken from elemental attacks.

~ Prolong

- S-type <Constant>
- Increases the duration of Card-type spell effects.

-----

= EX Gem Lv4

~ Guard Plus

- S-type <Constant>
- Decreases the amount of dmg. taken while guarding.

~ Add Combo

- T-type <Constant>
- Increases basic combo attack by one.

~ Immunity

- S-type <Chance>
- Occasionally avoid receiving status effects from enemy attacks.

~ Speed Cast

- T-type <Constant>
- Decreases spell casting time.

```

      *-----*
+---| 6.1.7] Zelos Wilder |-----|--> sx607 <--|----+
      '-----'
  
```

= EX Gem Lv1

~ Strong

- S-type <Constant>
- Increases strength. Increases power of physical attacks.

~ Magical

- T-type <Constant>
- Increases intelligence. Increases power of spells attacks.

~ Taunt

- T-type <Constant>
- Taunt opponents by pressing Z button. Increases U. Attack gauge.

~ Dodge

- T-type <Constant>
- Increases evasion. Decreases physical dmg. from enemies with low accuracy.

-----

= EX Gem Lv2

~ Spirit

- T-type <Constant>
- Increases max TP.

~ Dash

- T-type <Constant>
- Increases mobility during battle.

~ Vitality

- S-type <Constant>
- Increases max HP.

~ Personal

- S-type <Other>
- May receive items when Zelos speaks to a female.

-----

= EX Gem Lv3

~ Eternal

- S-type <Constant>
- Combine with other ES Skills for different effects.

~ Slasher

- T-type <Constant>
- Increases basic attack combos to six (not linkable to Special Attacks after fourth).

~ Super Chain

- T-type <Constant>
- Able to link Level 1, 2 and 3 special attacks in any order.

~ Guard Plus

- S-type <Constant>
- Decreases the amount of dmg taken while guarding.

-----

= EX Gem Lv4

~ Immunity

- S-type <Chance>
- Occasionally avoid receiving status effects from enemy attacks.

~ Speed Cast

- T-type <Constant>
- Decreases spell casting time.

~ Sky Combo

- T-type <Constant>
- Increases midair basic combo by one.

~ Spell Charge

- T-type <Constant>
- Press "A" while delaying a spell. Spell activates at the end of an attack.

= EX Gem Lv1

~ Strong

- S-type <Constant>
- Increases strength. Increases power of physical attacks.

~ Tough

- T-type <Constant>
- Increases defense. Decreases dmg. from physical attacks.

~ Taunt

- T-type <Constant>
- Taunt opponents by pressing Z button. Increases U. Attack gauge.

~ Sharp-eyed

- T-type <Constant>
- Increases accuracy and physical attack dmg. from enemies with low evasion.

-----

= EX Gem Lv2

~ Rear Guard

- T-type <Constant>
- Able to guard attacks from the back.

~ Dash

- T-type <Constant>
- Increases mobility during battle.

~ Vitality

- S-type <Constant>
- Increases max HP.

~ Personal

- S-type <Other>
- Able to find food items in dungeons.

-----

= EX Gem Lv3

~ Eternal

- S-type <Constant>
- Combine with other ES Skills for different effects.

~ Endure

- T-type <Constant>
- Decreases amount of time needed to recover from a stagger hit.

~ P. Charge

- T-type <Constant>
- Hold A to temporarily increase attack power.

~ Guard Plus

- S-type <Constant>

- Decreases the amount of dmg. taken while guarding.

-----

= EX Gem Lv4

~ Immunity

- S-type <Chance>
- Occasionally avoid receiving status effects from enemy attacks.

~ Heavy Hit

- T-type <Constant>
- Increases probability of stunning enemies.

~ Savior

- S-type <Constant>
- Increases stats when alone in battle.

~ Revive

- T-type <Constant>
- Automatically recovers some Hp when near death.

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      *-----*
+---| 6.1.9] Regal Bryant |-----|---> sx609 <---|----+
      '-----'

```

= EX Gem Lv1

~ Strong

- S-type <Constant>
- Increases strength. Increases power of physical attacks.

~ Tough

- T-type <Constant>
- Increases defense. Decreases dmg. from physical attacks.

~ Taunt

- T-type <Constant>
- Taunt opponents by pressing Z button. Increases U. Attack gauge.

~ Sharp-eyed

- T-type <Constant>
- Increases accuracy and physical attack dmg. from enemies with low evasion.

-----

= EX Gem Lv2

~ Dodge

- T-type <Constant>
- Increases evasion. Decreases physical dmg. from enemies with low accuracy.

~ Dash

- T-type <Constant>
- Increases mobility during battle.

~ Vitality

- S-type <Constant>
- Increases max HP.

- ~ Personal
  - S-type <Other>
  - Prices at shops decrease to 90% and sold items increase to 110%.

-----

= EX Gem Lv3

- ~ Eternal
  - S-type <Constant>
  - Combine with other ES Skills for different effects.

- ~ Spirit
  - T-type <Constant>
  - Increases max TP.

- ~ Add Combo
  - T-type <Constant>
  - Increases basic combo attack by one.

- ~ Guard Plus
  - S-type <Constant>
  - Decreases the amount of dmg. taken while guarding.

-----

= EX Gem Lv4

- ~ Immunity
  - S-type <Chance>
  - Occasionally avoid receiving status effects from enemy attacks.

- ~ Sky Combo
  - T-type <Constant>
  - Increases midair basic combo by one.

- ~ Guilt
  - S-type <Constant>
  - Increases stats when Presea is on the battlefield.

- ~ Flash
  - T-type <Constant>
  - Impervious to stagger when hit between combo attacks.

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====-- 6.2] Compound EX skills ~~~~~

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All the Compound EX skills are in Alphabetical order. All these were tested so I'm 100% sure they will all work.

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*-----*
+---| 6.2.1] Lloyd Irving |-----|---> sx611 <---|---+
    '-----'

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o-----+-----+-----o
| Name           | Combination     | Effects         |

```

Aerial Guard	3 Guard Plus	Possible to guard in midair.
	4 Immunity	
	4 Sky Combo	
B. Guard	1 Sharp-eyed	Avoid staggering if hit during a
	2 Dash	backstep (not always effective).
C. Combo	3 Guard Plus	Able to link combo attacks to counters.
	4 Ability Plus	
	4 Follow-up	
Counter	3 Guard Plus	Quickly press A after blocking an attack
	4 Follow-up	to retaliate without any lag time.
Critical Up	1 Strong	Increases chance of a Critical Hit.
	2 Personal	
EX Attack	1 Strong	Increases amount of damage dealt against
	1 Tough	guarding enemies.
EX Defend	2 Dodge	Occasionally avoids staggering when hit
	2 Vitality	with physical attacks (not always
		effective).
EXP Plus	1 Taunt	Increases amount of XP earned.
	2 Personal	
	3 Eternal	
Jump Combo	1 Sharp-eyed	Able to link attacks after landing from
	3 Add Combo	a jump attack.
	4 Follow-up	
L. Unison	1 Taunt	The Unison Attack Gauge sometimes stays
	2 Personal	full after a Unison Attack.
Life Up	2 Vitality	Max HP increases very occasionally.
	3 Eternal	
Over Limit	2 Personal	Over Limit time is increased.
	3 Eternal	
Phys. Status	3 Eternal	Prevents physical ailments.
	4 Immunity	
Quick Turn	1 Tough	Able to turn around instantly even when
	2 Dash	dashing.
Rebound	1 Sharp-eyed	Able to attack after recovering from a
	4 Sky Combo	midair hit.
Relax	2 Dodge	Recover TP during battle if no action is
	3 Spirit	taken for a while.
Run Away!	1 Taunt	Reduces the amount of time needed to
	2 Dash	escape.
Self Cure	1 Tough	Recover from status effects
	2 Vitality	automatically.
	4 Immunity	



Sky Attack	4 Sky Combo 4 Ability Plus	Some special attacks can be used in the air.
Spirit Up	3 Spirit 3 Eternal	Max TP increases very occasionally.
T. Cancel	1 Taunt 2 Dodge	Able to cancel Taunt by guarding.
Technical	3 Spirit 3 Add Combo 4 Follow-up	Reduces the amount of TP consumed during battle.
Unison Force	1 Tough 3 Eternal	Increases Unison Attack power.

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6.2.2] Colette Brunel |-----|--> sx612 <--|-----+

'-----'

Name	Combination	Effects
Angel's Tear	3 Eternal 3 Resurrect 4 Stat Boost 4 Angel Song	Revive automatically once per battle.
Battle Cry	2 Personal 4 Stat Boost 4 Sky Combo	Character status increases at the start of the battle.
C. Counter	1 Strong 3 Eternal	Damage increases when attacks hits an attacking enemy.
Critical Up	1 Strong 1 Tough	Increases chances of a Critical Hit.
EXP Plus	1 Taunt 2 Personal 3 Eternal	Increases amount of XP earned.
EXP Plus A	1 Taunt 2 Personal 3 Eternal 4 Angel Song	Increases the party's earned XP (cannot be combined with other XP EX Skills.)
Gald Finder	1 Sharp-eyed 2 Dodge	Occasionally increases amount of Gald earned after battle.
Item Finder	1 Tough 1 Sharp-eyed	Increases chances of finding items after battle.
Item Getter	1 Sharp-eyed 2 Magical 3 Lucky 4 Stat Boost	Guaranteed to steal items when using Item Thief and Item Rover.

Life Thief	2 Vitality 4 Stat Boost	Recover HP in relation to the number of successful hits landed in a combination.
Life Up	2 Vitality 3 Eternal	Max HP increases very occasionally.
L. Unison	1 Taunt 2 Personal	The Unison Attack Gauge Occasionally stays full after a Unison Attack.
Nullify	2 Dodge 2 Vitality	Occasionally nullifies received damage.
Over Limit	2 Personal 3 Eternal	Over Limit time is increased.
Phys. Status	3 Eternal 4 Immunity	Prevents physical ailments.
Pow Hammer	1 Sharp-eyed 3 Lucky	Occasionally counter with Pow Hammer when attacked.
Reflect	1 Tough 4 Immunity	Occasionally reflect the damage back against the enemy.
Regenerate	1 Strong 1 Taunt	Recover HP and TP during battle if no action is taken for a while.
Resilience	2 Magical 3 Resurrect 4 Angel Song	Prevent from staggering while casting Angel-type spells.
Spirit Thief	3 Spirit 4 Stat Boost	TP recovers in relation to the number of successful hits landed in a combination.
Spirit Up	3 Eternal 3 Spirit	Max TP sometimes increases after battle.
S. Guard	3 Eternal 3 Lucky 4 Immunity 4 Angel Song	Nullifies all physical ailments.
Super Guard	1 Tough 3 Resurrect	No damage taken if the special guard is used when the character's HP is low.
T. Cancel	1 Taunt 2 Dodge	Able to cancel Taunt by guarding.

\*-----\*

+---| 6.2.3] Genis Sage |-----|--> sx613 <---|---+  
 '-----'

Name	Combination	Effects
Air Brake	1 Taunt 3 Add Combo	Increases the amount of time the enemy staggers when hit with a midair attack.

Blood Spirit	1 Magical	TP recovers when damaged.
	2 Guard Plus	
	3 E. Guard	
Concentrate	3 Rhythm	Avoid staggering while casting.
	4 Speed Cast	
	4 Spell Save	
	4 Spell Charge	
E. Block	2 Guard Plus	Avoids staggering when hit with an
	3 E. Guard	elemental attack (not always effective).
EXP Plus	1 Taunt	Increases amount of XP earned.
	2 Personal	
	3 Eternal	
Hard Hit	2 Dash	Increases the amount of time the enemy
	3 Add Combo	staggers when hit with a basic attack.
Lucky Soul	1 Magical	Occasionally recover TP when the
	2 Personal	character is knocked to the ground.
L. Unison	1 Taunt	The Unison Attack Gauge occasionally
	2 Personal	stays full after a Unison Attack.
Magic Boost	1 Magical	Occasionally increases the effect of
	1 Tough	spells.
Mag. Status	3 E. Guard	Prevents magical ailments.
	4 Immunity	
Nimble Mage	3 Add Combo	Able to move around immediately after a
	4 Spell Charge	spell has been cast.
Over Limit	2 Personal	Over Limit time is increased.
	3 Eternal	
Phys. Status	3 Eternal	Prevents physical ailments.
	4 Immunity	
Randomizer	1 Tough	Randomizes spell casting time.
	3 Rhythm	
Reducer	3 Rhythm	Decreases TP consumption when spell is
	4 Speed Cast	used twice in a row.
Relax	1 Dodge	Recover TP during battle if no action is
	2 Spirit	taken for a while.
Reprise	2 Dash	Reduce casting time of a spell the
	4 Spell Save	second time it is used in a row.
Roll	1 Tough	Decreases amount of incidental damage
	2 Dash	taken when knocked to the ground.
Self Cure	1 Magical	Recover from status effects
	3 E. Guard	automatically.
	4 Immunity	

Spell Defense	2 Guard Plus 4 Spell Save 4 Spell Charge	May avoid staggering when hit with an elemental attack during Spell Charge.
Spirit Up	2 Spirit 3 Eternal	Max TP increases very occasionally.
T. Cancel	1 Taunt 1 Dodge	Able to cancel Taunt by guarding.
Technical	1 Magical 2 Spirit	Reduced the amount of TP consumed during battle.

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6.2.4] Kratos Aurion |-----|> sx614 <-----|

'-----'

Name	Combination	Effects
Aerial Guard	3 Guard Plus 4 Immunity 4 Sky Combo	Possible to guard in midair.
Aerial Spell	4 Speed Cast 4 Sky Combo 4 Spell Charge	Cast a basic spell immediately after a midair attack.
B. Guard	2 Spirit 2 Dash	Avoid staggering if hit during a backstep (not always effective).
Chivalry	1 Strong 3 Slasher	Character status increases depending on number of females in battle.
Combo Force	1 Taunt 3 Slasher	Increases damage of combo hits.
Concentrate	3 Super Chain 4 Speed Cast 4 Spell Charge	Avoid staggering while casting.
Critical Up	1 Strong 2 Personal	Increases chances of a Critical Hit.
Dash Guard	1 Magical 2 Dash 3 Guard Plus	Avoid staggering when hit with magic while dashing (not always effective).
EX Attack	2 Dash 2 Personal	Increases amount of damage dealt against guarding enemies.
EX Defend	1 Dodge 2 Vitality	Occasionally avoids staggering when hit with physical attacks (not always effective).
EXP Plus	1 Taunt 2 Personal	Increases amount of XP earned.

	3 Eternal	
Healing	2 Vitality 3 Guard Plus	HP recovers during battle if character stands still.
Landing	3 Super Chain 4 Sky Combo	Decreases amount of time character is unable to move after landing.
Life Up	2 Vitality 3 Eternal	Max HP increases very occasionally.
Over Limit	2 Personal 3 Eternal	Over Limit time is increased.
Phys. Status	3 Eternal 4 Immunity	Prevents physical ailments.
Reprise	1 Magical 2 Personal	Reduce casting time of a spell the second time it is used in a row.
Skill Boost	1 Magical 2 Spirit	Increases effectiveness and TP consumption of skills.
Solid Guard	1 Dodge 3 Guard Plus	Decreases amount of damage taken when guarding for a set period of time.
Spell Revenge	3 Guard Plus 4 Speed Cast 4 Spell Charge	Cast a novice spell while knocked away to execute a spell in midair.
Super Blast	3 Eternal 3 Slasher 3 Super Chain	Able to connect Special Attacks after sixth hit of Slasher.
T. Guard	1 Strong 1 Taunt	Impervious to stagger if hit during a taunt (not always effective).

\*-----\*

----| 6.2.5] Raine Sage |-----|> sx615 <----|

'-----'

Name	Combination	Effects
Anti-Elem	2 Neutralizer 2 E. Guard	Occasionally reduce elemental damage by half.
Auto Aid	3 Guard Plus 4 Item Pro	Occasionally cast First Aid automatically when damaged.
Concentrate	3 Speed Cast 4 Item Pro 4 Spell Save 4 Happiness	Avoid staggering while casting.
E. Block	2 E. Guard 3 Guard Plus	Avoid staggering when hit with an elemental attack (not always effective).

EXP Plus	1 Taunt	Increases amount of XP earned.
	2 Personal	
	3 Eternal	
~~~~~+		
Hard Hit	3 Add Combo	Increases the amount of time the enemy
	3 Speed Cast	staggeres when hit with a basic attack.
~~~~~+		
Item Master	2 Neutralizer	Increases the effectiveness of items
	4 Item Pro	used on Raine during a battle.
	4 Happiness	
~~~~~+		
Lucky Magic	2 Neutralizer	Occasionally cast magic without
	4 Happiness	consuming TP.
~~~~~+		
Lucky Soul	1 Magical	Occasionally recover TP when the
	3 Add Combo	character is knocked to the ground.
~~~~~+		
L. Unison	1 Taunt	The Unison Attack Gauge occasionally
	2 Personal	stays full after a Unison Attack.
~~~~~+		
Magic Boost	1 Magical	Occasionally increases the effect of
	1 Tough	spells.
~~~~~+		
Mag. Status	2 E. Guard	Prevents magical ailments.
	4 Immunity	
~~~~~+		
Nimble Mage	2 Personal	Able to move around immediately after a
	3 Speed Cast	spell has been cast.
~~~~~+		
Over Limit	2 Personal	Over Limits time is increased.
	3 Eternal	
~~~~~+		
Phys. Status	3 Eternal	Prevents physical ailments.
	4 Immunity	
~~~~~+		
Quick Spell	2 Neutralizer	Occasionally use a spell without any
	4 Spell Save	casting time.
	4 Happiness	
~~~~~+		
Reducer	3 Add Combo	Decreases TP consumption when spell is
	4 Spell Save	used twice in a row.
~~~~~+		
Relax	1 Dodge	Recover TP during battle if no action is
	2 Spirit	taken for a while.
~~~~~+		
Self Cure	1 Tough	Recover from status effects
	2 E. Guard	automatically.
	4 Immunity	
~~~~~+		
Spirit Up	2 Spirit	Max TP increases very occasionally.
	3 Eternal	
~~~~~+		
T. Cancel	1 Taunt	Able to cancel Taunt by guarding.
	1 Dodge	
~~~~~+		
Technical	2 Spirit	Reduces the amount of TP consumed during
	4 Item Pro	battle.
~~~~~+		
Unison Force	1 Tough	Increases Unison Attacks power.
	3 Eternal	

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+---| 6.2.6] Sheena Fujibayashi |-----|--> sx616 <--|---+
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Name	Combination	Effects
Anti-Elem	3 E. Guard 4 Add Combo 4 Immunity	Occasionally reduce elemental damage by half.
Blood Spirit	3 Prolong 4 Guard Plus 4 Speed Cast	TP recovers when damaged.
Combo Force	2 Dash 4 Add Combo	Increases damage of combo hits.
Critical Up	1 Sharp-eyed 3 Eternal	Increases chances of a Critical Hit.
E. Plus	3 Eternal 3 E. Guard 4 Speed Cast	Increases damage of elemental attacks.
EX Attack	1 Strong 1 Tough	Increases amount of damage dealt against guarding enemies.
EX Defend	2 Dodge 2 Vitality	Occasionally avoids staggering when hit with physical attacks (not always effective).
EXP Plus	1 Taunt 2 Personal 3 Eternal	Increases amount of XP earned.
Hard Hit	2 Dash 3 Prolong	Increases the amount of time the enemy staggers when hit with a basic attack.
Jump Combo	1 Tough 4 Add Combo	Able to link attacks after landing from a jump attack.
Life Drain	1 Strong 2 Vitality 3 E. Guard	Increases the amount of HP drained by Life Seal.
Life Up	2 Vitality 3 Eternal	Max HP increases very occasionally.
L. Unison	1 Taunt 2 Personal	The Unison Attack Gauge sometimes stays full after a Unison Attack.
M. Guardian	3 E. Guard 4 Guard Plus	Reduces the amount of damage taken while using the special guard.
Over Limit	2 Personal 3 Eternal	Over Limits time is increased.

Phys. Status	3 Eternal 4 Immunity	Prevents physical ailments.
Quick Turn	2 Dash 4 Speed Cast	Able to turn around instantly even when dashing.
Spirit Drain	1 Strong 3 Spirit 3 E. Guard	Increases the amount of TP drained by Spirit Seal.
Spirit Healer	3 Spirit 4 Guard Plus	Increases amount of TP recovered after a battle.
Spirit Up	3 Eternal 3 Spirit	Max TP increases very occasionally.
T. Cancel	1 Taunt 2 Dodge	Able to cancel Taunt by guarding.
T. Guard	1 Strong 1 Taunt	Impervious to stagger if hit during a taunt (not always effective).
Unison Force	1 Tough 3 Eternal	Increases Unison Attack power.

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6.2.7] Zelos Wilder |-----|--> sx617 <--|-----+

'-----'

Name	Combination	Effects
Aerial Guard	3 Guard Plus 4 Immunity 4 Sky Combo	Possible to guard in midair.
Aerial Spell	4 Speed Cast 4 Sky Combo 4 Spell Charge	Cast a basic spell immediately after a midair attack.
B. Guard	2 Spirit 2 Dash	Avoid staggering if hit during a backstep (not always effective).
Chivalry	1 Strong 3 Slasher	Character status increases depending on number of females in battle.
Combo Force	1 Taunt 3 Slasher	Increases damage of combo hits.
Concentrate	3 Super Chain 4 Speed Cast 4 Spell Charge	Avoid staggering while casting.
Critical Up	1 Strong 2 Personal	Increases chances of a Critical Hit.
Dash Guard	1 Magical	Avoid staggering when hit with magic



	2 Dash	while dashing (not always effective).
	3 Guard Plus	
EX Attack	2 Dash 2 Personal	Increases amount of damage dealt against guarding enemies.
EX Defend	1 Dodge 2 Vitality	Occasionally avoids staggering when hit with physical attacks (not always effective).
EXP Plus	1 Taunt 2 Personal 3 Eternal	Increases amount of XP earned.
Healing	2 Vitality 3 Guard Plus	HP recovers during battle if character stands still.
Landing	3 Super Chain 4 Sky Combo	Decreases amount of time character is unable to move after landing.
Life Up	2 Vitality 3 Eternal	Max HP increases very occasionally.
Over Limit	2 Personal 3 Eternal	Over Limit time is increased.
Phys. Status	3 Eternal 4 Immunity	Prevents physical ailments.
Reprise	1 Magical 2 Personal	Reduce casting time of a spell the second time it is used in a row.
Skill Boost	1 Magical 2 Spirit	Increases effectiveness and TP consumption of skills.
Solid Guard	1 Dodge 3 Guard Plus	Decreases amount of damage taken when guarding for a set period of time.
Spell Revenge	3 Guard Plus 4 Speed Cast 4 Spell Charge	Cast a novice spell while knocked away to execute a spell in midair.
Super Blast	3 Eternal 3 Slasher 3 Super Chain	Able to connect Special Attacks after sixth hit of Slasher.
T. Guard	1 Strong 1 Taunt	Impervious to stagger if hit during a taunt (not always effective).

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---| 6.2.8] Presea Combatir |-----|--> sx618 <---|---+  
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Name	Combination	Effects
Aerial Guard	1 Sharp-eyed 2 Rear Guard	Possible to guard in midair.

Critical Up	1 Strong 2 Personal	Increases chance of a Critical Hit.
EX Attack	1 Strong 2 Dash	Increases amount of damage dealt against guarding enemies.
EXP Plus ST	2 Personal 3 Endure 4 Revive	Increases XP earned depending on amount of HP left at the end of battle.
Glory	2 Vitality 3 Endure 3 Guard Plus 4 Revive	Avoid staggering when hit (not always effective).
G. Breaker	3 P. Charge 4 Savior	Guard Breaks enemy defenses during P. Charge.
Healing	2 Rear Guard 4 Revive	HP recovers during battle if character stands still.
Hot Shot	1 Taunt 4 Revive	Recover HP during taunt.
Life Up	2 Vitality 3 Eternal	Max HP increases very occasionally.
L. Unison	1 Taunt 2 Personal	The Unison Attack Gauge sometimes stays full after a Unison Attack.
Nullify	3 Endure 4 Savior	Occasionally nullifies received damage.
Over Charge	1 Taunt 3 P. Charge	Increases strength of P. Charge, but sometimes fails.
Over Limit	2 Personal 3 Eternal	Over Limit time is increased.
Phys. Status	3 Eternal 4 Immunity	Prevents physical ailments.
Power Dash	1 Sharp-eyed 2 Dash 3 P. Charge	Avoid staggering while dashing during P. Charge (not always effective).
P. Defense	3 Guard Plus 3 P. Charge	Avoid staggering when hit with non-elemental attacks during P. Charge.
Rebound	1 Sharp-eyed 3 Guard Plus	Able to attack after recovering from a midair hit.
Self Cure	1 Tough 2 Vitality 4 Immunity	Recover from status effects automatically.
Solid Guard	2 Rear Guard 3 Guard Plus	Decreases amount of damage taken when guarding for a set period of time.

Suppress	2 Vitality	Nullifies damage proportional to the character's maximum HP.
	3 Guard Plus	
	4 Heavy Hit	
Survivor	1 Tough	One HP always remain if the Defensive Special Attack is used.
	3 Endure	
	4 Immunity	
	4 Savior	
T. Guard	1 Strong	Impervious to stagger if hit during a taunt (not always effective).
	1 Taunt	
Unison Force	1 Tough	Increases Unison Attacks power.
	3 Eternal	
Variable	1 Strong	Attack power fluctuates depending on HP.
	4 Heavy Hit	

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+---| 6.2.9] Regal Bryant |-----|> sx619 <---|---+
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Name	Combination	Effects
Aerial Guard	3 Guard Plus	Possible to guard in midair.
	4 Immunity	
	4 Sky Combo	
Aerial Jump	3 Add Combo	Jump in midair.
	4 Flash	
Armor	1 Strong	Avoid staggering when hit in the first hit of a basic combo (not always effective).
	3 Guard Plus	
B. Guard	2 Dash	Avoid staggering if hit during a backstep (not always effective).
	3 Guard Plus	
Combo Force	4 Sky Combo	Increases damage of combo hits.
	4 Flash	
Counter	2 Vitality	Quickly press A after blocking an attack to retaliate without any lag time.
	4 Flash	
C. Combo	2 Vitality	Able to link combo attacks to counters.
	4 Guilt	
	4 Flash	
EX Attack	1 Strong	Increases amount of damage dealt against guarding enemies.
	1 Tough	
EX Defend	2 Dodge	Occasionally avoids staggering when hit with physical attacks (not always effective).
	2 Vitality	
EXP Plus	1 Taunt	Increases amount of XP earned.
	2 Personal	

	3 Eternal	
Glory	2 Vitality	Avoid staggering when hit (not always
	3 Guard Plus	effective).
	4 Guilt	
	4 Flash	
Healer Taunt	1 Taunt	Recover HP and TP during taunt.
	4 Guilt	
HP Recover	1 Tough	Slowly recovers half the amount of the
	3 Eternal	last hit.
Jump Combo	1 Sharp-eyed	Able to link attacks after landing from
	4 Sky Combo	a jump attack.
Life Up	2 Vitality	Max HP increases very occasionally.
	3 Eternal	
L. Unison	1 Taunt	The Unison Attack Gauge sometimes stays
	2 Personal	full after a Unison Attack.
M. Guardian	2 Dodge	Reduces the amount of damage taken
	3 Guard Plus	when using the special guard.
Over Limit	2 Personal	Over Limit time is increased.
	3 Eternal	
Phys. Status	2 Vitality	Prevents physical ailments.
	3 Eternal	
	4 Immunity	
Quick Turn	1 Tough	Able to turn around instantly even when
	2 Dash	dashing.
Rebound	3 Guard Plus	Able to attack after recovering from a
	4 Sky Combo	midair hit.
Relax	2 Dodge	Recover TP during battle if no action is
	3 Spirit	taken for a while.
Spirit Up	3 Spirit	Max TP increases very occasionally.
	3 Eternal	
T. Cancel	1 Taunt	Able to cancel Taunt by guarding.
	2 Dash	

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 ) ( 7] Tech/Magic List ( ) sx700 ) (  
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I'll be displaying in this section all the techs and/or magic of all the characters. There are five types of techs, and those are the following:

- Basic Techs: These are the basic techs that you learn by leveling up, no matter what happens.

- T-type Techs: You have to be T-type. You learn these after leveling up and after a certain basic or T-type usage.

- S-type Techs: You have to be S-type. You learn these after leveling up and after a certain basic or S-type usage.

- Advanced Techs: You can be either T-type or S-type. You learn these by leveling up and after a certain basic and T-type/S-type usage. Example: Demonic Thrust. Requirements: All Demon Fang and Sonic Thrust x50. This means you have to use Demon Fang and Double Demon Fang/Fierce Demon Fang (any of these, since you can't have both) 50 times, but you also have to use Sonic Thrust and Hurricane Thrust/Super Sonic Thrust also 50 times. You got that? I hope so.

- Special Techs: You learn these Techs throughout the game.

- Secret Techs: You'll be able to use these after meeting certain requirements. Check them for more info.

=====  
 ===== 7.1] Lloyd Irving ~~~~~ sx701 =====  
 =====

= Basic Techs

Name	Level	Requirements
Demon Fang	01   None	
Sonic Thrust	04   None	
Sword Rain	07   None	
Tiger Blade	09   None	
Tempest	11   None	
Beast	14   None	
Raising Falcon	40   None	

= T-type Techs

Name	Level	Requirements
Double Demon Fang	16   Demon Fang x50	
Hurricane Thrust	18   Sonic Thrust x50	
Sword Rain: Alpha	21   Sword Rain x50	
Omega Tempest	24   Tempest x50	
Tiger Rage	27   Tiger Blade x50	
Raging Beast	30   Beast x50	
Demonic Chaos	50   Double Demon Fang x50	

-----+-----+-----  
Sword Rain: Beta | 59 | Sword Rain: Alpha x50  
~~~~~+~~~~~+~~~~~

= S-type Techs

| Name               | Level | Requirements          |
|--------------------|-------|-----------------------|
| Fierce Demon Fang  | 16    | Demon Fang x50        |
| Super Sonic Thrust | 18    | Sonic Thrust x50      |
| Sonic Sword Rain   | 21    | Sword Rain x50        |
| Psi Tempest        | 24    | Tempest x50           |
| Heavy Tiger Blade  | 27    | Tiger Blade x50       |
| Hunting Beast      | 30    | Beast x50             |
| Demonic Circle     | 50    | Fierce Demon Fang x50 |
| Twin Tiger Blade   | 54    | Heavy Tiger Blade x50 |

= Advanced Techs

| Name                | Level | Requirements                              |
|---------------------|-------|-------------------------------------------|
| Demonic Thrust      | 32    | All Demon Fang and Sonic Thrust Techs x50 |
| Demonic Tiger Blade | 35    | All Demon Fang and Tiger Blade Techs x50  |
| Tempest Thrust      | 38    | All Tempest and Sonic Thrust Techs x50    |
| Tempest Beast       | 41    | All Tempest and Beast Techs x50           |
| Raining Tiger Blade | 44    | All Sword Rain and Tiger Blade Techs x50  |
| Beast Sword Rain    | 47    | All Beast and Sword Rain Techs x50        |

= Special Techs

| Name     | Level | Requirements                              |
|----------|-------|-------------------------------------------|
| Guardian | xx    | Reach Triet Ruins with Kratos and company |

= Secret Techs

| Name             | Level | Requirements                                                       |
|------------------|-------|--------------------------------------------------------------------|
| Rising Phoenix   | xx    | Use Rising Falcon 200 times with a Fire-type weapon equipped       |
| Grave Blade      | xx    | Use Fierce Demon Fang 200 times with an Earth-type weapon equipped |
| Lightning Thrust | xx    | Use Sonic Thrust 200 times with a                                  |

|                       |    |                                                                                                    |
|-----------------------|----|----------------------------------------------------------------------------------------------------|
|                       |    | Lightning-type weapon equipped                                                                     |
| Lightning Tiger Blade | xx | Use Tiger Blade 200 times with a Lightning-type weapon equipped                                    |
| Falcon's Crest        | xx | Press A, B, and X simultaneously when Lloyd's is less than 16% HP with the Material Blade equipped |

=====  
 ==--== 7.2] Colette Brunel ~~~~~ sx702 ==--==  
 =====

= Basic Techs

| Name           | Level | Requirements |
|----------------|-------|--------------|
| Ray Thrust     | 01    | None         |
| Pow Hammer     | 08    | None         |
| Item Thief     | 10    | None         |
| Ring Whirlwind | 12    | None         |

= T-type Techs

| Name              | Level | Requirements        |
|-------------------|-------|---------------------|
| Dual Ray Thrust   | 15    | Ray Thrust x50      |
| Pow Pow Hammer    | 18    | Pow Hammer x50      |
| Triple Ray Thrust | 36    | Dual Ray Thrust x50 |
| Ring Cyclone      | 40    | Ring Whirlwind x50  |
| Hammer Rain       | 44    | Pow Pow Hammer x50  |

= S-type Techs

| Name                 | Level | Requirements       |
|----------------------|-------|--------------------|
| Ray Satellite        | 15    | Ray Thrust x50     |
| Para Ball            | 18    | Pow Hammer x50     |
| Triple Ray Satellite | 36    | Ray Satellite x50  |
| Whirlwind Rush       | 40    | Ring Whirlwind x50 |
| Torrential Para Ball | 44    | Para Ball x50      |

= Advanced Techs

| Name           | Level | Requirements                                |
|----------------|-------|---------------------------------------------|
| Item Rover     | 28    | Item Thief x50                              |
| Grand Chariot  | 32    | All Pow Hammer and Ray Thrust Techs x50     |
| Stardust Cross | 50    | All Pow Hammer and Ring Whirlwind Techs x50 |

= Special Techs

| Name           | Level | Requirements                                              |
|----------------|-------|-----------------------------------------------------------|
| Damage Guard   | xx    | Reach Triet Ruins with Kratos and company                 |
| Angel Feathers | xx    | After unlocking the fire seal                             |
| Holy Song      | xx    | After unlocking the third seal                            |
| Sacrifice      | xx    | After unlocking the fourth and final seal                 |
| Judgment       | xx    | After the events at the Tower of Salvation<br>(Sylvarant) |

= Secret Techs

| Name          | Level | Requirements                                              |
|---------------|-------|-----------------------------------------------------------|
| Toss Hammer   | xx    | Random after using Pow Hammer 200 times                   |
| Ice Hammer    | xx    | Use Pow Hammer 200 times with Ice-type weapon<br>equipped |
| Holy Judgment | xx    | Random after using Holy Song and Judgment 50<br>times     |

=====  
 ===== 7.3] Genis Sage ~~~~~ sx703 =====  
 =====

Since Genis has a lot of Spells, I'll be putting the element of each spell beside it in parenthesis, so you know what element each spell is. Also, some spells have 2 elements. Example: Raging Mist. Requirements: Eruption and Spread. I'll put first the element it is. Like Raging Mist (F,W). It has both, since you need both elemental spells in order to learn it, but it's original element is Fire. Another thing to point is that some spells don't have a certain number of usage. You only need to have the correct spells and wait until it unlocks.

- Fire (F)
- Water (W)
- Air (A)
- Light (L)
- Thunder (T)
- Earth (E)
- Ice (I)



- Non-elemental (N/E)

= Basic Spells

| Name             | Level | Requirements |
|------------------|-------|--------------|
| Fire Ball (F)    | 01    | None         |
| Stone Blast (E)  | 03    | None         |
| Wind Blade (A)   | 05    | None         |
| Aqua Edge (W)    | 07    | None         |
| Lightning (T)    | 09    | None         |
| Icicle (I)       | 11    | None         |
| Dreaded Wave (E) | 32    | None         |

= T-type Techs

| Name               | Level | Requirements                         |
|--------------------|-------|--------------------------------------|
| Stalagmite (E)     | 14    | Stone Blast (E) x50                  |
| Spread (W)         | 17    | Aqua Edge (W) x50                    |
| Air Thrust (A)     | 20    | Wind Blade (A) x50                   |
| Eruption (F)       | 23    | Fire Ball (F) x50                    |
| Thunder Blade (T)  | 26    | Lightning (T) x50                    |
| Ice Tornado (I)    | 29    | Icicle (I) x50                       |
| Raging Mist (F,W)  | 35    | Eruption (F) and Spread (W)          |
| Tidal Wave (W)     | 38    | Spread (W) x50                       |
| Gravity Well (N/E) | 42    | Thunder Blade (T) and Stalagmite (E) |
| Ground Dasher (E)  | 46    | Stalagmite (E)                       |
| Cyclone (A)        | 50    | Air Thrust x50                       |
| Explosion (F)      | 56    | Eruption x50                         |
| Indignation (T)    | 60    | Thunder Blade x50                    |

= S-type Techs

| Name           | Level | Requirements        |
|----------------|-------|---------------------|
| Grave (E)      | 14    | Stone Blast (E) x50 |
| Aqua Laser (W) | 17    | Aqua Edge (W) x50   |

|                     |    |                                    |
|---------------------|----|------------------------------------|
| Air Blade (A)       | 20 | Wind Blade (A) x50                 |
| Flame Lance (F)     | 23 | Fire Ball (F) x50                  |
| Spark Wave (T)      | 26 | Lightning (T) x50                  |
| Freeze Lancer (I)   | 29 | Icicle (I) x50                     |
| Spiral Flare (F,A)  | 35 | Flame Lance (F) and Air Blade (A)  |
| Thunder Arrow (T,F) | 40 | Spark Wave (T) and Flame Lance (F) |
| Absolute (I,E)      | 44 | Freeze Lancer (I) and Grave (E)    |
| Atlas (W,A)         | 48 | Aqua Laser (W) and Air Blade (A)   |
| Earth Bite (E,T)    | 53 | Grave (E) and Spark Wave (T)       |
| Prism Sword (L)     | 58 | Absolute (I,E) and Atlas (W,A)     |

= Special Techs

| Name         | Level | Requirements                                                                                 |
|--------------|-------|----------------------------------------------------------------------------------------------|
| Force Field  | xx    | Reach Triet Ruins with Kratos and company                                                    |
| Meteor Storm | xx    | Talk to Elf on the E part of the first area<br>in Heimdall after the destruction of the town |

= Secret Techs

| Name                     | Level          | Requirements                                                             |
|--------------------------|----------------|--------------------------------------------------------------------------|
| Indignation Judgment (T) | Over  <br>  60 | Use Indignation 50+ times and when in<br>Overlimit, use it one more time |

=====  
 ===== 7.4] Kratos Aurion ~~~~~ sx704 =====  
 =====

Same as Genis here, Kratos also has spells, so I'll be putting the element beside each spell.

- Fire (F)
- Water (W)
- Air (A)
- Light (L)
- Thunder (T)
- Earth (E)
- Ice (I)
- Non-elemental (N/E)

= Basic Spells

| Name | Level | Requirements |
|------|-------|--------------|
|------|-------|--------------|

|                   |    |      |
|-------------------|----|------|
| Demon Fang        | 01 | None |
| -----+-----+----- |    |      |
| Sonic Thrust      | 01 | None |
| -----+-----+----- |    |      |
| Fire Ball (F)     | 01 | None |
| -----+-----+----- |    |      |
| First Aid         | 01 | None |
| -----+-----+----- |    |      |
| Wind Blade (A)    | 08 | None |
| -----+-----+----- |    |      |
| Stone Blast (E)   | 10 | None |
| -----+-----+----- |    |      |
| Lightning (T)     | 12 | None |
| -----+-----+----- |    |      |
| Light Spear       | 23 | None |
| ~~~~~+~~~~~+~~~~~ |    |      |

= T-type Techs

| Name                | Level | Requirements     |
|---------------------|-------|------------------|
| ~~~~~+~~~~~+~~~~~   |       |                  |
| Double Demon Fang   | 15    | Demon Fang x50   |
| -----+-----+-----   |       |                  |
| Hurricane Thrust    | 28    | Sonic Thrust x50 |
| -----+-----+-----   |       |                  |
| Victory Light Spear | 43    | Light Spear x50  |
| ~~~~~+~~~~~+~~~~~   |       |                  |

= S-type Techs

| Name               | Level | Requirements     |
|--------------------|-------|------------------|
| ~~~~~+~~~~~+~~~~~  |       |                  |
| Fierce Demon Fang  | 15    | Demon Fang x50   |
| -----+-----+-----  |       |                  |
| Super Sonic Thrust | 28    | Sonic Thrust x50 |
| -----+-----+-----  |       |                  |
| Light Spear Cannon | 43    | Light Spear x50  |
| ~~~~~+~~~~~+~~~~~  |       |                  |

= Advanced Techs

| Name              | Level | Requirements                             |
|-------------------|-------|------------------------------------------|
| ~~~~~+~~~~~+~~~~~ |       |                                          |
| Air Thrust (A)    | 18    | Wind Blade (A) x50                       |
| -----+-----+----- |       |                                          |
| Thunder Blade (T) | 21    | Lightning (T) x50                        |
| -----+-----+----- |       |                                          |
| Healing Wind      | 26    | First Aid and Air Thrust (A) x50 each?   |
| -----+-----+----- |       |                                          |
| Eruption (F)      | 31    | Fire Ball x50                            |
| -----+-----+----- |       |                                          |
| Grave (E)         | 34    | Stone Blast (E) x50                      |
| -----+-----+----- |       |                                          |
| Lightning Blade   | 37    | Thunder Blade (T)                        |
| -----+-----+----- |       |                                          |
| Hell Pyre         | 40    | Eruption (F)                             |
| -----+-----+----- |       |                                          |
| Healing Stream    | 46    | First Aid and Grave (E) x50 each?        |
| -----+-----+----- |       |                                          |
| Demon Spear       | 49    | All Demon Fang and Light Spear Techs x50 |

-----+-----+-----  
Super Lightning Blade | 52 | Thunder Blade (T) and Air Thrust (A)  
~~~~~+~~~~~+~~~~~

= Special Techs

| Name     | Level | Requirements  |
|----------|-------|---|
| Guardian | xx    | Reach Triet Ruins with Colette and company                              |
| Judgment | xx    | When Kratos rejoins at Dirk's House, if you<br>    chose him over Zelos |

= Secret Techs

| Name        | Level | Requirements  |
|-------------|-------|---|
| Grave Blade | xx    | Use Fierce Demon Fang 200 times with an<br>    Earth-type weapon equipped |

=====  
==--==-- 7.5] Raine Sage ~~~~~~ sx705 -----  
=====

= Basic Spells

| Name       | Level | Requirements |
|------------|-------|--------------|
| First Aid  | 01    | None         |
| Charge     | 08    | None         |
| Barrier    | 10    | None         |
| Recover    | 12    | None         |
| Sharpness  | 14    | None         |
| Dispel     | 16    | None         |
| Photon (L) | 18    | None         |

= T-type Techs

| Name          | Level | Requirements  |
|---------------|-------|---------------|
| Nurse         | 26    | First Aid x50 |
| Field Barrier | 29    | Barrier x50   |
| Purify        | 32    | Recover       |
| Acuteness     | 35    | Sharpness x50 |
| Nullify       | 38    | Dispel        |

|                |       |                    |
|----------------|-------|--------------------|
| Healing Circle | 42    | Nurse x50          |
| -----          | ----- | -----              |
| Ray (L)        | 46    | Photon x50         |
| -----          | ----- | -----              |
| Revitalize     | 50    | Healing Circle x50 |
| ~~~~~          | ~~~~~ | ~~~~~              |

= S-type Techs

| Name           | Level | Requirements  |
|----------------|-------|---------------|
| ~~~~~          | ~~~~~ | ~~~~~         |
| Heal           | 26    | First Aid x50 |
| -----          | ----- | -----         |
| Permaguard     | 29    | Barrier x50   |
| -----          | ----- | -----         |
| Restore        | 32    | Recover       |
| -----          | ----- | -----         |
| Keenness       | 35    | Sharpness x50 |
| -----          | ----- | -----         |
| Anti-magic     | 38    | Dispel        |
| -----          | ----- | -----         |
| Cure           | 42    | Heal x50      |
| -----          | ----- | -----         |
| Holy Lance (L) | 46    | Photon x50    |
| -----          | ----- | -----         |
| Revive         | 50    | Cure x50      |
| ~~~~~          | ~~~~~ | ~~~~~         |

= Special Techs

| Name         | Level | Requirements                                     |
|--------------|-------|--|
| ~~~~~        | ~~~~~ | ~~~~~  |
| Force Field  | xx    | Reach Triet Ruins with Kratos and company        |
| -----        | ----- | -----  |
| Resurrection | xx    | After obtaining the Unicorn's Horn at Lake Umacy |
| ~~~~~        | ~~~~~ | ~~~~~  |

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==--==-- 7.6] Sheena Fujibayashi ~~~~~ sx706 ==--==--

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= Basic Spells

| Name            | Level | Requirements |
|-----------------|-------|--------------|
| ~~~~~           | ~~~~~ | ~~~~~        |
| Power Seal      | 01    | None         |
| -----           | ----- | -----        |
| Pyre Seal       | 01    | None         |
| -----           | ----- | -----        |
| Guardian Seal   | 01    | None         |
| -----           | ----- | -----        |
| Summon: Corrine | 01    | None         |
| -----           | ----- | -----        |
| Life Seal       | 22    | None         |
| -----           | ----- | -----        |
| Mirage Seal     | 26    | None         |
| -----           | ----- | -----        |
| Spirit Seal     | 30    | None         |

|                |    |      |
|----------------|----|------|
| Serpent Seal   | 34 | None |
| Force Seal     | 40 | None |
| Purgatory Seal | 48 | None |
| Cyclone Seal   | 56 | None |

= T-type Techs

| Name                | Level | Requirements     |
|---------------------|-------|------------------|
| Power Seal Pinion   | 37    | Power Seal x50   |
| Mirage Seal Pinion  | 44    | Mirage Seal x50  |
| Serpent Seal Pinion | 52    | Serpent Seal x50 |

= S-type Techs

| Name                  | Level | Requirements     |
|-----------------------|-------|------------------|
| Power Seal Absolute   | 37    | Power Seal x50   |
| Mirage Seal Absolute  | 44    | Mirage Seal x50  |
| Serpent Seal Absolute | 52    | Serpent Seal x50 |

= Advanced Techs

| Name       | Level | Requirements  |
|------------|-------|---------------|
| Demon Seal | 60    | Pyre Seal x50 |

= Special Techs

| Name           | Level | Requirements                  |
|----------------|-------|-------------------------------|
| Summon: Fire   | xx    | After defeating Efreet        |
| S. Seal: Fire  | xx    | After defeating Efreet        |
| Summon: Water  | xx    | After defeating Undine        |
| S. Seal: Water | xx    | After defeating Undine        |
| Summon: Wind   | xx    | After defeating Sylph         |
| S. Seal: Wind  | xx    | After defeating Sylph         |
| Summon: Light  | xx    | After defeating Luna and Aska |
| S. Seal: Light | xx    | After defeating Luna and Aska |
| Summon: Ice    | xx    | After defeating Celsius       |

|                    |    |                         |
|--------------------|----|-------------------------|
| T. Seal: Ice       | xx | After defeating Celsius |
| Summon: Lightning  | xx | After defeating Volt    |
| T. Seal: Lightning | xx | After defeating Volt    |
| Summon: Earth      | xx | After defeating Gnome   |
| T. Seal: Earth     | xx | After defeating Gnome   |
| Summon: Darkness   | xx | After defeating Shadow  |
| T. Seal: Darkness  | xx | After defeating Shadow  |
| Summon: Origin     | xx | After defeating Origin  |
| Summon: Birth      | xx | After defeating Maxwell |

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 ==--==-- 7.7] Presea Combatir ~~~~~~ sx707 -==--==  
 =====

= Basic Spells

| Name               | Level | Requirements |
|--------------------|-------|--------------|
| Destruction        | 01    | None         |
| Infliction         | 01    | None         |
| Beast              | 01    | None         |
| Earthly Protection | 01    | None         |
| Punishment         | 25    | None         |
| Devastation        | 28    | None         |

= T-type Techs

| Name                 | Level | Requirements           |
|----------------------|-------|------------------------|
| Dual Infliction      | 33    | Infliction x50         |
| Dual Punishment      | 36    | Punishment x50         |
| Deadly Destruction   | 39    | Destruction x50        |
| Endless Infliction   | 40    | Dual Infliction x50    |
| Finite Devastation   | 42    | Devastation x50        |
| Rising Punishment    | 44    | Dual Punishment x50    |
| Infinite Destruction | 56    | Deadly Destruction x50 |

= S-type Techs

| Name                | Level | Requirements         |
|---------------------|-------|----------------------|
| Resolute Infliction | 33    | Infliction x50       |
| Finality Punishment | 36    | Punishment x50       |
| Fiery Destruction   | 39    | Destruction x50      |
| Mass Devastation    | 42    | Devastation x50      |
| Eternal Devastation | 54    | Mass Devastation x50 |

= Advanced Techs

| Name              | Level | Requirements                              |
|-------------------|-------|---|
| Fiery Infliction  | 48    | All Destruction and Infliction Techs x50  |
| Eternal Damnation | 51    | All Destruction and Devastation Techs x50 |

=====  
 ===== 7.8] Zelos Wilder ~~~~~ sx708 =====  
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Same as Genis and Kratos, Zelos also has spells, so I'll be putting the element beside each spell.

- Fire (F)
- Water (W)
- Air (A)
- Light (L)
- Thunder (T)
- Earth (E)
- Ice (I)
- Non-elemental (N/E)

= Basic Spells

| Name            | Level | Requirements |
|-----------------|-------|--------------|
| Demon Fang      | 01    | None         |
| Sonic Thrust    | 01    | None         |
| Fire Ball (F)   | 01    | None         |
| First Aid       | 01    | None         |
| Wind Blade (A)  | 08    | None         |
| Stone Blast (E) | 10    | None         |
| Lightning (T)   | 12    | None         |



Light Spear | 23 | None

~~~~~+~~~~~+~~~~~

= T-type Techs

| Name                | Level | Requirements     |
|---------------------|-------|------------------|
| Double Demon Fang   | 15    | Demon Fang x50   |
| Hurricane Thrust    | 28    | Sonic Thrust x50 |
| Victory Light Spear | 43    | Light Spear x50  |

= S-type Techs

| Name               | Level | Requirements     |
|--------------------|-------|------------------|
| Fierce Demon Fang  | 15    | Demon Fang x50   |
| Super Sonic Thrust | 28    | Sonic Thrust x50 |
| Light Spear Cannon | 43    | Light Spear x50  |

= Advanced Techs

| Name                  | Level | Requirements                             |
|-----------------------|-------|------------------------------------------|
| Air Thrust (A)        | 18    | Wind Blade (A) x50                       |
| Thunder Blade (T)     | 21    | Lightning (T) x50                        |
| Healing Wind          | 26    | First Aid and Air Thrust (A) x50 each?   |
| Eruption (F)          | 31    | Fire Ball x50                            |
| Grave (E)             | 34    | Stone Blast (E) x50                      |
| Lightning Blade       | 37    | Thunder Blade (T)                        |
| Hell Pyre             | 40    | Eruption (F)                             |
| Healing Stream        | 46    | First Aid and Grave (E) x50 each?        |
| Demon Spear           | 49    | All Demon Fang and Light Spear Techs x50 |
| Super Lightning Blade | 52    | Thunder Blade (T) and Air Thrust (A)     |

= Secret Techs

| Name        | Level | Requirements                                                       |
|-------------|-------|--------------------------------------------------------------------|
| Grave Blade | xx    | Use Fierce Demon Fang 200 times with an Earth-type weapon equipped |

=====

= Basic Spells

| Name               | Level | Requirements |
|--------------------|-------|--------------|
| Crescent Moon      | 01    | None         |
| Spin Kick          | 01    | None         |
| Eagle Dive         | 01    | None         |
| Healer             | 01    | None         |
| Mirage             | 01    | None         |
| Bastion            | 01    | None         |
| Swallow kick       | 31    | None         |
| Rising Dragon      | 34    | None         |
| Triple Kick        | 38    | None         |
| Heaven's Charge    | 49    | None         |
| Crescent Dark Moon | 57    | None         |

= T-type Techs

| Name          | Level | Requirements      |
|---------------|-------|-------------------|
| Swallow Dance | 40    | Swallow Kick x50  |
| Eagle Range   | 43    | Eagle Dive x50    |
| Dragon Fury   | 46    | Rising Dragon x50 |
| Chi Healer    | 52    | Healer x50        |

= S-type Techs

| Name         | Level | Requirements      |
|--------------|-------|-------------------|
| Dragon Dance | 40    | Swallow Kick x50  |
| Eagle Fall   | 43    | Eagle Dive x50    |
| Dragon Rage  | 46    | Rising Dragon x50 |
| Grand Healer | 52    | Healer x50        |

= Advanced Techs

| Name | Level | Requirements |
|------|-------|--------------|
|------|-------|--------------|



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=====O=====
| Lightning Punishment | Lightning (G,K,Z) + Punishment (P) | |
|                       | +~~~~~|
|                       | | Thunder Blade (G,K,Z) + Dual Punishment (P) |
|                       | +~~~~~|
|                       | | Indignation (G) + Rising Punishment (P) |
=====O=====
| Lightning Tiger Blade | Tiger Blade (L) + Lightning (G,K,Z) | |
|                       | +~~~~~|
|                       | | Heavy Tiger Blade (L) + Thunder Blade (G,K,Z) |
|                       | +~~~~~|
|                       | | Heavy Tiger Blade (L) + Spark Wave (G) |
|                       | +~~~~~|
|                       | | Tiger Rage (L) + Thunder Blade (G,K,Z) |
|                       | +~~~~~|
|                       | | Tiger Rage (L) + Spark Wave (G) |
|                       | +~~~~~|
|                       | | Twin Tiger Blade (L) + Indignation (G) |
=====O=====
| Mirage Thrust        | Sonic Thrust (L,K,Z) + Mirage Seal (S) | |
|                       | +~~~~~|
|                       | | Hurricane Thrust (L,K,Z)+ Mirage Seal Pinion (S) |
|                       | +~~~~~|
|                       | | Super Sonic Thrust (L,K,Z) + |
|                       | | Mirage Seal Absolute (S) |
=====O=====
| Mjollnir            | Pow Hammer (C) + Lightning (G,K,Z) | |
|                       | +~~~~~|
|                       | | Pow Pow Hammer (C) + Thunder Blade (G,K,Z) |
|                       | +~~~~~|
|                       | | Pow Pow Hammer (C) + Spark Wave (G) |
|                       | +~~~~~|
|                       | | Hammer Rain (C) + Indignation (G) |
=====O=====
| Photon Blast        | Ring Whirlwind (C) + Photon (Ra) | |
|                       | +~~~~~|
|                       | | Ring Cyclone (C) + Photon (Ra) |
|                       | +~~~~~|
|                       | | Whirlwind Rush (C) + Photon (Ra) |
=====O=====
| Photon Tempest      | Tempest (L) + Photon (Ra) | |
|                       | +~~~~~|
|                       | | Psi Tempest (L) + Photon (Ra) |
|                       | +~~~~~|
|                       | | Omega Tempest (L) + Photon (Ra) |
=====O=====
| Plasma Blade        | Photon (Ra) + Lightning Blade (K,Z) | |
|                       | +~~~~~|
|                       | | Photon (Ra)+ Super Lightning Blade (K,Z) |
=====O=====
| Pow Blade           | Tiger Blade (L) + Pow Hammer (C) | |
|                       | +~~~~~|
|                       | | Heavy Tiger Blade (L) + Pow Pow Hammer (C) |
|                       | +~~~~~|
|                       | | Tiger Rage (L) + Pow Pow Hammer (C) |
|                       | +~~~~~|
|                       | | Twin Tiger Blade (L) + Hammer Rain (C) |
=====O=====
| Pow Devastation     | Pow Hammer (C) + Devastation (P) |
|                       | +~~~~~|

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|                     |                                                    |  |
|---------------------|----------------------------------------------------|--|
|                     | Pow Pow Hammer (C)+ Mass Devastation (P)           |  |
|                     | +~~~~~                                             |  |
|                     | Pow Pow Hammer (C) + Finite Devastation (P)        |  |
|                     | +~~~~~                                             |  |
|                     | Hammer Rain (C) + Mass Devastation (P)             |  |
|                     | +~~~~~                                             |  |
|                     | Hammer Rain (C) + Finite Devastation (P)           |  |
| =====O=====         |                                                    |  |
| Pow Spear           | Pow Hammer (C) + Light Spear (K,Z)                 |  |
|                     | +~~~~~                                             |  |
|                     | Pow Pow Hammer (C) + Victory Light Spear (K,Z)     |  |
|                     | +~~~~~                                             |  |
|                     | Pow Pow Hammer (C) + Light Spear Cannon (K,Z)      |  |
|                     | +~~~~~                                             |  |
|                     | Hammer Rain (C) + Victory Light Spear (K,Z)        |  |
|                     | +~~~~~                                             |  |
|                     | Hammer Rain (C) + Light Spear Cannon (K,Z)         |  |
| =====O=====         |                                                    |  |
| Power Thrust        | Sonic Thrust (L,K,Z) + Power Seal (S)              |  |
|                     | +~~~~~                                             |  |
|                     | Hurricane Thrust (L,K,Z) + Power Seal Pinion (S)   |  |
|                     | +~~~~~                                             |  |
|                     | Super Sonic Thrust (L,K,Z) +                       |  |
|                     | Power Seal Absolute (S)                            |  |
| =====O=====         |                                                    |  |
| Prism Stars         | Ray (Ra) + Tidal Wave (G)                          |  |
|                     | +~~~~~                                             |  |
|                     | Ray (Ra) + Explosion (G)                           |  |
|                     | +~~~~~                                             |  |
|                     | Ray (Ra) + Cyclone (G)                             |  |
|                     | +~~~~~                                             |  |
|                     | Ray (Ra) + Ground Dasher (G)                       |  |
|                     | +~~~~~                                             |  |
|                     | Ray (Ra) + Indignation (G)                         |  |
| =====O=====         |                                                    |  |
| Stardust Rain       | Sword Rain: Alpha (L) + Hammer Rain (C)            |  |
|                     | +~~~~~                                             |  |
|                     | Sonic Sword Rain (L) + Hammer Rain (C)             |  |
| =====O=====         |                                                    |  |
| Thunder Tiger Blade | Tiger Blade (L) + Lightning Blade (K,Z)            |  |
|                     | +~~~~~                                             |  |
|                     | Heavy Tiger Blade (L) + Lightning Blade (K,Z)      |  |
|                     | +~~~~~                                             |  |
|                     | Tiger Rage (L) + Lightning Blade (K,Z)             |  |
|                     | +~~~~~                                             |  |
|                     | Twin Tiger Blade (L) + Super Lightning Blade (K,Z) |  |
|                     | +~~~~~                                             |  |
|                     | Demonic Tiger Blade (L) +                          |  |
|                     | Super Lightning Blade (K,Z)                        |  |
| O-----+-----O       |                                                    |  |

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)(      9] Boss, Sub-Boss List      ( )      sx900      )(
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Looking for a particular Boss? You'll find all the bosses of the game here, except for the Sword Dancers, Abyssion and the bosses at Niflheim, because each

of them have their own section (well, a subsection in the Sidequest section). This is rather convenient in case you just opened this guide looking for a Boss, you don't have to scroll down looking in the whole guide for that Boss.

--> Martel Temple

-----  
BOSS: VIDARR  
-----

- Name: Vidarr
- Location: Martel Temple
- HP: 4,000
- TP: 30
- XP: 115
- ATK: 210
- DEF: 21
- Gald: 25
- Items dropped: Life Bottle
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: As soon as the battle starts, use a Magic Lens to keep track of his HP. Start by attacking him without giving him a chance to counterattack. If he starts guarding while in middle of a combo, Guard as soon as possible to minimize the dmg. After dealing around 500 dmg. a scene triggers and an unknown red-haired man (it's supposed to be brown, but whatever, he looks cool) appears and joins the battle. Keep attacking non-stop until he goes down. Well? What did you expected for your first Boss Battle?

-----

--> Iselia

-----  
BOSS: ???(Exbelua)  
-----

- Name: Exbelua
- Location: Iselia
- HP: 5,000
- TP: 38
- XP: 280
- ATK: 190
- DEF: 10
- Gald: 320
- Items dropped: Panacea Bottle
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: Start by using a Magic Lens. Start attacking her and when you see that it puts its right arm back, stop attacking immediately and guard, also when she puts its right arm in front of it. Well, basically, each time it moves its right arm. It has another attack in which it liberates a black aura-thing, attacks 3 times in a row. Have Genis cast magic nonstop while you try to damage her and keep her busy so Genis can cast without interruptions.

-----

--> Sylvarant Base

-----

BOSS: BOTTA/FOOT SOLDIER X2

-----

a) Botta

- Location: Sylvarant Base
- HP: 4,200
- TP: 224
- ATK: 205
- DEF: 35
- XP: 475
- Gald: 1500
- Items dropped: Poison Charm
- Steal: Yellow Quartz
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

b) Foot Soldier x2

- Location: Sylvarant Base
- HP: 823
- TP: 0
- ATK: 130
- DEF: 10
- XP: 15
- Gald: 13
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: First of all, dispose of the 2 Foot Soldiers as soon as you can, since they have less HP. After them, Botta is up next. He is quite more challenging than the other 2. As well as Genis, Botta has the ability to cast Spells. I recommend you taking the Foot Soldiers while the others take on Botta. If healing is necessary, Kratos will surely aid you, but if in any case you need HP quickly, forget about him and use a Gel. Just like Exbelua in Iselia, if you're combo-ing him and all of a sudden starts defending, quit the combo and start guarding as soon as possible to receive his attack. After a while, he'll go down.

-----

--> Triet Ruins

-----  
SUB-BOSS: FAKE  
-----

- Name: Fake
- Location: Triet Ruins
- HP: 400
- TP: 50
- ATK: 280
- DEF: 250
- XP: 30
- Gald: 25
- Items dropped: All-Divide
- Steal: All-Divide
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All
    - Normal: None

- Strategy: I recommend a party of Lloyd (you), Raine, Genis and Kratos. Deactivate all of Kratos attacks except for Fire Ball and Wind Blade (if you have it). As soon as you enter the battle, give the "All out" order by pressing -> on the D-pad. Put yourself in front of the Fake and start guarding and using Guardian every now and then. Kratos and Genis will start attacking the Fake with magic and keeping a distance from it. Raine's duty here is to support you with her healing arts. In doing so, you'll win the battle in no time.

-----  
BOSS: KTUGACH/KTUGACHLING X2  
-----

a) Ktugach

- Location: Triet Ruins
- HP: 5,000
- TP: 50
- ATK: 300
- DEF: 28
- XP: 628
- Gald: 85
- Items dropped: Red Quartz
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Water, Ice
    - Strong: Fire

b) Ktugachling x2

- Location: Triet Ruins
- HP: 1,500
- TP: 180
- ATK: 130
- DEF: 40
- XP: 60
- Gald: 15



- Items dropped: None
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: Water, Ice
  - Strong: Fire

- Strategy: As you start, if you chose to have Genis in your party (which I forgot to do), deactivate all his spells, except for Aqua Edge. For Kratos, deactivate Fire Ball. This Boss has some nasty attacks, so be careful. My party was Lloyd, Raine, Colette and Kratos. Have Kratos and Raine be the healers while you and Colette are the attackers. First of all, dispose of the Ktugachlings, since they have less HP, but not only that, but because they can use magic and rip your party apart. After they're gone, focus on Ktugach, the big pops. He is a tough sucker who likes to put defense, but keep attacking between the 4 characters and you'll break his defense.

-----

--> Ossa Trail

-----

BOSS: CLUMSY ASSASSIN/GUARDIAN-WIND

-----

#### a) Clumsy Assassin

- Location: Ossa Trail
- HP: 1,800
- TP: 131
- ATK: 247
- DEF: 48
- XP: 200
- Gald: 128
- Items dropped: Holy Bottle
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

#### b) Guardian-Wind

- Location: Ossa Trail
- HP: 2,000
- TP: 400
- ATK: 280
- DEF: 38
- XP: 250
- Gald: 250
- Items dropped: Magic Lens
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: Start by focusing your attacks on Guardian-Wind, since he's stronger and represents more dmg. to your party. Sword Rain doesn't work well on this enemy, since he's floating. Better make a 3-combo and finish with

either Tiger Blade or Tempest (I should say Tempest works better). You can use the Strat battle sub-menu to have 1 character aid you raid Guardian-Wind with attacks while the other 2 focus on keep busy Clumsy Assassin. After he's down, focus all your attacks on Clumsy, which shouldn't represent much trouble. Keep having Raine and Kratos heal you if possible and/or needed.

-----  
--> Palmacosta Human Ranch

-----  
BOSS: MAGNIUS/BOWMAN/WHIP MASTER  
-----

a) Magnius

- Location: Palmacosta Human Ranch
- HP: 8,500
- TP: 120
- ATK: 450
- DEF: 65
- XP: 675
- Gald: 1700
- Items dropped: Warrior Symbol, EX Gem Lv1
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Fire

b) Bowman

- Location: Palmacosta Human Ranch
- HP: 480
- TP: 10
- ATK: 130
- DEF: 20
- XP: 50
- Gald: 40
- Items dropped: Orange Gel
- Steal: Orange Gel
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

c) Whip Master

- Location: Palmacosta Human Ranch
- HP: 570
- TP: 10
- ATK: 120
- DEF: 10
- XP: 14
- Gald:10
- Items dropped: Apple Gel
- Steal: Apple Gel
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: First of all, and almost what you do in every Boss Battle, take out first the Bowman and the Whip Master. They don't deal that much amount of dmg., but, they're just so annoying. After taking care of them, focus on Magnius. He's not that challenging on his own. Just keep the attack: 3-combo + a Lv1 Tech (Sword Rain should do a pretty good job) + a Lv2 Tech (Double Demon Fang works wonders). And guard when necessary, while using Gels as you need and use as many as you need. One of his attacks, and maybe the worse, is Flame Lance, a Fire-based magic with a large attack range. After a few minutes, he'll go down.

-----  
--> Palmacosta

-----  
BOSS: KILIA  
-----

- Name: Kilia
- Location: Palmacosta
- HP: 10,000
- TP: 400
- ATK: 490
- DEF: 65
- XP: 500
- Gald: 500
- Items dropped: Heal Bracelet
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Light
    - Strong: Darkness

- Strategy: You might be thinking that she's harder than Magnius because of her 10,000 HP, but don't worry! Raine's Photon deals over 600 dmg., so does Colette's Angel Feathers, around 650-700 dmg. Put these 2 in the C-stick shortcuts. Her attacks aren't that nasty either. Just keep attacking, ordering Colette to use Angel Feathers and Raine to use her Photon. Kratos should be attacking or healing when necessary. After very few minutes, she'll go down.

-----  
--> Thoda Geyser

-----  
BOSS: ADULOCIA/AMPHITRA X2  
-----

- a) Adulocia
- Location: Thoda Geyser
- HP: 10,000
- TP: 248
- ATK: 600
- DEF: 55
- XP: 825
- Gald: 765

- Items dropped: Mermaid's Tear
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Lightning
    - Strong: Water, Ice

b) Amphitra x2

- Location: Thoda Geyser
- HP: 2,300
- TP: 120
- ATK: 475
- DEF: 20
- XP: 150
- Gald: 500
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: Water
    - Weak: Lightning, Fire
    - Strong: Water, Ice

- Strategy: Start by using Magic Lens on each one of them. The Amphitra are very annoying, because if you start attacking Adulocia and making combos, they'll start messing with you. So take them out as soon as possible, but keep in mind that Adulocia starts messing with you too. Try to ignore her and focus on the Amphitras. Once they're gone, focus on the big mama. Her worst attacks are Spread and Aqua Laser. Kratos and Raine should focus on healing and Colette should focus on using Para Ball. After a while, they'll go down.

-----

--> Asgard

-----

BOSS: WINDMASTER

-----

- Name: Windmaster
- Location: Asgard
- HP: 10,000
- TP: 220
- ATK: 580
- DEF: 85
- XP: 1325
- Gald: 800
- Items dropped: Map of Balacruf, Talisman
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Wind

- Strategy: This battle is easy if you know how to battle it. An easy way to do this is as follows: 3-combo attack + Tiger Blade + Sword Rain: Alpha. Right before you unleash Sword Rain: Alpha's uppercut, unleash an Unison Attack as follows: First Kratos using Fierce Demon Fang, then Raine with Photon, afterwards Lloyd with Sword Rain: Alpha and last but not least, Colette with

Angel Feathers. With all this done as I wrote, you'll be dealing him around 5000 dmg. and Combo over 55 hits. After this, keep attacking, healing when necessary, blocking when necessary and doing the 3-combo + Lv1 Tech + Lv2 Tech, dealing near 800 dmg. each time. As you can see, he's not that hard, if you're at the levels I recommended before entering Asgard.

-----

--> Balacruf Mausoleum

-----

BOSS: IAPYX

-----

- Name: Iapyx
- Location: Balacruf Mausoleum
- HP: 14,000
- TP: 88
- ATK: 690
- DEF: 100
- XP: 1324
- Gald: 2000
- Items dropped: Paralysis Charm, Spirit Bangle
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Wind, Lightning
- Strategy: As always, use a Magic Lens. If you have Omega Tempest at this point, it works wonders on it. Also, use the Unison Attack as much as possible. This enemy is not that different from Windmaster at Asgard. Try not using too many items, because after this battle, is another one. Try using Kratos mainly at healing, this way, you may save a hell lot of items.

-----

-----

BOSS: RESOLUTE ASSASSIN/GUARDIAN-LIGHTNING

-----

- a) Resolute Assassin
  - Location: Balacruf Mausoleum
  - HP: 4,500
  - TP: 164
  - ATK: 500
  - DEF: 62
  - XP: 300
  - Gald: 450
  - Items dropped: Dark Bottle
  - Steal: None
    - Elemental Info.:
      - AA: None
      - Weak: None
      - Strong: None
- b) Guardian-Lightning
  - Location: Balacruf Mausoleum
  - HP: 5,500

- TP: 400
- ATK: 471
- DEF: 46
- XP: 250
- Gald: 250
- Items dropped: Fine Pellets, Magic Lens
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: It's just like your previous battle at Ossa Trail. Take out the Guardian-Lightning first, since has more HP and is more annoying. Just follow the previous battle and you'll do just fine!

-----

--> Asgard Human Ranch

-----  
BOSS: KVAR/ENERGY STONE X3  
-----

a) Kvar

- Location: Asgard Human Ranch
- HP: 10,000
- TP: 340
- ATK: 410
- DEF: 65
- XP: 1680
- Gald: 1500
- Items dropped: Holy Ring, EX Gem Lv 1
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Lightning

b) Energy Stone x3

- Location: Asgard Human Ranch
- HP: 5,500
- TP: 100
- ATK: 350
- DEF: 20
- XP: 300
- Gald: 765
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All

- Strategy: Well, first of all, take out the 3 Energy Stones, they have less HP and after they're gone, the battle will be much easier and less tedious. Remember that you only have 3 characters. Ignore Kvar while disposing of the Energy Stones, but don't forget your HP. The only attack he has close-range is

a Lightning Strike, not very powerful. Also, once the Energy Stones are gone, start attacking Kvar with everything you have: 3-combo + Lvl Tech + Lv2 Tech, Unison Attacks. Since he's more magician than warrior, he'll be putting less guard, for you to combo him to your heart's content.

-----  
--> Tower of Mana

-----  
BOSS: IUBARIS  
-----

- Name: Iubaris
- Location: Tower of Mana
- HP: 16,800
- TP: 1500
- ATK: 860
- DEF: 80
- XP: 2650
- Gald: 2500
- Items dropped: Brass
- Steal: White Quartz
  - Elemental Info.:
    - AA: Light
    - Weak: Shadow
    - Strong: Fire, Lightning, Light
- Strategy: Is this enemy hard? Hahaha, no. His attacks are devastating. They are shadow-based magic. If you're using Raine, which you should, deactivate all of her techs, except for First Aid, Recover, Nurse, Dispel and Force Field. Why, you ask? Well, the answer is easy, because the rest of the techs consume tons of TP and they are the only ones that she uses. With Lloyd, just use your best techs, Sword Rain: Alpha, Tiger Rage, etc. With Kratos and Raine healing almost every time, you'll barely have the need to use items, well, maybe some Orange Gels. Remember to keep checking your HP, even if Kratos and Raine are healing, or, if needed, restore their TP with some Orange Gels. After 16,800 HP taken from him, he'll go down.

-----  
--> Thoda Geyser (revisited)

-----  
BOSS: UNDINE  
-----

- Name: Undine
- Location: Thoda Geyser
- HP: 13,000
- TP: 320
- ATK: 580
- DEF: 88
- XP: 2110
- Gald: 765
- Items dropped: Guardian Symbol

- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Water, Ice

- Strategy: I recommend a party of Lloyd, Genis, Raine and Sheena. Deactivate all of Genis spells, except for Thunder Blade or Spark Wave (Spark Wave is better, by the way). Raine's job will consist of using Nurse all the battle, if you have it, while Sheena and you attack her. Spark Wave will be dealing near 600 dmg. each time. Use Unisons Attacks to nullify her Spread spell. Her physical attacks deal near 160 dmg. each hit. Attacking her constantly will result in a secured victory.

-----

--> Balacruf Mausoleum (Revisited)

-----

BOSS: SEPHIE/YUTIS/FAIRESS

-----

a) Sephie

- Location: Balacruf Mausoleum
- HP: 7,320
- TP: 220
- ATK: 713
- DEF: 81
- XP: 880
- Gald: 320
- Items dropped: Savory
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Wind

b) Yutis

- Location: Balacruf Mausoleum
- HP: 6,480
- TP: 80
- ATK: 699
- DEF: 76
- XP: 770
- Gald: 290
- Items dropped: Sage
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Wind

c) Fairess

- Location: Balacruf Mausoleum
- HP: 6,190
- TP: 250
- ATK: 738
- DEF: 84



- XP: 690
- Gald: 285
- Items dropped: Saffron
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Wind

- Strategy: Well, as you can see, Sylph is composed of three fairies, Sephie, Yutis and Fairess. Sephie is the fairy with the huge sword, and she's green. Next is Yutis, the purple fairy. She has a Bow and arrows as weapon. And last but not least is Fairess, the orange fairy which has a huge shield. To start off, take Fairess out first, since she has the least HP, and her magic is, just so annoying. Her physical attacks deal over 250 dmg. So take her out as soon as possible. With her out, the battle will get a bit easier. Go and take Yutis after Fairess. Her physical attacks are annoying to. She'll hit from 3 to 5 times, dealing over 150 dmg. per hit. Afterwards, when Sephie is alone, the rest of the battle will be just a breeze. Attack the three of them with your most powerful attacks and combos. Use the Unison Attack every time it fills, to ensure the triumph.

-----

--> Triet Ruins (Revisited)

-----

BOSS: EFREET

-----

- Name: Efreet
- Location: Triet Ruins
- HP: 18,000
- TP: 850
- ATK: 500
- DEF: 35
- XP: 2430
- Gald: 945
- Items dropped: Attack Symbol
- Steal: None
  - Elemental Info.:
    - AA: Fire
    - Weak: None
    - Strong: Fire

- Strategy: He's like Undine. He has high physical strength. Have Genis cast Icicle or better yet, Freeze Lancer if you have it. Raine must be using Nurse the whole time. If you're hit by his Burst fall, recover balance with X button. When in Overlimit mode, he has a devastating attack called "Flames of Destruction", which is short-ranged. Genis should not stop using Freeze Lancer, since it'll smack down a lot of HP from Efreet. When you see Eruption on top of the screen, unleash a U. Attack as soon as you can, to nullify it. You might be killed, but persevere and you'll conquer him!

-----

--> Tower of Salvation (Sylvarant)

-----  
BOSS: REMIEL  
-----

- Name: Remiel
- Location: Tower of Salvation (Sylvarant)
- HP: 16,000
- TP: 258
- ATK: 530
- DEF: 112
- XP: 2795
- Gald: 1840
- Items dropped: EX Gem Lv1, Rune Bottle
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Light

- Strategy: Now, he's easier than Efreet. Just keep attacking him with all you've got. Deactivate all of Genis' Lv1 Spells and activate all his Lv2 Spells. His physical attacks are similar to Yutis', hitting you from 3 to 5 times dealing over 150 dmg. per hit. Use the Unison Attacks in this battle in special situations. After some time, he'll go down.

-----  
BOSS: KRATOS AURION  
-----

- Name: Kratos Aurion
- Location: Tower of Salvation (Sylvarant)
- HP: 22,500
- TP: 1500
- ATK: 750
- DEF: 150
- XP: 3280
- Gald: 2900
- Items dropped: EX Gem Lv3, Life Bottle
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Light

- Strategy: Well, what can I say? I was speechless the first time I saw this too. He surely has a hell lot of HP, but it doesn't matter if you win or lose this battle. You can just put the controller down and see how he kills you. But if you wanna defeat him, then keep reading. He has all of his tech attacks he had when he was with you, plus some more. He makes good use of them, so don't fear of using all of your items if necessary. I used almost 8 Life Bottles in Lloyd alone. When he's in Over Limit, he can make use of his spells without waiting for them to charge. Make good use of the guardian Skill he thought you. After 20 Life Bottles, 15 Orange Gels and 18 Apple Gels (they're random numbers), Kratos Aurion will go down.

BOSS: YGGDRASILL

-----

- Name: Yggdrasill
- Location: Tower of Salvation (Sylvarant)
- HP: 40,000
- TP: 3000
- ATK: 1800
- DEF: 350
- XP: 3000
- Gald: 0
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Shadow
    - Strong: Light

- Strategy: Well, this battle is technically impossible. Just use a Magic Lens to put his stats on the Monster List. Then, let down the controller and watch the massacre.

-----

--> Fooji Mountains

-----  
BOSS: PRONYMA

-----

- Name: Pronyma
- Location: Fooji Mountains
- HP: 18,000
- TP: 750
- ATK: 1150
- DEF: 150
- XP: 3000
- Gald: 1500
- Items dropped: Rosemary, EX Gem Lv2
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Light
    - Strong: Shadow

- Strategy: What can I say for this battle? She's just so easy. Raine's Photon deals over 1000 dmg. She has an attack similar to your Beast Tech. Even though she has some nasty magic spells, they are very easy to predict. Have Raine focus on using Photon and Colette uses Angel Feathers and Judgment. Zelos must be healing and when not necessary, have him attack. Make full use of the Unison Attacks. You can do a combo of over 50 hits, just like the battle with Windmaster at Asgard. Well, she'll go down in no time. Maybe in less than a minute, like I did, 00'57'83.

-----

--> Meltokio Sewers

-----  
SUB-BOSS: FAKE  
-----

- Name: Fake
- Location: Meltokio Sewers
- HP: 2,800
- TP: 250
- ATK: ???
- DEF: ???
- XP: 202
- Gald: 860
- Items dropped: All-Divide
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All

- Strategy: Deactivate all of Zelos' attacks except for his spells. As soon as you enter the battle, give the "All out" order by pressing -> on the D-pad. Put yourself in front of the Fake and start guarding and using Guardian every now and then. Zelos and Genis will start attacking the Fake with magic and keeping a distance from it. Raine's duty here is to support you with her healing arts and using her Photon when she's not healing. In doing so, you'll win the battle in no time.

-----  
--> Gaoracchia Forest

-----  
BOSS: CONVICT  
-----

- Name: Convict
- Location: Gaoracchia Forest
- HP: 12,000
- TP: 320
- ATK: 800
- DEF: 120
- XP: 2250
- Gald: 1500
- Items dropped: Elixir
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: none
    - Strong: None

- Strategy: He's fairly easy. Just start combo-ing him with the 3-combo + Tiger Blade + Sword Rain: Alpha. Yes, that's it. I did 00'47'38 time. So, as you can see, he's just sooo easy.

-----

--> Toize Valley Mine

-----  
BOSS: DEFENSE SYSTEM/ORBIT X2/AUTO REPAIR UNIT/GUARD ARM X4  
-----

a) Defense System

- Location: Toize Valley Mine
- HP: 12,000
- TP: 100
- ATK: 800
- DEF: 240
- XP: 2,350
- Gald: 0
- Items dropped: Metal Sphere
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

b) Orbit x2

- Location: Toize Valley Mine
- HP: 3,000
- TP: 500
- ATK: 650
- DEF: 100
- XP: 180
- Gald: 800
- Items dropped: None
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: Lightning
  - Strong: None

c) Auto Repair Unit

- Location: Toize Valley Mine
- HP: 5,500
- TP: 0
- ATK: 0
- DEF: 100
- XP: 1,000
- Gald: 0
- Items dropped: None
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

d) Guard Arm x4

- Location: Toize Valley Mine
- HP: 8,000
- TP: 0
- ATK: 900
- DEF: 20
- XP: 150

- Gald: 0
- Items dropped: Mythril
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: Whoa!!! That's a lot of enemies, but, luckily, they're all weak. You must have Shiden equipped to Lloyd. So let's take out the Orbits first. They only have 3,000 HP and are weak to Lightning. Each hit to them causes over 250 dmg. so, on to them. After those Orbits, take out the Auto Repair Unit as fast as possible, because it'll keep healing the Defense System. After all of them are gone, take out the Defense System itself. The Boss is not hard if you have Shiden equipped. And, after the battle with Sword Dancer #2, this should just be a breeze, right?

-----

--> Temple of Lightning

-----  
BOSS: VOLT  
-----

- Name: Volt
- Location: Temple of Lightning
- HP: 24,000
- TP: 240
- ATK: 950
- DEF: 180
- XP: 3,580
- Gald: 2,800
- Items dropped: Emerald
- Steal: None
- Elemental Info.:
  - AA: Lightning
  - Weak:
  - Strong: Lightning

- Strategy: Ok, I recommend a party of Lloyd, Sheena, Raine and Genis. Turn off all of Genis' Spells, except for Spread, or better yet, Tidal Wave. Give some Thunder Capes to your characters. A lot of people (like my friends) say that Volt is too hard. But they're wrong. Why, you ask? While you and Sheena are focused attacking physically, Genis will be at a safe distance and be casting Spread all the battle. Raine will be healing all the battle, even if you don't even order her to. When you see that you've taken a lot of dmg. and same goes to Sheena, retreat (In your case) and use a Lemon Gel. Also, never stop looking to the bottom of the screen and checking your HP and TP.

-----

--> Tethe'alla Base

-----  
BOSS: YUAN/BOTTA

-----  
a) Yuan  
- Location: Tethe'alla Base  
- HP: 16,000  
- TP: 652  
- ATK: 900  
- DEF: 215  
- XP: 4,890  
- Gald: 3,150  
- Items dropped: EX Gem Lv4  
- Steal: None  
- Elemental Info.:  
- AA: None  
- Weak: None  
- Strong: Lightning

b) Botta  
- Location: Tethe'alla Base  
- HP: 12,000  
- TP: 580  
- ATK: 780  
- DEF: 205  
- XP: 1,680  
- Gald: 2,800  
- Items dropped: None  
- Steal: None  
- Elemental Info.:  
- AA: None  
- Weak: None  
- Strong: Earth

- Strategy: First of all, this battle is hard. Focus your attacks on Botta first, since he's "weaker". He has some nasty Earth spells, but they almost never target you. Keep attacking, blocking when needed. After he's gone, time to take out Yuan. Watch out for his Indignation Spell, as it can instantly kill a party member. When you see the name at the top, just do anything to get out of the circle. They both have high Attack Power, but with Raine's Nurse, or better yet, Healing Circle, you'll do fine.

-----  
--> The Nest of Flying Dragons

-----  
BOSS: WINGED DRAGON/BABY DRAGON X2  
-----

a) Winged Dragon  
- Location: The Nest of Flying Dragons  
- HP: 18,000  
- TP: 400  
- ATK: 1,400  
- DEF: 86  
- XP: 2,450  
- Gald: 1,200  
- Items dropped: Venom, Flare Cape  
- Steal: None

- Elemental Info.:
- AA: None
- Weak: None
- Strong: None

b) Baby Dragon x2

- Location: The Nest of Flying Dragons
- HP: 12,000
- TP: 800
- ATK: 1,030
- DEF: 68
- XP: 1,250
- Gald: 500
- Items dropped: None
- Steal: None
- Elemental Info.:
- AA: None
- Weak: None
- Strong: None

- Strategy: This battle is hard. Start off by disposing of the 2 Baby Dragons first. Each of them have 12,000 HP. That's a lot. They, alone, are not that difficult, the real problem is Winged Dragon. Its Ground Dasher Spell is devastating for the characters in the area. Heal and revive as necessary. When both Baby Dragons are gone, it's time to take out big Mama. The best tech to take her out is any Tempest, Psi Tempest, or Omega Tempest. Take your time and soon enough, you'll defeat them.

-----

--> Temple of Earth

-----

BOSS: GNOME

-----

- Name: Gnome
- Location: Temple of Earth
- HP: 28,000
- TP: 682
- ATK: 1,100
- DEF: 255
- XP: 5,890
- Gald: 4,280
- Items dropped: Holy Symbol
- Steal: None
- Elemental Info.:
- AA: None
- Weak: None
- Strong: Earth

- Strategy: Well, he's like other summon spirits. Use Unison Attacks as soon as the bar fills. It is easy to combo him, since he's way to big. Well, he has some nasty spells, like Ground Dasher. Is you see him cast the spell, try running and jumping to try to avoid it. Another one, but less dangerous is Stalagmite, and a Body Slam, which you should recover by pressing X Button in mid-air. But, other than that, he's just like Efreet.



-----  
--> Temple of Ice

-----  
BOSS: CELSIUS/FENRIR  
-----

a) Celsius

- Location: Temple of Ice
- HP: 18,000
- TP: 600
- ATK: 1,020
- DEF: 205
- XP: 5,120
- Gald: 5,800
- Items dropped: Spirit Symbol
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Fire
    - Strong: Water, Ice

b) Fenrir

- Location: Temple of Ice
- HP: 12,000
- TP: 300
- ATK: 860
- DEF: 185
- XP: 2,600
- Gald: 1,380
- Items dropped: Blue Quartz
- Steal: None
  - Elemental Info.:
    - AA: Ice
    - Weak: Fire, Lightning
    - Strong: Water, Ice

- Strategy: Have a party of Lloyd, Genis, Raine and Sheena. You should equip Card of Fire on Sheena, 'cus at this part of the game, the Card of Ice was equipped on Sheena. Anyway, deactivate all of Genis' spells, except for Raging Mist and Eruption. Give the All Out order and have the battle begin. Start out by taking Fenrir out, because he's a pain in the ass. Genis' Raging Mist will do a very nice job in this battle. Raine, like with every Boss, must be the full-time healer. Sheena will be you attack supporter. When the screen starts to darken out, and you're attacking Celsius, or are near her, unleash a Unison Attack to negate one of her most annoying attacks. She alone isn't that difficult. She also has a Beast-type attack, making her even more annoying. She fights just like Regal, but stronger and faster.

-----  
--> Remote Island Human Ranch

-----  
BOSS: RODYLE

- 
- Name: Rodyle
  - Location: Remote Island Human Ranch
  - HP: 35,000
  - TP: 500
  - ATK: 1,350
  - DEF: 210
  - XP: 6,240
  - Gald: 5,800
  - Items dropped: None
  - Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Earth

- Strategy: This enemy has a very high Attack. He's not that hard, even for his high HP. He's very, very slow, allowing you to combo him to your hearts content. If you have Raine and Zelos in the fight, and also Regal, the battle will be much more easier, since the three of them can heal. He can be very annoying sending you to the air, but correct yourself in mid-air and continue with the fighting.

-----

--> Temple of Darkness

-----

BOSS: SHADOW-----sx933

-----

- Name: Shadow
- Location: Temple of Darkness
- HP: 30,000
- TP: 800
- ATK: 1,520
- DEF: 232
- XP: 6,320
- Gald: 4,500
- Items dropped: Dark Seal
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Darkness

- Strategy: Shadow is not that hard. He is slow, and after every attack, he'll calm down a bit, so you can heal. Is you haven't sold Lloyd's Saint Rapier weapon, equip it, because it's a blessing in this battle. Raine's Ray spell is, the biggest blessing you could use for this battle. Use Unison Attacks when he casts a spell to nullify them. Also, if Sheena is in Over Limit mode, be sure to use summons. Like I said, he's not that hard, you only have to be quick with your fingers.

-----

--> Tower of Mana

-----  
BOSS: LUNA/ASKA  
-----

a) Luna

- Location: Tower of Mana
- HP: 18,000
- TP: 720
- ATK: 1,120
- DEF: 292
- XP: 3,250
- Gald: 4,800
- Items dropped: Moonstone
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Light

a) Aska

- Location: Tower of Mana
- HP: 19,650
- TP: 600
- ATK: 1,120
- DEF: 245
- XP: 3,480
- Gald: 2,800
- Items dropped: Rare Pellets
- Steal: None
  - Elemental Info.:
    - AA: Light
    - Weak: None
    - Strong: Water, Wind, Fire, Earth, Lightning, Ice, Light

- Strategy: Ok, dammit, I didn't save. Ok, now is a perfect time to use Sheena's T. Seal: Darkness. Let's go after Aska first. Attacks will do moderate amount of dmg. to him, but he only has 2 attacks, I think, which are a normal physical attack, very easy to predict and Sunshine Nova, or something like that. He flies up high and releases a ball of Light, damaging party members nearby. You shouldn't worry about Luna too much, since she'll be distracted with Zelos and Sheena. After taking Aska, it's time to dispose of Luna. She's not that hard either. She has more attacks, but weak. She has her physical attack, low dmg. She also has Photon and Ray, being this last one her most powerful attack. Combo her all you can and make her cancel her magic by dealing quite amount of dmg. After some time, they'll go down.

-----  
--> Iselia Human Ranch

-----  
BOSS: FORCYSTUS/EXBONE X2  
-----

a) Forcystus

- Location: Iselia Human Ranch
- HP: 20,000

- TP: 400
- ATK: 1,200
- DEF: 300
- XP: 7,100
- Gald: 5,800
- Items dropped: Faerie Ring
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Wind

b) Exbone x2

- Location: Iselia Human Ranch
- HP: 6,000
- TP: 320
- ATK: 1,000
- DEF: 250
- XP: 0
- Gald: 0
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: First of all, take care of the Exbones, they only have 6,000 HP each, so they'll go down in about 25 sec. When they are gone, go after Forcystus. He's extremely annoying and extremely hard. He won't give you any chance to combo him and you'll be hit a lot. When he uses Cyclone, unleash a Unison Attack right away to nullify it. There's not much to say about him, except that you'll be using a lot of items, specially Life Bottles and Pineapple Gels.

-----

--> Latheon Gorge

-----

SUB-BOSS: FAKE

-----

- Name: Fake
- Location: Latheon Gorge
- HP: 7,800
- TP: 350
- ATK: ???
- DEF: ???
- XP: 461
- Gald: 5,000
- Items dropped: All-Divide
- Steal: All-Divide
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All

- Strategy: Deactivate all of Zelos' attacks except for Eruption, Air Thrust, Grave and Thunder Blade. Same for Genis, deactivate all of his spells, except for Tidal Wave, Explosion, Cyclone and Ground Dasher. As soon as you enter the battle, give the "All out" order by pressing -> on the D-pad. Put yourself in front of the Fake and start guarding and using Guardian every now and then. Zelos and Genis will start attacking the Fake with magic and keeping a distance from it. Raine's duty here is to support you with her healing arts, and using her Photon and Ray/Holy Lance when she's not healing. In doing so, you'll win the battle in no time.

-----  
-----  
BOSS: PLANTIX  
-----

- Name: Plantix
- Location: Latheon Gorge
- HP: 36,000
- TP: 250
- ATK: 1,300
- DEF: 310
- XP: 7,500
- Gald: 1,250
- Items dropped: Blue Saphira
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: Fire
  - Strong: Earth

- Strategy: Make a party of Lloyd, Genis, Raine and Zelos. This jerk has a lot of HP, but we'll take it down fast. Deactivate all of Genis' spells, except for Explosion and Raging Mist. For Zelos, it doesn't matter, since we need him to aid the physical offense. Raine, as always, must heal during the battle. If it's possible, equip Zelos with the Flame Dagger, to inflict some mayor dmg. on Plantix. A good tech to use with Lloyd is Sword Rain: Beta and Beast Sword Rain. This boss is so weak, comparing it to others. Genis' Explosion deals over 3,500 dmg. each time it hits. Zelos' attacks, with the Flame Dagger, deals near 500 dmg. every hit. After a while, he goes down.

-----  
--> Tower of Salvation (Tethe'alla)

-----  
BOSS: KRATOS AURION  
-----

- Name: Kratos Aurion
- Location: Tower of Salvation (Tethe'alla)
- HP: 25,000
- TP: 980
- ATK: 1,200
- DEF: 400
- XP: 7,600
- Gald: 4,800
- Items dropped: EX Gem Lv4, Energy Tablets
- Steal: None

- Elemental Info.:
- AA: None
- Weak: None
- Strong: Lightning, Light

- Strategy: Kratos is harder this time, way too harder. I hope you did what I told you about Luin and have the toy weapons, because you are going to need them. He has Judgment, same as Colette, and he uses it very often. He attacks a lot with S. Lightning Blade and his other techs. If you have equipped a Black Onyx and a Moonstone on each character, you'll be fine. If you see Kratos preparing a Judgment Spell, unleash without a doubt a Unison Attack to cancel it. Raine will be healing you through the whole battle, since she won't have time for anything else.

-----

--> The Holy City, Welgaia

-----

BOSS: YGGDRASIL

-----

- Name: Yggdrasill
- Location: Tower of Salvation (Tethe'alla)
- HP: 40,000
- TP: 3,000
- ATK: 1,800
- DEF: 350
- XP: 3,000
- Gald: 0
- Items dropped: None
- Steal: None
- Elemental Info.:
- AA: None
- Weak: Darkness
- Strong: Light

- Strategy: You do not have to win this battle, but you don't have to lose either. You have to wait for the battle to end, without dying. Attack him like a normal Boss and after some time, the battle will end.

-----

--> Tower of Salvation (Tethe'alla)

-----

BOSS: GATEKEEPER/ANGEL SWORDIAN X2

-----

- A) Gatekeeper
- Location: Tower of Salvation (Tethe'alla)
- HP: 18,000
- TP: 800
- ATK: 1,180
- DEF: 210
- XP: 8,880

- Gald: 8,970
- Items dropped: Mystic Symbol
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: Light

b) Angel Swordian x2

- Location: Tower of Salvation (Tethe'alla)
- HP: 7,480
- TP: 130
- ATK: 1,040
- DEF: 105
- XP: 236
- Gald: 335
- Items dropped:
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: I don't even know what to say about this battle! If you went to Iselia before the battle like I wrote before, and have the Kusanagi Blade, this battle will be just like a breeze. The Angel Swordians have really low HP and maybe go down in 2 combos. Remember the 3-combo + Lv1 Tech + Lv2 Tech + Lv3 Tech. Personally; I had Sonic Thrust as Lv1 Tech, Fierce Demon Fang as Lv2 Tech and Sword Rain: Beta as Lv3 Tech. That dealt over 4,000 dmg. in a single blow. Same goes for the Gatekeeper. He has low ATK power that it doesn't even represents a challenge to you, gamer!

-----  
 -----  
 BOSS: ZELOS WILDER  
 -----

- Name: Zelos Wilder
- Location: Tower of Salvation (Tethe'alla)
- HP: 28,000
- TP: 1,200
- ATK: 1,150
- DEF: 365
- XP: 9,300
- Gald: 9,800
- Items dropped: Mystic Symbol
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: lightning, Light

- Strategy: Well, what can I say? I was speechless the first time I saw this too. He surely has a lot of HP. He has all of his tech attacks he had when he was with you, plus some more. He makes good use of them, so don't fear of using all of your items if necessary. I used almost 8 Life Bottles in Lloyd alone. When he's in Over Limit, he can make use of his spells without waiting for them to charge. Make good use of the guardian Skill. After 20 Life Bottles, 15 Orange Gels and 18 Apple Gels (it's a random number), Zelos Wilder will go down.

-----  
-----  
BOSS: PRONYMA/IDUN X2  
-----

a) Pronyma

- Location: Tower of Salvation (Tethe'alla)
- HP: 32,000
- TP: 850
- ATK: 1,720
- DEF: 350
- XP: 7,000
- Gald: 4,800
- Items dropped: Red Savory
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: Light
    - Strong: Darkness

b) Idun

- Location: Tower of Salvation (Tethe'alla)
- HP: 11,000
- TP: 0
- ATK: 1,150
- DEF: 220
- XP: 1,200
- Gald: 1,200
- Items dropped: Black Quartz
- Steal: None
  - Elemental Info.:
    - AA: Darkness
    - Weak: None
    - Strong: None

- Strategy: As the other boss fights, start with her underlings, the Idun's. They have 11,000 HP each, but they'll go down fast. After they're gone, it's Pronyma's time. She has an annoying attack called "Agarazium" or something like that, which makes you float and causing quite some dmg. Prism Sword is her most powerful attack, it's a combination of Judgment and Ray. Nothing to really worry about, remember that Raine's healing arts are the key to have your HP high at all times.

-----  
-----  
BOSS: YGGDRASIL  
-----

- Name: Yggdrasil
- Location: Tower of Salvation (Tethe'alla)
- HP: 40,000
- TP: 3,000
- ATK: 1,800
- DEF: 380
- XP: 8,320
- Gald: 4,800
- Items dropped: EX Gem Lv4, Energy Tablets
- Steal: None
  - Elemental Info.:



- AA: None
- Weak: Darkness
- Strong: Light

- Strategy: If you're thinking that this battle, is easy, then you're wrong. This battle is hard, not that hard as Sword Dancer #3. He has some nasty attacks, like Prism Sword, Ray, Outburst, Death Eater (something like that, I don't remember), which looks identically like Judgment. Attack a lot, since he doesn't block that often. Try combo him as much as you can and use Unison Attacks with intelligence. After some time, he'll go down.

-----

--> Torent Forest

-----

BOSS: KRATOS AURION

-----

- Name: Kratos Aurion
- Location: Torent Forest
- HP: 12,000
- TP: 1400
- ATK: 1,050
- DEF: 320
- XP: 9,990
- Gald: 5,520
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Lightning, Light

- Strategy: He is very easy, even if you're by yourself. He has the same techs and he really likes to cast Grave and Thunder Blade spells. He casts them so often that it will become annoying. There's not much to say about this battle.

-----

-----

BOSS: ORIGIN

-----

- Name: Origin
- Location: Torent Forest
- HP: 40,000
- TP: 800
- ATK: 1,450
- DEF: 350
- XP: 10,240
- Gald: 9,870
- Items dropped: Reflect Ring
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None

- Strategy: Make a party of Lloyd, Sheena, Genis and Raine. Rameesh is his most powerful attack, dealing an insane amount of dmg to the whole party. A good idea, try using Unison attacks as often as you can, having Raine cast Ray and Genis Indignation, producing a compound EX Attack called Prism Stars, dealing over 20,000 dmg during the whole process. He has some descent spells in his arsenal, making good use of them all. He may not be as tough as Kratos or Yggdrasill, but he might be quite challenging.

-----

--> Welgaia

-----

SUB-BOSS: THE FUGITIVE

-----

- Name: The Fugitive
- Location: Welgaia
- HP: 20,000
- TP: 500
- ATK: 1,950
- DEF: 215
- XP: 2,800
- Gald: 3,200
- Items dropped: Magic Ring
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Water, Lightning, Light and Darkness

- Strategy: It's not that hard. He only has 20,000 HP. The angels you were fighting in Derris-Kharlan had around 8,000 HP each. Just combo him to your heart's content until he goes down.

-----

-----

BOSS: THE JUDGED

-----

- Name: The Judged
- Location: Welgaia
- HP: 20,000
- TP: 500
- ATK: 1,950
- DEF: 215
- XP: 2,800
- Gald: 3,200
- Items dropped: Attack Ring
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Wind, Earth, Light and Darkness

- Strategy: Same as the past enemy. Combo and attack him nonstop until he goes down.

-----  
-----  
SUB-BOSS: THE NEGLECTED  
-----

- Name: The Neglected
- Location: Welgaia
- HP: 20,000
- TP: 500
- ATK: 1,950
- DEF: 215
- XP: 2,800
- Gald: 3,200
- Items dropped: Defense Ring
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Fire, Ice, Light and Darkness
  
- Strategy: Same thing to do with the past 2 sub-bosses. Keep attacking and combo him to your heart's content.

-----  
-----  
SUB-BOSS: DARK DRAGON  
-----

- Name: Dark Dragon
- Location: Welgaia
- HP: 19,000
- TP: 0
- ATK: 1,250
- DEF: 48
- XP: 1,418
- Gald: 534
- Items dropped: Dragon Mail
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None
  
- Strategy: This sub-boss is a shame. He has low ATK and DEF. Yes, even lower than Dragon at Temple of Earth. If you've rebuilt Luin, you should have killed at least 40 Dragons, so killing this one is just like a breeze.

-----  
  
--> Le Gran Finale (Deepest area of Derris-Kharlan)

-----  
BOSS: MITHOS  
-----

- Name: Mithos
- Location: Le Gran Finale (Deepest area of Derris-Kharlan)
- HP: 55,000

- TP: 5,000
- ATK: 2,000
- DEF: 410
- XP: 8,280
- Gald: 1,690
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: Light

- Strategy: Ok, this little bastard is hard and Annoying, even being at high level. It's so hard to stagger him. He has the most powerful light-based spells, Ray, Holy Lance and Judgment; and casts them nonstop. He also has an attack called "Retribution", which inflicts random status effects on all party members. Genis' advanced spells like Indignation, Explosion and Ground Dasher work wonders on him. He doesn't defend a lot, but that doesn't mean you can easily combo him. The best way using Unison Attacks is either to nullify his Judgment spell or his Retribution. Use all the items you need in this battle, since it's almost the last battle.

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 -----  
 BOSS: MITHOS  
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- Name: Mithos
- Location: Le Gran Finale (Deepest area of Derris-Kharlan)
- HP: 60,000
- TP: 1,500
- ATK: 2,150
- DEF: 265
- XP: 0
- Gald: 0
- Items dropped: EX Gem MAX
- Steal: EX Gem MAX
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: All

- Strategy: He may have a lot of HP, but he is easier than the previous version of Mithos. He still has his Judgment spell, but that is the only light-based spell. He also has Flame Lance, which doesn't cause much dmg. His physical attack attacks you three times in a row. Same as before, when you see the Judgment spell being cast by Mithos, unleash a Unison Attack right away. Use Genis' spells nonstop, as well as Raine's Revitalize.

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~~( )~~~~~) (~~~~~( )~~
)( 10] Sidequests ( ) s1000 )(
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All this section has the sidequests of the game. In each area, I explain how to do it and the correct time.

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=====
----- 10.1] Wonder Chef ~~~~~ s1001 -----
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In this section, I'll write down all the recipes that you find throughout the game. They are in order of appearance, so check them all out:

--> Iselia: 1

= Recipe: Sandwich

- Description: A lunchtime classic.
- Effect: Restores a small amount of HP.
- Required Ingredients: Bread
- Additional Ingredients: Some kind of Meat, Greens, Tomato.
- Location: Default recipe (already have it).

--> Triet: 1

= Recipe: Cabbage Roll

- Description: Juicy morsels of meat wrapped in tender cabbage leaves.
- Effect: Restores a small amount of TP.
- Required Ingredients: Cabbage, Pork.
- Additional Ingredients: Tomato, Onion, Mushroom.
- Location: Examine the green thingy on the hall on the second floor of the Inn.

--> Izoold: 1

= Recipe: Rice Ball

- Description: A ball of rice wrapped in seaweed. Simple yet delicious!
- Effect: Restores a small amount of HP/TP.
- Required Ingredients: Rice.
- Additional Ingredients: Some kind of Meat, Seaweed, White Satay, Miso.
- Location: Examine the NE corner inside the house to the E of the Katz.

--> Palmacosta: 1

= Recipe: Omelet

- Description: A scrumptious omelet stuffed to the brim.
- Effect: Cures Poison for the party.
- Required Ingredients: Rice, Egg.
- Additional Ingredients: Onion, Pork, Lemon.
- Location: Check the Ball Basket under the stairs inside the school.

--> Asgard: 1

= Recipe: Meat Stew

- Description: A combo of tender meat and heavenly broth.
- Effect: Restores a small amount of HP.  
Temporarily increases Attack.
- Required Ingredients: Meat, Kelp.
- Additional Ingredients: Radish, Onion.
- Location: The Phonograph besides the bed on the second floor of Aisha's House (The dark brick house on the E side of town)

--> Hima: 1

= Recipe: Risotto

- Description: A melodic harmony of rice and cheese.
- Effect: Restores a small amount of HP.
- Required Ingredients: Rice, Cheese.
- Additional Ingredients: Milk, Onion, Mushroom.
- Location: The tea pot in the E room of the first floor at the Inn

--> Meltokio: 2

= Recipe: Steak

- Description: A classic comfort food dish. Don't be shy on the gravy!
- Effect: Cures Paralysis for the party.
- Required Ingredients: Meat, Onion.
- Additional Ingredients: Carrot, Radish.
- Location: The cat artifact at the NW corner of >Axios<.

= Recipe: Fruit Cocktail

- Description: An assortment of sweet, succulent fruit in light syrup.
- Effect: Restores a small amount of TP.
- Required Ingredients: Fruit, Fruit.
- Additional Ingredients: Fruit, Fruit, Fruit.
- Location: The present on the corner of the second floor inside the second house on the E area (Zelos' house).

--> Sybak: 1

= Recipe: Fried Rice

- Description: Rice stir-fried with egg and various vegetables.
- Effect: Restores a small amount of HP/TP.

- Required Ingredients: Rice, Egg.
- Additional Ingredients: Meat, Bell Pepper, Carrot, Black Satay.
  
- Location: The paintings between the bookshelves in the N building (library).

--> Mizuho: 1

= Recipe: Ramen

- Description: An exotic broth-based noodle dish.
- Effect: Restores a moderate amount of HP.
  
- Required Ingredients: Panyan, Black Satay, Seaweed.
- Additional Ingredients: Pork, Egg.
  
- Location: The old Japanese laundry station in front of Tiga's House (inside).

--> Ozette: 2

= Recipe: Tenderloin

- Description: Steak pan-fried to perfection.
- Effect: Restores a moderate amount of TP.
  
- Required Ingredients: Meat, Onion, Tomato.
- Additional Ingredients: Bell Pepper.
  
- Location: The parrot on the N wall inside the Inn.

= Recipe: Gratin

- Description: Pasta baked in a rich cream sauce.
- Effect: Restores a small amount of HP/TP.  
Temporarily increases Accuracy.
  
- Required Ingredients: Cheese, Pasta, Milk.
- Additional Ingredients: All Meat.
  
- Location: The wooden bear statue inside Presea's house.

--> Altamira: 1

= Recipe: Spaghetti

- Description: Everyone's favorite tomato-based pasta dish.
- Effect: Restores a large amount of HP.
  
- Required Ingredients: Noodles, Onion, Tomato.
- Additional Ingredients: Meat, Bell Pepper.
  
- Location: Large brownish pumpkin on the fourth floor of the Inn (Night only).

--> Altessa's House: 1

= Recipe: Curry

- Description: The spicy sauce titillates the taste buds!
- Effect: Restores moderate amount of HP/TP.
- Required Ingredients: Rice, Onion, Red Satay.
- Additional Ingredients: Meat, Potato, Carrot, Pineapple.
- Location: Speak to Tabatha to learn it.

--> Flanoir: 1

= Recipe: Quiche

- Description: A delicate balance of ingredients baked in an egg mixture.
- Effect: Cures Curse for the party.
- Required Ingredients: Egg, Meat.
- Additional Ingredients: Onion, Shrimp, Kelp.
- Location: A brown pot on a green pillow inside the church.

--> Heimdall: 1

= Recipe: Cream Stew

- Description: Nothing warms the soul like hearty cream stew.
- Effect: Cures all Status Effects for the party.
- Required Ingredients: Milk, Onion, Carrot.
- Additional Ingredients: Meat.
- Location: Painting in the N room of the Elder's House.

--> Latheon Gorge: 1

= Recipe: Pescatore

- Description: A pasta dish with bounty from the sea.
- Effect: Restores a small amount of HP/TP.  
Temporarily increases Magic Attack.
- Required Ingredients: Pasta, Fish, Tomato.
- Additional Ingredients: Shrimp.
- Location: Green bunny thingy behind the Storyteller.

--> Luin (must be rebuilt): 1

= Recipe: Seafood Stew

- Description: Succulent stew packed with flavor and nutrition.
- Effect: Restores a small amount of TP.  
Temporarily increases Defense.



- Required Ingredients: Fish, Kelp.
- Additional Ingredients: Radish, Onion.
  
- Location: Boiling pig on the NW corner of >Crossroads<

--> House of Guidance (Heimdall area): 1

= Recipe: Potato Salad

- Description: An essential part of a respectable picnic.
- Effect: Restores a large amount of TP.
  
- Required Ingredients: Potato, All Veggies, Purple Satay.
- Additional Ingredients: Onion, Cucumber.
  
- Location: Talk to the chef inside the building with Regal as your avatar (after Heimdall is destroyed).

--> House of Guidance (Meltokio area): 1

= Recipe: Pork Cutlets

- Description: Tender pork dusted with bread crumbs, then fried golden brown.
- Effect: Restores a large amount of HP.
  
- Required Ingredients: Pork, Bread, Egg.
- Additional Ingredients: Greens, Rice, Purple Satay.
  
- Location: Talk to the chef inside the building with Regal as your avatar (after Heimdall is destroyed).

--> Asgard: 1

= Recipe: Paella

- Description: A divine combination of rice, seafood, and vegetables.
- Effect: Temporarily increases all characters stats.
  
- Required Ingredients: Rice, Fish, Purple Satay.
- Additional Ingredients: Tomato, Onion.
  
- Location: Talk to the chef in front of the windmill with Regal as your avatar.

--> Dirk's House: 1

= Recipe: Miso Stew

- Description: A nutritious and delicious miso-based stew.
- Effect: Restores a large amount of HP/TP.
  
- Required Ingredients: Miso, Kelp, Egg.
  
- Additional Ingredients: Radish, Konjac, Meat, Red Satay.

- Location: Wooden-stick bird next to the bed on the second floor.

--> Exire: 1

= Recipe: Shortcake

- Description: Cake topped with a tantalizing array of fruits.

- Effect: Restores a large amount of TP.

- Required Ingredients: All Fruits, Egg, Milk.

- Additional Ingredients: All Fruits.

- Location: Rheaird figurine on the second floor of the three-story building.

--> Meltokio: 1

= Recipe: Beef Stew

- Description: Beef slowly simmered in a rich sauce until fork-tender.

- Effect: Cures all Status Effects.

- Required Ingredients: All Meat, Tomato, Purple Satay.

- Additional Ingredients: Carrot, Potato, Onion.

- Location: After getting the Derris Emblem at Welgaia, return to Meltokio and near the castle's entrance, you'll see Wonder Chef and a Dark Wonder Chef. A scene triggers with these two characters. In between the scene, you learn how to make "Beef Stew".

=====  
===== 10.2] Colette's Dogs ~~~~~ s1002 =====  
=====

Same as the Recipes, the dogs appear in order of appearance. This is totally optional, since the only thing you win by doing this is Colette's title "Dog Lover". There're a total of 29 dogs through all the game.

--> House of Salvation (Iselia Area): 1

- Kitty: S of the entrance of the building.

--> Triet: 1

- Cammy: At the oasis area. You can't miss it!

--> Izoold: 1

- Pookie: Right in front of you when you enter.

--> Palmacosta: 2

- Teddy: When you arrive from Izoold the first time, you'll see it near a ship.

- Pepe: Walking around on the E side of Palmacosta.

--> House of Salvation (Palmacosta Area): 1

- Caramel: on the W side of the building.

--> Thoda Dock: 1

- Binky: It's walking around the area outside the building.

--> Thoda Geyser: 1

- Bob: it's NW of where you are after the scene of when you arrive.

--> House of Salvation (Asgard Region): 1

- Monmon: at the NE corner of the main entrance.

--> Asgard: 2

- Hal: Sitting just a bit N of >Whirlwind<.

- Murry: Walking near the women at the S part of the E side of town.

--> Hima: 2

- Boo: Right outside the Inn.

- Rockie: On top of the hill behind the Inn.

--> Meltokio: 2

- Chibi: On the dark side of Meltokio, sitting next to a traveler.

- Pudding: On the E side of the Noble's area.

--> Sybak: 2

- Chappy: It's just N of the main entrance, next to the Inn.

- Turbie: Outside the Laboratory.

--> Mizuho: 1

- Tiggy: Next to the only shop in town.

--> Ozette: 2

- Kalcy: Right in front of the main entrance.

- Sammy: Outside >Nature's Kitchen<

--> Flanoir: 2

- Poochi: Outside the Inn.

- Penny: Near >Winter Harvest<

--> Altamira: 2

- Lulu: N of the Inn (near the grave)
- Kenny: E of the entrance to the casino.

--> Iselia: 1

- Bunz: in front of Genis' house.

--> Heimdall: 2

- Coco: Under the Inn.
- Cookie: Follow the path under the Elder's House.

--> Luin (after being rebuilt): 1

- Lucky: Outside >Fighting Spirit<.

--> Exire: 1

- Simon: Near the entrance.
- Chuchu: Near the exit.

=====  
===== 10.3] Altamira Find Child ~~~~~ s1003 =====  
=====

After choosing between Kratos or Zelos at Flanoir, go to Altamira and speak to the woman in front of the Inn. She'll tell you that her four daughters, Mary, Jo, Beth and Diana are lost. Remember that you have to use Zelos and speak to them as your avatar. Agree to help the lady and the order to search for them is as follows:

- Jo: She's at the end of the beach in front of the safeguard seat.
- Diana: On second floor of the Inn (where the shops are) looking at the bulletin board.
- Beth: At the Amusement Park. She's right to your right. Speak to her and you'll notice that she doesn't disappear like the other two. Return to her mom and she'll let you know that Beth hasn't come back. Return to Beth one more time and talk to her. She'll finally go to her mom.
- Mary: Return to the beach area and speak to the blue-haired girl buying at the hut. Speak to her to make her go to where mommy is.

Return and speak to the careless lady and go in the Inn. Speak to the receptionist to trigger a scene. Afterwards you obtain the title:

- Lloyd "Beach Boy"
- Colette "Mermaid"
- Genis "Beach Comber"
- Raine "No. Not the Sun!"
- Sheena "Queen of the Beach"
- Presea "First-timer at Sea"

- Zelos "Pickup Artist"
- Regal "Swimmer"

Notice that you can only choose one person to wear a swimsuit. The other two are chosen by your affection lv. You need to equip the title to have the character wear the swimsuit.

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----- 10.4] Princess Guard ~~~~~ s1004 -----
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After choosing between Kratos or Zelos at Flanoir, go to Meltokio and speak to Sebastian in Zelos' house. A scene triggers and you'll be noticed that Princess Hilda was abducted. When you regain control, go to the castle to trigger another scene. Afterwards, exit Meltokio and go to Tethe'alla Bridge.

A scene triggers as you enter and you'll be at Meltokio again. Kate tells you that the Pope is in Gaoracchia Forest so time to go there.

Exit Meltokio and head to Gaoracchia and enter it from Mizuho's entrance. A scene triggers as you enter and you'll have to dispose of the Popes' soldiers, not hard at all. After the battle, Zelos obtains the title "Princess Guard". You'll be at Meltokio again and after the scene is over and you regain control, exit the castle and go to Zelos' house. Speak to Sebastian in here to trigger another scene. Lloyd's outfit didn't arrive, so go to the castle and another scene triggers, in which Lloyd obtains the costume change title "Nobleman".

At the salon, choose any answer you want, remember that that person obtains the costume, plus other three characters which you speak with. Afterwards you obtain the title:

- Lloyd "Nobleman"
- Genis "Easter Sunday"
- Colette "Fair Lady"
- Raine "Glamorous Beauty"
- Sheena "You Look Great!"
- Presea "Little Madam"
- Zelos "Narcissist"
- Regal "Dandy"

After the party, you'll be at Zelos' House. After the scene, leave Meltokio.

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----- 10.5] Costumes ~~~~~ s1005 -----
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Each character in the game has a personal outfit besides their original. To obtain them, read the following:

= Lloyd

After getting the Derris Emblem at Welgaia, return to Luin (must be rebuilt) and go to the docks. Speak to the pirate, Aifread. He'll sell you the boat for 3,000 Gald. Buy it and Aifread runs and tricks you. Afterwards, leave Luin and reenter it.

Go and speak to Aifread again. Agree with him when the question prompts and

Lloyd obtains his costume change title "Arrgh. Me Hearties".

= Colette

After getting the Derris Emblem at Welgaia, return to Meltokio and enter the castle. From the entrance, go E and enter the first door (kitchen). Talk to everybody in here and return outside. Go up the stairs next to the kitchen and speak to the two ladies that look like twins. After a funny scene, you receive 100 Gald and Colette obtains her costume change title "Maid".

= Genis

After getting the Derris Emblem at Welgaia, return to Meltokio and go to the E side of Meltokio (slums). Witness a scene of a boy chasing a Katz. When the scene is over, go to >Belteon< and speak to the Katz there. After the scene, return to Sylvarant. Do you see the large mass of land at the NW corner of the map? Katz' Village is at the NE corner of the island. Enter it. Move to the top of the mountain and speak to the elder. Afterwards, return to Meltokio and to the slums to trigger a scene. After the scene, Genis obtains his costume change title "Katz Katz Katz"

= Kratos

When Kratos rejoins the party at Dirk's House (only if you chose him over Zelos at Flanoir), he obtains his costume change title "Judgment".

= Raine

After getting the Derris Emblem at Welgaia, return to Asgard and go to where the stone dais is to trigger a scene. As it ends, Raine obtains her costume change title "Maiden".

= Sheena

After getting the Derris Emblem at Welgaia, return to Mizuho and talk to Orochi outside Tiga's house. Afterwards, enter it and speak to him. Afterwards, exit Mizuho and go to the Temple of Lightning. A scene triggers as you enter and then proceed N and into the main room. Go up the stairs to the top and another scene triggers. You'll be taken to Mizuho automatically and the scene from the Temple of Lightning continues. You'll be camp firing after the scene, so talk to everybody and the scene continues. Afterwards, Sheena obtains her costume change title "Successor".

= Presea

After getting the Derris Emblem at Welgaia, return to Altamira and ride the elemental railway to Lezareno Company. Go to the President's Office and a scene triggers. Afterwards, Presea obtains her costume change title "Dream Traveler".

= Zelos

After getting the Derris Emblem at Welgaia, return to Meltokio and participate in the Arena in any Class and conquer it. Afterwards, go to Zelos' house at the

Noble area to trigger a scene. Afterwards, Zelos obtains his costume change title "Masked Swordsman".

= Regal

After getting the Derris Emblem at Welgaia, return to Meltokio and near the castle's entrance, you'll see Wonder Chef and a Dark Wonder Chef. A scene triggers with these two characters. In between the scene, you learn how to make "Beef Stew". At the end of this scene, Regal obtains the title "God of The Kitchen". Equip the title and change the costume.

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----- 10.6] Luins' Reconstruction ~~~~~ s1006 -----
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In order to rebuild Luin, you must return to Sylvarant and enter Luin. You'll find Pietro in here, which is recollecting Gald and people. You need like 458,500G. Yes I know it's much, but here's an easy way to get the money.

After the battle with Plantix at Latheon Gorge, you'll receive a Blue Sephira, which doubles the money earned after battle. Equip it to someone and go to the Temple of Earth. Go N and at the fork, go down the cave to your W. You'll see a flying dragon-type enemy. Every time you kill this enemy, you receive 10,000G. But with the Blue Sephira, those 10,000G turns to 20,000G. You only need to defeat it 23 times in order to have the necessary Gald. But also, once rebuilt, there are new and more powerful weapons. 40,000G a piece. There are 9 weapons in total, bringing the needed money to a massive amount of 818,500G. That's 41 dragons. Each fight should last less than 1 min.

Once you have the money, return to Luin and talk to Pietro. Start giving him money in the next order. Also, remember that each time you give him money, go out of Luin and reenter it and keep going in and out every time you're going to give him money.

1. 5000
2. 12,000
3. 21,500
4. 15,000
5. 20,000
6. 25,000
7. 35,000
8. 40,000
9. 45,000
10. 50,000
11. 75,000
12. 100,000
13. 5000
14. 5000
15. 5000

After giving him all that money, talk to him for a scene. Afterwards, go W, up the stairs and speak to the dog. Enter the house near the dog and look at the stores.

```
o-----o
|> Fighting Spirit <|
|                   o--o
|Paper Fan.....40,000G|
```

```
|Tambourine.....40,000G|
|Phantasmagoria.40,000G|
|Deck Brush.....40,000G|
|Money Bag.....40,000G|
|Toy Dagger.....40,000G|
|Baseball Bat...40,000G|
|Pow Hammer DX..40,000G|
|Glory Arts.....40,000G|
o-----o
```

Exit the store; go down the stairs and go S across the bridge to another area.  
Go S and enter >Crossroads<.

```
o-----o
|> Crossroads <|
|           o----o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Holy Bottle....200G|
|Magic Lens.....10G|
o-----o
```

Restock if needed, and check the boiling pig on the NW corner of the store to have Wonder Chef appear and teach you how to make "Seafood Stew". And that ends this section!

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===== 10.7] Devil's Arms ~~~~~ s1007 =====
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The Devil's Arms are weapons that you find in black chests throughout the game. They are weak at the beginning of the game, since they have STR 0. But their STR grows as you kill enemies, but you'll only have this power until you end this sidequest. Yes, and that means defeating Abyssion. The way to start obtaining these is as follows:

First of all, you must be at Toize Valley Mine. Once you've disposed of Naploosa Bacura, examine its' pieces to obtain Colette's Devil Arm, Evil Eye. Keep playing the game and when you reach Flanoir, talk to Abyssion. He then gives you Lloyd's Devil Arm, Nebilim. He also gives you Nebilim's Key, the key to open the chests where the Devil's Arms are. This starts the quest of the Devil's Arms.

The next list shows the names, location and everything related to them.

= Lloyd Irving

- Devil's Arm: Nebilim
- Location: Flanoir. Abyssion himself gives it to you.
- Description: "A cursed weapon. Its background is a mystery."
- Stats: SLA: 0      ACC: 0      EDEF: None
- THR: 0      EVA: -20      EATK: None
- DEF: 0      LCK: -20
- INT: 0

= Colette Brunel



- Devil's Arm: Evil Eye
- Location: Toize Valley Mine. Examine the destroyed Naploosa Bacura.
- Description: "A cursed weapon. Kills the weak with one glance."
- Stats: ATK: 0      ACC: 0      EDEF: None
- EVA: 0      EATK: None
- DEF: 0      LCK: 0
- INT: 0

= Genis Sage

- Devil's Arm: Disaster
- Location: Altamira (Night). Rest at the Inn and tell the woman at the counter that you want to go out at night. Then go to the Casino area. Speak to the guy near the entrance to the Katz' show, following the bridge E. Buy him the Kendama for 1,000G.
- Description: "A cursed weapon that's evil to the core. Use with caution."
- Stats: ATK: 0      ACC: -30      EDEF: None
- EVA: 100      EATK: None
- DEF: 0      LCK: -50
- INT: -30

= Kratos Aurion/Zelos Wilder

- Devil's Arm: Soul Eater
- Location: NW of Triet. Speak with the person outside the Inn and near the dog at the oasis area. Afterwards, go NW of Triet and enter the glowing ring of light besides the mountain. Defeat the Sand Worm and receive the Devil's Arm.
- Description: "A sword known to devour the souls of its victims."
- Stats: ATK: 0      ACC: -30      EDEF: None
- EVA: -30      EATK: None
- DEF: -50      LCK: -30
- INT: -50

- Devil's Arm: Fafnir
- Location: Inside Gaoracchia Forest. Enter Gaoracchia Forest from Mizuho and from the save point, head N to another area. From here, move NW and at the fork, move NW and just a bit before the next fork, use your Sorcerer's Ring on the vines on your E side of the path. You'll reveal the black chest with Fafnir waiting for you.
- Description: "A cursed dagger made from the bone of a wicked dragon."
- Stats: ATK: 0      ACC: 0      EDEF: None
- EVA: 0      EATK: None
- DEF: 0      LCK: 0
- INT: 0

= Raine Sage

- Devil's Arm: Heart of Chaos
- Location: After obtaining all the other Devil's Arms, return to Abyssion at Flanoir. Afterwards, return to Hakonesia Peak and speak to Koton to obtain the Heart of Chaos.
- Description: "A cursed weapon that pulses with evil energy."
- Stats: ATK: 0      ACC: -30      EDEF: None
- EVA: 0      EATK: None
- DEF: 0      LCK: -30

INT: 50

= Sheena Fujibayashi

- Devil's Arm: Gates of Hell
- Location: After talking to the Gnomelette at Altessa's House, return to the Temple of Earth and go to where the Dragon enemy is. Go all the way E and talk to the Gnomelettes to make them move. Go past them and get the Devil's Arm from the black chest.
- Description: "A cursed card with a picture of a feather from an evil black bird."
- Stats: ATK: 0      ACC: -20      EDEF: None  
                                         EVA: 60      EATK: None  
         DEF: -40    LCK: 10  
         INT: 10

= Presea Combatir

- Devil's Arm: Diablos
- Location: On the S of the second area of Latheon Gorge.
- Description: "Chaos can be heard pulsing within this weapon."
- Stats: ATK: 0      ACC: -20      EDEF: None  
                                         EVA: -20      EATK: None  
         DEF: 0      LCK: -20  
         INT: 0

= Regal Bryant

- Devil's Arm: Apocalypse
- Location: N building in main area of Welgaia.
- Description: "A cursed weapon with a dark, evil aura."
- Stats: ATK: 0      ACC: -20      EDEF: None  
                                         EVA: 0      EATK: None  
         DEF: -20    LCK: 0  
         INT: 0

After you recollected all of the Devil's Arms, return to the Temple of Darkness and go all the way down where you fought Shadow. Save before reaching here, because there's going to be a Boss Battle.

-----  
OPTIONAL BOSS: ABYSSION  
-----

- Name: Abyssion
- Location: Temple of Darkness
- HP: 120,000
- TP: 8200
- ATK: 2250
- DEF: 425
- XP: 8,000
- Gald: 6,800
- Items dropped: Hyper Gauntlet, Jet Boots
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None

- Strong: None

- Strategy: This was my status for my characters:

Lloyd (Lv. 75)                   Lv3 Guard Plus  
HP: 6830/6830                   Lv4 Follow-up  
MP: 999/999                   Lv4 Sky Combo  
Weapon: Kusanagi Blade       Lv4 Ability Plus  
Body: Star Mail  
Head: Golden Helm  
Arm: Claw Gauntlet\*  
Acc. 1: Black Onyx  
Acc. 2: Turquoise  
Title: Eternal Swordsman\*\*

=~~~~~

Raine (Lv. 73)                   Lv3 Speed Cast  
HP: 5395/5395                   Lv4 Item Pro  
MP: 752/752                   Lv4 Spell Save  
Weapon: Crystal Rod           Lv4 Happiness  
Body: Spirit Robe  
Head: Maid's Hairband               - Strategy -  
Arm: Shield Ring                   Attack Freely  
Acc. 1: Mystic Symbol               Heal  
Acc. 2: Black Onyx                 Don't Pursue  
Title: Glamorous Beauty

=~~~~~

Kratos (Lv. 73)                   Lv3 Eternal  
HP: 6019/6019                   Lv3 Slasher  
MP: 633/633                   Lv3 Super Chain  
Weapon: Excalibur               Lv4 Sky Combo  
Body: Dragon Mail  
Head: Star Helm                   - Strategy -  
Arm: Star Shield                   Attack Freely  
Acc. 1: Elven Boots\*\*\*               Heal  
Acc. 2: Black Onyx                 Skills/Magic  
Title: Judgment

=~~~~~

Genis (Lv. 73)                   Lv3 Rhythm  
HP: 4498/4498                   Lv4 Speed Cast  
MP: 636/636                   Lv4 Spell Save  
Weapon: Phantasmagoria       Lv4 Spell Charge  
Body: Warlock Garb  
Head: Aifread's Hat               - Strategy -  
Arm: Star Bracelet                 Attack Freely  
Acc. 1: Diamond\*\*\*\*                At Once  
Acc. 2: Black Onyx                 L-ranged Magic  
Title: Warlock

\* This is to give Lloyd an extra ATK +50.

\*\* This title is to use Falcon's Crest when HP is critical, just by switching swords.

\*\*\* This is to give Kratos an extra push, since he's way too slow.

\*\*\*\* This is to give Genis a small DEF bonus.

OMG, the hardest Boss Battle of the game. Y'all ready to do this? Ok, he's a combination of all your characters in one. He has some attacks of every character. From Lloyd, he has Double Demon Fang, Tiger Rage and Raging Beast; from Colette, he has Ring Cyclone; from Genis, he has spells like Indignation, Meteor Swarm, Prism Sword, Explosion, Flame Lance and Spread; from Raine none, since she has no offensive spells at all (except for Photon, Ray and Holy Lance, but he doesn't use them, at least I haven't seen him use them); from Kratos/Zelos, he has Super Lightning Blade and Victory Light Spear; from Sheena, nothing either; from Presea, he has Mass Devastation, and for Regal, he has Swallow Kick. This is his huge plethora of attacks plus some more physical attacks. Plus, to top it off, he's able to connect his attacks, just like you, being even more deadly!!!

If you feel you just can't beat him, try using an All-Divide. This battle is long, and really mean LONG! It took me 13+ min. fighting him. I used 6 Life Bottles and 3 Pineapple Gels. Turn off all of Raine's spells, except for Revitalize and Force Field. As for Kratos, turn off everything, but leave on Guardian and Healing Stream. And for Genis, turn everything off, except for Tidal Wave, Explosion, Cyclone, Ground Dasher, Indignation, Meteor Storm and Force Field.

Abyssion has an incredible defense (I was doing 200+ dmg. with Lloyd, and he had SLA 1388 and THR 1308). The strategy here is pretty similar to Sword Dancers', but there's only 1 problem. He can move freely across the battlefield, being able to reach Raine in an eye blink and KO-ing her. So try sticking to him, guarding all his attacks and attacking when you think you've got a chance. Also beware that he has like 3 sec. of casting time, but ARE able to stagger him during this brief time. If he unleashes a spell, go behind him as quick as possible and start attacking him. This way, you have like 90% chance of connecting your combo. After you take 2/3 of his Max HP, he'll start unleashing his most powerful spells (Meteor Storm and Prism Sword) and forgetting to use the weaker ones (Spread and Flame Lance).

Kratos and Raine will be busy all the battle healing the party (Kratos mostly will be focusing on healing Lloyd). Genis' spells will take some extra dmg. (all the extra dmg. is welcomed here), plus, when you unleash an Unison Attack, use Lloyd's Sword Rain: Alpha, Raine's Ray, Kratos' S. Lightning Blade and Genis' Indignation. Just like I said with Sword Dancer #3, you'll unleash Prism Stars, a 30 hit attack which will take an insane chunk of dmg. from him; but do use these prudently once his HP is below 40,000, mostly to negate his Meteor Storm and Prism Sword, which can annihilate all the party (Meteor Storm) or anyone in range (Prism Sword). Also remember, when you see Lloyd in Critical (HP in red), quickly equip the Material Blade and use the Falcon's Crest to deal some massive dmg. on Abyssion.

When I was writing the strategy and battling Abyssion, I totally forgot to set the Strategy in the Strat menu, having Kratos attacking, Raine casting Nurse, Field Barrier and Acuteness and Genis using Wind Blade, Stone Blast and Stalagmite. So there's no way you can lose against Abyssion (and I didn't use an All-Divide) with the character's preparation I showed you at the beginning of the battle.

-----

After the battle, there's a scene and Presea obtains her best title in the game (maybe the best title in the whole game), "Empty Soul", which raises every stat by 4 (except for TP, which increases 3). Also, you've finally unlocked the Devil's Arms true power, which increases its' attacks with every enemy THAT character kills. We can finally wrap up this sidequest.

=====  
----- 10.8] Kuchinawa's Duel ~~~~~ s1008 -----  
=====

You can first do Kuchinawa's Duel sidequest after you dispose the Pope of his job and the Tethe'alla's King gives you the letter to enter Ymir Forest. Return to Mizuho to trigger a scene. When in control again, go near the entrance and speak to Orochi. He'll take you to the Isle where the duel takes place. After the scenes, the battle begins!

-----  
OPTIONAL BOSS: KUCHINAWA  
-----

- Name: Kuchinawa
- Location: Mizuho
- HP: 10,000
- TP: 60
- ATK: 800
- DEF: 125
- XP: 4,800
- Gald: 2,860
- Items dropped: Asura
- Steal: None
  - Elemental Info.:
    - AA: None
    - Weak: None
    - Strong: None
- Strategy: Kuchinawa is not that hard as he looks. Start running towards him and jump before bumping into him to have him attack while you jump behind him. Make a 3-combo + "B" Lv1 Power Seal + "v +B" Lv2 Life Seal + "<- -> +B" Lv3 Demon Seal. You'll be dealing over 2,200 dmg. every time you do this. Do this 4, 5 times and you'll win. Remember to equip Sheena with a Moonstone and a Black Onyx to make the battle a bit easier.

-----  
After the battle, Kuchinawa returns Sheena Corrine's Bell (only if you won). Do not let Kuchinawa kill himself. Afterwards, you'll have this sidequest dominated.

=====  
----- 10.9] Sword Dancer ~~~~~ s1009 -----  
=====

The Sword Dancers are Optional Bosses that you find throughout the game. They are extremely hard, being three of the most difficult enemies of the entire game. I'll give instructions of their locations and the strategies.

- Sword Dancer #1

He's in the mine area of Ossa Trail, all the way at the back. You can engage with him right after the first battle with Sheena.

-----  
OPTIONAL BOSS: SWORD DANCER #1  
-----

- Name: Sword Dancer #1
- Location: Ossa Trail
- HP: 8,888
- TP: 38
- ATK: 600
- DEF: 75
- XP: 150
- Gald: 2000
- Items dropped: ???
- Steal: ???
  - Elemental Info.:
  - AA: None
  - Weak: Light
  - Strong: None

- Strategy: OK, first of all, you can't escape. My party was: Lloyd 16, Raine 15, Colette 15, and Kratos 15. This sucker is hard! He can kill you in 1 blow. Have Kratos and Raine healing the whole time, while Colette is using Angel Feathers. You are the only main attacker. Colette is going to be support with her Angel Feathers and giving you Orange Gels and Life Bottles. The main idea here is to do the basic 3-combo + Sword Rain + Fierce Demon Fang or Double Demon Fang at the end, but if you see that he's blocking your normal attacks, forget about the techs and guard, since you'll be doing 2 dmg. for each hit of the Sword Rain. Right after that, guard so you can minimize the dmg. You'll receive around 350 dmg. if you block. If for some reason you die, immediately have Colette use a Life Bottle on you. Keep having Colette using Orange Gels and Life Bottles all the battle. Also remember, if you can nail the attack above mentioned (3 attacks and 2 techs), it's finally time to use the U. Attack. It's very important to have Colette use her Angel Feathers during the attack, because its power is way beyond yours. After around 5 min. you'll defeat the first of the Sword Dancers.

-----

- Sword Dancer #2

You can first engage Sword Dancer #2 when you enter Gaoracchia Forest for the first time. To engage him, taking the save point at the end as reference, return one area and at the fork, move SW and you'll see the Black Skull wandering there. Remember, you can only fight against #2 if you defeated #1, so remember that.

-----

OPTIONAL BOSS: SWORD DANCER #2

-----

- Name: Sword Dancer #2
- Location: Gaoracchia Forest
- HP: 33,333
- TP: 4,444
- ATK: ???
- DEF: ???
- XP: 8500
- Gald: 15,000
- Items dropped: ???
- Steal: ???
  - Elemental Info.:
  - AA: None
  - Weak: Light

- Strong: None

- Strategy: Well, first of all, your party must be: Lloyd 37, Genis 36, Raine 36 and Zelos 36 (the levels are mine). First of all, turn all of Genis' spells off, except for Spread and Eruption. With Raine, turn off all Techs, except for Photon, First Aid and Nurse. Believe it or not, Zelos' job during the fight is to Heal you when necessary. Lloyd, put his C-stick shortcuts to Raine's Photon. That's all for the techs. Now, on to the Strat sub-menu. Set the Strat like the following:

= Genis

- Attack Freely
- At Once
- Don't Pursue

= Raine

- Attack Freely
- Heal
- Don't Pursue

= Zelos

- Attack Freely
- Heal
- Skills and Magic (this will prevent having Zelos approaching too much)

In terms of items, you should have, at least, 15 Life Bottles, 15 to 20 Pineapple Gels, 10 to 15 Lemon Gels. For Unison Attacks, use Lloyd's Tiger Blade, Raine's Photon, Genis' Raging Mist and Zelos' Lightning. Now when ready, trigger the battle with Sword Dancer #2.

Start by using Magic Lens. Be prevented, he uses magic, and a lot of it. Genis' Spread and Eruption helps you keeping him busy. Raine's Photon deals over 1,000 dmg. use Nurse as much as you need. Also, use Unison Attacks as soon as the meter fills, because each Unison Attack deals an insane amount of dmg. (between 4,500 and 5,300 dmg.) The only thing Zelos must do is heal, and use all the items as you need. He's very similar to the first Sword Dancer, with the exception that he uses magic this time. Have Lloyd stick to him as much as possible. Attack when necessary and guard when necessary. After around 5 minutes, he'll go down, hopefully!

-----  
- Sword Dancer #3

This last Sword Dancer is in Iselia Forest. You can first engage him once you return from Welgaia. Enter Iselia Forest from Dirk's House and you'll see the Black Skull waiting for you there. Remember, you can only fight against #3 if you defeated #1 and #2.

-----  
OPTIONAL BOSS: SWORD DANCER #3  
-----

- Name: Sword Dancer #3
- Location: Iselia Forest
- HP: 99,999
- TP: 888
- ATK: ???
- DEF: ???
- XP: 15,000

- Gald: 30,000
- Items dropped: EX Gem Lv1, EX Gem Lv2
- Steal: ???
  - Elemental Info.:
    - AA: None
    - Weak: Light
    - Strong: None

- Strategy: For the very first time, I was surprised of the power of Sword Dancer #3. His attacks are just way to powerful. His physical attacks, if you're guarding, they deal 150+ dmg. When not, like 500+ a hit. That's nothing compared to his other abilities. He can cast very powerful and devastating spells that can rip your party apart. Personally, I was lv: Lloyd 64, Raine 64, Genis 63, and Zelos 63. Deactivate all of Genis' spells except for Explosion, Cyclone, Ground Dasher, Indignation, Gravity Well and Force Field. As for Zelos, deactivate everything, except for Guardian, First Aid, Healing Stream and Healing Wind. Now, on to the Strat sub-menu. Set the Strat like the following:

- = Genis
  - Attack Freely
  - At Once
  - Don't Pursue

- = Raine
  - Attack Freely
  - Heal
  - Don't Pursue

- = Zelos
  - Attack Freely
  - Heal
  - Skills and Magic (this will prevent having Zelos approaching too much)

A lot of people tell me (especially my friends) that it's almost needed to use an All-divide. And I say no. Sword Dancers' most powerful spell is Indignation, of course. When you see the word "Indignation" on top of the screen, and Genis is not casting it, run for your life and out of the circular area. Also, try and cancel Sword Dancers' Indignation with a Unison Attack. Use Sword Rain: Beta, Ray, Lightning Blade and Ground Dasher. You'll unleash Prism Stars, a crazy kick ass attack combining Raine's Ray and Genis' Ground Dasher. Throughout the battle and with my lv. I used: 3 Lemon Gels, 8 Pineapple Gels, 9 Life Bottles, 1 Energy Tablets and 1 Spirit Bottle. After some time, you'll finally give Sword Dancer his eternal rest.

-----

After this fight, Lloyd receives his second best weapon in the game the 'Kusanagi Blade'.

=====  
 ===== 10.10] Obtaining Maxwell ~~~~~ s1010 =====  
 =====

To obtain Maxwell, you need the Derris Emblem. Once you have it, go to Exire and go to the three story building. Go to the top and exit to the SE area. Follow the path until you reach an open area, where two ladies are standing and there's a little house N of them. Go up the stairs and instead of entering the house, go around the house and run up the long path.



You'll see a monument at the end. Equip Ruby, Opal, Aquamarine and Garnet, one on each character and examine the monument. After a scene, the master of matter, Maxwell, challenges you to a battle.

-----  
BOSS: MAXWELL  
-----

- Name: Maxwell
- Location: Exire
- HP: 60,000
- TP: 800
- ATK: 1,550
- DEF: 370
- XP: 10,800
- Gald: 8,250
- Items dropped: Spirit Robe
- Steal: None
- Elemental Info.:
  - AA: None
  - Weak: None
  - Strong: None

- Strategy: The first time you see this guy, you'll think he's nothing but an old geezer. But no, he's the strongest of all the Summon Spirits. He has some good attacks. Like Meteor Swarm and Dreaded Wave. He also has some good physical attacks. But his most dangerous one is Meteor Swarm, which can annihilate your whole party. The only advice I can give you is to block and pray that you don't die. Just before he finishes casting it, command Raine to use Revitalize to solve your problems. He has 60,000 HP. That's a lot, but it'll go down as soon as you start stacking him.

-----  
After the battle, Maxwell lends you the power to control matter itself. Way to go!

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==--== 10.11] The Forbidden Anamnesis, Niflheim ~~~~~ s1011 ==--==  
=====

To enter Niflheim, you need the Sacred Stone that you get once you solve the block puzzle at Vinheim (check [sx506'] if you haven't done it yet.) Once you have that, return to Sybak and enter the library at the N end of the first area.

Go E and you'll see a red book hanging out an NE shelf. Examine it to trigger a scene. Now exit Sybak and go to Heimdall.

Go to the W and talk to the lone green-haired elf in front of the windmill to trigger another scene. He tells you that they lost the book (Niflheim) and the Sacred Stone, the only thing capable of burning the book. After the scene, exit Heimdall and return to Sybak.

Save before examining the book, because there's no turning back, unless you finish the dungeon or (thanks to Christopher Hartson for this) light a blue torch to get out (very low probability). I have no intention of explaining Niflheim, since it's all random, but please feel free to check Antitype's in-

depth FAQ about this dungeon (very good, by the way).

I'll only say that there are 15 levels or floors and 2 bosses as powerful as Abyssion. At level 10, you'll fight Hell Knight.

-----  
BOSS: HELL KNIGHT  
-----

- Name: Hell Knight
- Location: The Forbidden Anamnesis, Niflheim
- HP: 88,000
- TP: 9,800
- ATK: 2,500
- DEF: 325
- XP: 11,000
- Gald: 30,000
- Items dropped: Force Ring
- Steal: None
  - Elemental Info.:
    - AA: Darkness
    - Weak: Light
    - Strong: Fire, Lightning, Darkness
- Strategy:

-----

After him, at level 15, you fight Living Armor.

-----  
BOSS: LIVING ARMOR  
-----

- Name: Living Armor
- Location: The Forbidden Anamnesis, Niflheim
- HP: 120,000
- TP: 0
- ATK: 3,750
- DEF: 410
- XP: 13,000
- Gald: 25,000
- Items dropped: None
- Steal: None
  - Elemental Info.:
    - AA: Darkness
    - Weak: None
    - Strong: Fire, Lightning, Darkness
- Strategy:

-----

After the fight, you're given the options to either burn it or leave it. If you burn it, Origin will congratulate you. If not, you can play through Niflheim once again and all the times you want. That's it!

Do you remember Lyla's Letter? Yes, the one she gave you at Izoold the first time you came here. Well, it's time to fulfill the promise by delivering the letter (by the way, this is the most tedious and annoying sidequest of all, so be prepared).

After the events at Flanoir that one special night, return to Luin (must be rebuilt) and head to the docks to find Aifread (he's dressed as a pirate). Speak to him and buy his boat. You'll be tricked this time. Exit Luin and reenter it. Head to the docks once again and speak to him. He'll give you Lloyd's personal outfit. He'll also wait for you at Hima, so you need to search every House of Salvation on Sylvarant.

Start by exiting Luin and heading to Asgard's house of Salvation. Enter the house and then exit this House to go to Iselia's House of Salvation. Same thing here, enter the building to have a priest tell you that you need to go to the next house, which is Palmacosta's House of Salvation. Once again, go there and enter the building to have you go to the Thoda Docks (I'm getting tired of this). Once here, instead of entering, go to the main docks and speak to the damn priest. He'll give you 'Spiritua's Ring' (It's about time).

Finally, go to Hima and speak to Aifread, who's near the top. Another scene triggers and you'll receive 'Aifread's Letter'. Now, time to go to Izoold.

Once here, speak to Lyla (her house is the one on the Katz's right). OMG, now you owe Lyla 100,000,000 Gald (WHAT THE F\*\*\*?). After the chat, time to go see Koton. Thank goodness you come here automatically. You then return automatically to Izoold to pay your debt. Afterwards, go to the docks and speak to Max to receive 'Aifread's Hat'. With this, we can finally wrap up this sidequest.

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~( ) ~~~~~) (~~~~~( ) ~
) ( 11] Titles ( ) s1100 ) (
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This section is specifically to the Titles of every character of the game. I'll write the explanation shown to you in the game itself, plus the way to obtain it and the stat bonus of each one.

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=====
----- 11.1] Lloyd Irving ~~~~~ s1101 -----
=====
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= Title: Swordsman  
- How to obtain: Default Title  
- Description: "One who trains his body and soul to fight the enemy with all his might."  
- Stat bonus: None

= Title: Drifting Swordsman  
- How to obtain: After being banned from Iselia. You get it in the course of the game.  
- Description: "The boy sets out on a journey, bearing his sins. Do not forget the past."

- Stat bonus: HP, STR, DEF

= Title: Eternal Swordsman

- How to obtain: After receiving the Eternal Sword at the Tower of Salvation (Tethe'alla). You get it in the course of the game.

- Description: "The sword promises eternity, and its radiance will transcend time and space."

- Stat bonus: HP, STR, DEF, ACC

= Title: Gourmet King

- How to obtain: After mastering all recipes, talk to the Wonder Chef at the Altamira Cafeteria (3F) with Lloyd as your avatar.

- Description: "A charismatic master of the culinary arts with a golden tongue."

- Stat bonus: DEF, INT, EVA

= Title: Nobleman

- How to obtain: See costumes section. [s100-4] (without the "-")

- Description: "You gotta try on something new. You're always wearing what Dirk made."

- Stat bonus: None

= Title: Arrgh, Me Hearties

- How to obtain: See costumes section. [s100-5] (without the "-")

- Description: "The ocean... humanity's first frontier. The title given to one who loves the sea."

- Stat bonus: None

= Title: Beach Boy

- How to obtain: See costumes section. [s100-3] (without the "-")

- Description: "A snorkel, goggles, and flippers. How can you say you don't like the ocean?"

- Stat bonus: None

= Title: Gentle Idealist

- How to obtain: After going to Mizuho and talking with Tiga for the first time. You get it in the course of the game.

- Description: "The ideals he holds may be unrealistic, but many are moved by his heart."

- Stat bonus: TP, DEF, INT

= Title: Peeping Tom

- How to obtain: Talk to the pastor at the Hot Spring with Zelos in the party, before entering the Tower of Salvation (Tethe'alla) after choosing between Kratos and Zelos. You also need to let the ladies go first (this also has Colette and Sheena obtain a title).

- Description: "Even if it's a false accusation, it's not good to be a peeping tom!"

- Stat bonus: INT, EVA

= Title: Midlife Crisis

- How to obtain: Finish Uncle game in Triet after returning to Sylvarant Base.
  - Description: "A title for you who scrutinized the middle-aged men racing across the desert."
  - Stat bonus: TP, INT
- = Title: Sword of Swords
- How to obtain: Complete Advanced Single Mode at the Coliseum using Lloyd.
  - Description: "A gladiator who fights only believing in his victory. His swordplay rallies the crowd."
  - Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC
- = Title: Tactical Leader
- How to obtain: Complete Party mode at the Coliseum with Lloyd in the party.
  - Description: "Friendship. Strength. Victory. Trust and teamwork brings ultimate glory."
  - Stat bonus: TP, INT, EVA, ACC
- = Title: Grand Swordsman
- How to obtain: Obtained when reaching lv. 20
  - Description: "The lofty spirit that lives by the sword. His skillful attacks could be called art."
  - Stat bonus: HP, STR, DEF
- = Title: Master Swordsman
- How to obtain: Obtained when reaching lv. 40
  - Description: "The demonic thrusts could create a whirlwind. The title represents his strength."
  - Stat bonus: HP, STR, DEF, ACC
- = Title: Holy Sword
- How to obtain: Obtained when reaching lv. 100
  - Description: "A man who has reached the pinnacle of battle. He commands respect from all."
  - Stat bonus: DEF, EVA
- = Title: Combo Newbie
- How to obtain: Do a combo over 10 hits.
  - Description: "The title given to those who have completed a 10-hit combo."
  - Stat bonus: STR, ACC
- = Title: Comboist
- How to obtain: Do a combo over 30 hits.
  - Description: "The title given to those who have completed a 30-hit combo."
  - Stat bonus: TP, STR, ACC
- = Title: Combo Expert
- How to obtain: Do a combo over 60 hits.
  - Description: "Combo, combo, combo! The title given to those who have completed a 60-hit combo."
  - Stat bonus: HP, TP, STR, ACC

= Title: Combo Master

- How to obtain: Do a combo over 100 hits.

- Description: "He who crosses countless hurdles and completes a 100-hit combo."

- Stat bonus: TP, ACC

= Title: Tetra Slash

- How to obtain: Do a combo of 4 normal attacks (the best way to do this is pressing: ->A + ->A + A. This way, you do 2 normal attacks and the third hit hits 2 times) and then a Lv. 1, Lv. 2, or Lv. 3 Tech. You can also do ->A + A + A for 4 attacks.

- Description: "Execution of the four combo attack by linking a Special Attack to a normal combo."

- Stat bonus: HP, STR

= Title: Brave Soul

- How to obtain: After defeating Yuan without running away from battles up to that point.

- Description: "He who does not turn his back on enemies will be awarded this title."

- Stat bonus: HP, STR, DEF, EVA

= Title: Lone General

- How to obtain: When everybody is dead, give out 4 order changes. The party must contain at least two people.

- Description: "The title for a lonely warrior who gave orders when no one was there."

- Stat bonus: DEF, EVA

= Title: Boorish General

- How to obtain: Use 10 shortcuts during battle.

- Description: "Shortcuts to do this, do that... The title for the one who loves giving orders."

- Stat bonus: TP, INT

= Title: Gung Ho

- How to obtain: Defeat Rodyle with 4 characters whose total combined level is 145 or less.

- Description: "Who cares what level the enemy is! The title for those who love to rush in and fight."

- Stat bonus: HP, TP, DEF

= Title: Eternal Apprentice

- How to obtain: After defeating Kilia by only using the Wooden Sword up to that point.

- Description: "He who earns this title never doubts the strength of a Wooden Blade."

- Stat bonus: HP, STR, DEF, EVA, ACC

= Title: Berserker

- How to obtain: Fight enemies 256 times in the hard or mania difficulty levels.

- Description: "The title given to a true warrior who has an undying lust for

battle."

- Stat bonus: HP, STR, ACC

=====  
===== 11.2] Colette Brunel ~~~~~ s1102 =====  
=====

= Title: Fledgling Chosen

- How to obtain: Default Title

- Description: "I'm still a fledgling, but to save the world... Her smile  
heals the most wounded of souls."

- Stat bonus: None

= Title: Spiritua Reborn

- How to obtain: Get in the scene in which the Pope is being chased in  
Meltokio's Castle. You get it in the course of the game.

- Description: "The angel of death sent from the heavens bringing death to any  
who oppose her. Not!"

- Stat bonus: HP, STR, EVA

= Title: Klutz

- How to obtain: At the beginning of the game, check the N wall inside the  
classroom (there's a hole with the silhouette of a person) to  
obtain it.

- Description: "The countless miracles come naturally. Is it okay to make a  
hole in the wall at school?"

- Stat bonus: HP, STR, ACC

= Title: Charismatic Chef

- How to obtain: After mastering all recipes, talk to the Wonder Chef at the  
Altamira Cafeteria (3F) with Colette as your avatar.

- Description: "The ultimate chef, who knows the difference between sugar and  
salt."

- Stat bonus: DEF, INT, EVA

= Title: Fair Lady

- How to obtain: See costumes section. [s100-4](without the "-")

- Description: "Gorgeous and brilliant. Wrapped in a silk dress, you're my fair  
lady."

- Stat bonus: None

= Title: Maid

- How to obtain: See costumes section. [s100-5](without the "-")

- Description: "A maid... such charming occupation. A uniform... such an  
appealing outfit."

- Stat bonus: None

= Title: Mermaid

- How to obtain: See costumes section. [s100-3](without the "-")

- Description: "A white swimsuit and a bright smile! You're the sunshine in my  
heart."

- Stat bonus: None

= Title: Ill-fated Girl

- How to obtain: When the party reveals Colette's condition at Sybak. You get it in the course of the game.
- Description: "A sacrificial lamb to save the world. Can't allow it, even if she chose it herself..."
- Stat bonus: HP, DEF

= Title: Dog Lover

- How to obtain: Name all 29 dogs of the game using Colette as your avatar. (For more info, please refer to the section [s100-2] (without the "-"))
- Description: "She runs, and she falls. To give all the dogs in the world a name full of love..."
- Stat bonus: INT, EVA, ACC

= Title: Ironing Board

- How to obtain: Talk to the pastor at the Hot Spring with Zelos in the party, before entering the Tower of Salvation (Tethe'alla) after choosing between Kratos and Zelos. You also need to let the ladies go first (this also has Lloyd and Sheena obtain a title).
- Description: "I'm like an ironing board..." Or so we hear."
- Stat bonus: HP, DEF

= Title: Turbo Waitress

- How to obtain: When reaching Palmacosta, and being in debt to a group with a Palma Potion, head to the School's Cafeteria and complete 3 rounds of orders. This can't be done if Colette is speechless, however.
- Description: "Oriental Rice in the right hand, and BBQ Combo in the left. The waitress is called."
- Stat bonus: DEF, INT

= Title: Super Girl

- How to obtain: Complete Advanced Single Mode at the Coliseum using Colette.
- Description: "Um, I went boom! And bam!... And then I won!."
- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

= Title: Chosen

- How to obtain: Obtained when reaching lv. 20
- Description: "The daughter of an angel. With her powers, she sacrifices herself to restore the world."
- Stat bonus: TP, INT, ACC

= Title: Tiny Angel

- How to obtain: Obtained when reaching lv. 40
- Description: "The holy title given to the one who has superhuman power and limitless love."
- Stat bonus: STR, INT, ACC

= Title: Angelic Maiden

- How to obtain: Obtained when reaching lv. 100



- Description: "The title of light given to the goddess who flies through the heavens."

- Stat bonus: HP, DEF

= Title: Little Pickpocket

- How to obtain: Use Item Thief and Item Rover a combined total of 400 times.

- Description: "I'm no thief! The enemies just give me items."

- Stat bonus: HP, STR, DEF

= Title: Oblivious

- How to obtain: Start a battle already affected by Poison and finish the battle without healing her.

- Description: "Are you alright? It might be a good idea to cure that status abnormality soon."

- Stat bonus: HP

= Title: Single-Minded

- How to obtain: Use a Lv. 1 Tech 10 times in 1 battle.

- Description: "Just one absolute belief. The title given to a very single-minded person."

- Stat bonus: TP, ACC

= Title: Self-control

- How to obtain: Finish a battle without using Techs (Player must control Colette).

- Description: "End a battle without Special. A title given to someone who is very hard on herself."

- Stat bonus: DEF, INT

= Title: Don't run!

- How to obtain: Finish a battle without fleeing (Player must control Colette).

- Description: "Finish a battle without dashing. Always greet with a smile, and don't be late!"

- Stat bonus: TP, EVA

= Title: Friendship First

- How to obtain: Reach the battle with Iubaris without having any party member die.

- Description: "Sacrifice none in battle. A heartwarming title for those who value teammates."

- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

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===== 11.3] Genis Sage ~~~~~ s1103 =====  
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= Title: Magic User

- How to obtain: Default Title

- Description: "The first title given to those who study magic. Follow the path of sorcery."

- Stat bonus: None

= Title: Honor Roll

- How to obtain: In Palmacosta. Enter the school for the school for the first time and a scene with 2 students triggers. Afterwards, complete the test and Genis obtains this title.
- Description: "The brightest student in town. He has three times the normal brainpower!"
- Stat bonus: INT, ACC

= Title: Friend

- How to obtain: See this walkthrough section. [sx58-2](without the "-")
- Description: "It's awkward talking about it, but it represents the bond between the two."
- Stat bonus: STR, DEF

= Title: Little Chef

- How to obtain: After mastering all recipes, talk to the Wonder Chef at the Altamira Cafeteria (3F) with Genis as your avatar.
- Description: "I'm the best at cooking! The best!"
- Stat bonus: DEF, INT, EVA

= Title: Easter Sunday

- How to obtain: See costumes section. [s100-4](without the "-")
- Description: "A new shirt and pants are laid out for this day. You better behave yourself!"
- Stat bonus: None

= Title: Katz Katz Katz

- How to obtain: See costumes section. [s100-5](without the "-")
- Description: "A miracle of love brought by a bit of kindness... A very heartwarming tale!"
- Stat bonus: None

= Title: Beach Comber

- How to obtain: See costumes section. [s100-3](without the "-")
- Description: "Straw hat and sandals. Older women won't be able to resist."
- Stat bonus: None

= Title: Brotherly Love

- How to obtain: When you return to Iselia, after completing Martel Temple, talk to Raine who's in the school to obtain this title.
- Description: "You need me, sis. You can't do laundry and your cooking can only be called destructive."
- Stat bonus: HP, DEF

= Title: Item Collector

- How to obtain: Complete the Collector's Book. For more info, check section [s130-0](without the "-") and you must be in your third or further playthrough.
- Description: "Congratulations, you got all of the items! The Collector's Book is now complete!"
- Stat bonus: HP, STR

= Title: Figurine Collector

- How to obtain: Complete the Figurine Book.
  - Description: "Congratulations, you've recorded everyone's name! The Figurine Book is complete!"
  - Stat bonus: STR, DEF
- = Title: Strategist
- How to obtain: Finish Red light/Green light game in Tethe'alla Bridge when it's open.
  - Description: "Such a young child shouldn't be so good at bargaining and strategizing."
  - Stat bonus: HP, STR
- = Title: Ultimate Kid
- How to obtain: Complete Advanced Single Mode at the Coliseum using Genis.
  - Description: "The title given to small heroes. His magic can slice through the toughest of foes."
  - Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC
- = Title: Mana Master
- How to obtain: After Heimdall is destroyed, speak to the Elf Rodrigo and his master on the E side of the first area. He'll teach you Meteor Storm and you'll obtain the title.
  - Description: "A master of mana and reason. That's what the people called the boy with godlike powers."
  - Stat bonus: TP, INT, EVA, ACC
- = Title: Sorcerer
- How to obtain: Obtained when reaching lv. 20
  - Description: "The title for the one who controls the flow of mana with intelligence and technique."
  - Stat bonus: HP, TP, ACC
- = Title: Warlock
- How to obtain: Obtained when reaching lv. 40
  - Description: "His power pierces the heavens. His strength strikes fear into all living souls."
  - Stat bonus: HP, TP, INT, ACC
- = Title: Experimental
- How to obtain: Change weapons 5 or more times in a single battle.
  - Description: "Maybe this, or maybe that... The title given to those who change their weapons often."
  - Stat bonus: HP, STR, ACC
- = Title: Study Harder!
- How to obtain: Use a spell against an enemy who is resistant to it 10 or more times.
  - Description: "That attack has no effect! A title for one who kept using the wrong elemental attack."
  - Stat bonus: EVA, ACC
- = Title: Dependent

- How to obtain: Don't attack nor receive dmg. during a battle (Player must control Genis).
- Description: "I don't want to do anything. A title for one who finished a battle doing nothing."
- Stat bonus: STR, DEF

= Title: Magic Cycle

- How to obtain: Use every elemental spell during the same battle.
- Description: "The title given to he who used every kind of elemental attack in one battle."
- Stat bonus: TP, INT

= Title: I Hate Gels!

- How to obtain: Don't use gels until you reach and defeat Pronyma at Fooji Mountains. After the battle and the scene, you receive the title, and from here on, you may use Gels as you please.
- Description: "It's amazing that you've made it this far without using any gels in battles!"
- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

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 ==--==- 11.4] Kratos Aurion ~~~~~ s1104 -----  
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= Title: Mercenary

- How to obtain: Default Title
- Description: "He travels the world, trusting only his own powers. His skills are for sale, not his loyalty."
- Stat bonus: None

= Title: Traitor

- How to obtain: When he rejoins at Iselia Human Ranch. You get it in the course of the game.
- Description: "A silent warrior who betrayed all trust. No reasons are given to those left behind."
- Stat bonus: TP, DEF, INT

= Title: Dad

- How to obtain: You obtain it during skit "Childhood Memory", which is available after entering Dirk's House. You get it in the course of the game and only if you chose Kratos over Zelos that one night at Flanoir.
- Description: "A name I will never be called, and did not seek, until now."
- Stat bonus: INT, EVA, ACC

= Title: Gourmet Master

- How to obtain: After mastering all recipes, talk to the Wonder Chef at the Altamira Cafeteria (3F) with Kratos as your avatar.
- Description: "A star of the cooking world with 4000 years of knowledge in the ancient arts."
- Stat bonus: DEF, INT, EVA

= Title: Judgment

- How to obtain: When Kratos rejoins at Dirk's House. You get it in the course of the game.
- Description: "He was the ancient hero of yore. But now, he is one of the enemies of the world."
- Stat bonus: None

= Title: Conqueror

- How to obtain: Complete Advanced Single Mode at the Coliseum using Kratos.
- Description: "There is no looking back. There is nothing left for losers, so I must fight on."
- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

= Title: Magic Swordsman

- How to obtain: Obtained when reaching lv. 20
- Description: "His attacks will crush the earth and frighten the evils of this world."
- Stat bonus: HP, TP, INT

= Title: Battle God

- How to obtain: Obtained when reaching lv. 40
- Description: "He kills all who are in his way. He is beyond beast or man. He can only be called a god."
- Stat bonus: HP, STR, INT

= Title: War God

- How to obtain: Obtained when reaching lv. 100
- Description: "A powerful force itself. His battle spirit will tear the earth and shake the heavens."
- Stat bonus: HP, INT, ACC

= Title: Tetra Slash

- How to obtain: Do a combo of 3 normal attacks and then a Lv. 1, Lv. 2, or Lv. 3 Special Attack.
- Description: "Execution of the four combo attack by linking a Special Attack to a normal combo."
- Stat bonus: HP, STR

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 ===== 11.5] Raine Sage ~~~~~ s1105 =====  
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= Title: Teacher

- How to obtain: Default Title
- Description: "A work filled with dreams, her job is to teach her students the joys of learning."
- Stat bonus: None

= Title: Archeological Mania

- How to obtain: You obtain this title once you check the oracle stone at Triet Ruins. You get it in the course of the game.
- Description: "If there's a ruin in the east, she'll be there. If there's one in the west, she'll be there too."
- Stat bonus: TP, INT

= Title: Grand Healer

- How to obtain: You obtain this one when you receive the Unicorn Horn. You get it in the course of the game.
- Description: "Using her energy from within, she can give her allies both salvation and healing."
- Stat bonus: TP, STR, DEF

= Title: Passable Chef?

- How to obtain: After mastering all recipes, talk to the Wonder Chef at the Altamira Cafeteria (3F) with Raine as your avatar.
- Description: "It wasn't that close of a shave! Nobody got sick (according to her)."
- Stat bonus: DEF, INT, EVA

= Title: Glamorous Beauty

- How to obtain: See costumes section. [s100-4] (without the "-")
- Description: "The perfect body! The title for a glamorous adult woman."
- Stat bonus: None

= Title: Maiden

- How to obtain: See costumes section. [s100-5] (without the "-")
- Description: "It's a charming word, part 2. A pity that it's not a white kimono with a red skirt."
- Stat bonus: None

= Title: No, Not the Sun!

- How to obtain: See costumes section. [s100-3] (without the "-")
- Description: "It's better to read under an umbrella. The sound of the waves calms you."
- Stat bonus: None

= Title: Sisterly Love

- How to obtain: Once you release Triet Ruins' seal, return to Triet to trigger a scene and obtain this one.
- Description: "The title given to an older sister who is strict but at times, kind as a mother."
- Stat bonus: STR, ACC

= Title: Monster Collector

- How to obtain: Once you complete the Monster List, talk to Nova (he's near Triet) [you have to kill the Sand Worm near Triet to obtain it, though].
- Description: "She knows every creature that roams the world. Her research may aid humanity."
- Stat bonus: TP, INT

= Title: Gladiator Queen

- How to obtain: Complete Advanced Single Mode at the Coliseum using Raine.
- Description: "A warrior who has trampled every enemy. The audience is astounded by her power."
- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

- = Title: Researcher
- How to obtain: Obtained when reaching lv. 20
- Description: "Her dedication has surpassed study itself; she can't stop flaunting her knowledge."
- Stat bonus: HP, INT
  
- = Title: Professor
- How to obtain: Obtained when reaching lv. 40
- Description: "Her vast knowledge cannot be expressed in words... People call her the Professor."
- Stat bonus: HP, STR, INT, EVA
  
- = Title: Wise Woman
- How to obtain: Obtained when reaching lv. 100
- Description: "The title for the noble one who sees through the laws of the cosmos."
- Stat bonus: HP, INT
  
- = Title: Item Keeper
- How to obtain: Have Raine use the same item 5 times or more in the same battle.
- Description: "Even if I know it is an important job, it does not mean that I would want it."
- Stat bonus: DEF, EVA
  
- = Title: Crimson Rose
- How to obtain: Form and party of 4 woman and win a battle.
- Description: "It blooms beautifully, because it is so close to death. But don't forget, it still has thorns!"
- Stat bonus: INT, EVA
  
- = Title: Never Say Never
- How to obtain: Have Raine die 5 or more times in the same battle.
- Description: "From countless deaths, the Phoenix rises. The title for the one who keeps coming back."
- Stat bonus: HP, STR
  
- = Title: Survivor
- How to obtain: Finish a battle having Raine be the only one alive.
- Description: "Lonely as a castaway alone on an island. The title for the lone survivor."
- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC
  
- =====
- ===== 11.6] Sheena Fujibayashi ~~~~~ s1106 =====
- =====
  
- = Title: Mysterious Assassin
- How to obtain: Default Title
- Description: "An assassin who kills in the darkness of twilight with shadows of sorrow in her eyes."

- Stat bonus: None

= Title: Summoner

- How to obtain: Form a pact with Undine & Volt. You get it in the course of the game.

- Description: "A title for one who controls non-humans with the power of amulets and mana."

- Stat bonus: TP, INT

= Title: Elemental Summoner

- How to obtain: Form a pact with Undine, Sylph, Efreet, Volt, Gnome and Celsius. You get it in the course of the game.

- Description: "Title to one who opened the six gates to the three worlds and controls their mighty power."

- Stat bonus: TP, INT, ACC

= Title: Master Summoner

- How to obtain: Form a pact with all 10 Summon Spirits.

- Description: "The title for the great one who can even summon the gods."

- Stat bonus: TP, INT, ACC

= Title: You Look Great!

- How to obtain: See costumes section. [s100-4](without the "-")

- Description: "Um... uh... Don't make fun of me!!"

- Stat bonus: None

= Title: Successor

- How to obtain: See costumes section. [s100-5](without the "-")

- Description: "The successor of the Igaguri style. She leads the Mizuho to protect their tradition."

- Stat bonus: None

= Title: Queen of the Beach

- How to obtain: See costumes section. [s100-3](without the "-")

- Description: "She does not seem to be aware of it, but all eyes are glued on her."

- Stat bonus: None

= Title: Master Cook

- How to obtain: After mastering all recipes, talk to the Wonder Chef at the Altamira Cafeteria (3F) with Sheena as your avatar.

- Description: "Title given to the culinary master who raised home-style cooking to the highest level."

- Stat bonus: DEF, INT, EVA

= Title: Treasure Hunter

- How to obtain: Open every TC in the game (except World Map's TC) and talk to the sleeping Katz in the Katz' Village with Sheena as your avatar.

- Description: "Travel the two worlds, over every terrain in search of new territories and treasures."

- Stat bonus: STR, DEF, EVA



= Title: WOW!

- How to obtain: Talk to the pastor at the Hot Spring with Zelos in the party, before entering the Tower of Salvation (Tethe'alla) after choosing between Kratos and Zelos. You also need to let the ladies go first (this also has Lloyd and Colette obtain a title).
- Description: "So glamorous!"
- Stat bonus: None

= Title: Rose of Battle

- How to obtain: Complete Advanced Single Mode at the Coliseum using Sheena.
- Description: "Countless warriors have been defeated by her graceful magic. People called her..."
- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

= Title: Acrobat

- How to obtain: Obtained when reaching lv. 40
- Description: "Confuse the enemy with quick moves, then attack with dead-aim, like an acrobat."
- Stat bonus: HP, STR, DEF

= Title: Ultimate Summoner

- How to obtain: Obtained when reaching lv. 100
- Description: "The title which praises the strength of the one who trains her body and soul earnestly."
- Stat bonus: HP, DEF

= Title: Chicken

- How to obtain: Run away 50 times or more from battles with Sheena in the party.
- Description: "Never be compliant. Title given to one who knows that strategic retreat is a necessity."
- Stat bonus: TP, INT, EVA

= Title: Indecisive

- How to obtain: Try running 3 times from battle and cancel all 3 times, then finish the battle. Player must control Sheena.
- Description: "Can't decide whether to run or to fight! The title given to the one who is indecisive."
- Stat bonus: HP, DEF

= Title: Party Comboist

- How to obtain: Unleash 2 Unison Attacks in 1 battle. Player must control Sheena. The best way to do this is to have the EX Compound Skill L. Unison, which may leave your Unison Bar full. Also save before doing so, because the chances that it stays filled up is low, and I mean LOW.
- Description: "Defeated the enemy with a perfectly timed combo. She has won her teammates' trust."
- Stat bonus: STR, ACC

- = Title: Combo Conductor
- How to obtain: Finish a battle using only Unison Attacks. Player must control Sheena. The best way to do this is to have the EX Compound Skill L. Unison, which may leave your Unison Bar full. Also save before doing so, because the chances that it stays filled up is low, and I mean LOW. Also make sure that the enemy party is of 2.
- Description: "Title given to one who loves unison attacks and does not need anything else."
- Stat bonus: HP, STR, ACC

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===== 11.7] Presea Combatir ~~~~~ s1107 =====

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- = Title: Taciturn Girl
- How to obtain: Default Title
- Description: "Her eyes do not reflect anything. She shows no emotions. What has made her this way?"
- Stat bonus: None

- = Title: Mature Kid
- How to obtain: Talk to Wells in Ozette the first time you're here. Afterwards, once you defeat the Remote Island Human Ranch, head to Altamira and to the gravestone next to the hotel in the first area. Talk with Wells here again and then you obtain this title.
- Description: "Her mature expressions represent her hidden, cruel past."
- Stat bonus: HP, TP, ACC

- = Title: Empty Soul
- How to obtain: See Devil's Arms section. [s100-8](without the "-")
- Description: "A huge void in her heart. It is filled not by darkness, but kindness from others."
- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

- = Title: Master Chef
- How to obtain: After mastering all recipes, talk to the Wonder Chef at the Altamira Cafeteria (3F) with Presea as your avatar.
- Description: "Silent and devoted, your cooking is supreme. A title well-suited for someone like you."
- Stat bonus: DEF, INT, EVA

- = Title: Little Madam
- How to obtain: See costumes section. [s100-4](without the "-")
- Description: "A cute dress that favors her charm. But no words of praise may reach her."
- Stat bonus: None

- = Title: Dream Traveler
- How to obtain: See costumes section. [s100-5](without the "-")
- Description: "The legendary Klonoa that traveled to the moon and the world of four bells."
- Stat bonus: None

- = Title: First-timer at Sea
  - How to obtain: See costumes section. [s100-3](without the "-")
  - Description: "The heat from the sand is proof that you are alive. But octagonal turtle?"
  - Stat bonus: None
- 
- = Title: Paw Mania
  - How to obtain: You obtain it during skit "Poke Poke".
  - Description: "Poke poke poke poke, I can't stop it, Poke poke poke poke, it doesn't stop."
  - Stat bonus: TP, INT
- 
- = Title: Deadly Flower
  - How to obtain: Complete Advanced Single Mode at the Coliseum using Presea.
  - Description: "She is a flower that blooms in the Coliseum. But at her feet are numerous corpses."
  - Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC
- 
- = Title: Axman
  - How to obtain: Obtained when reaching lv. 40
  - Description: "It is a raging storm; a steel storm that mows down all. Nothing is left after her battle."
  - Stat bonus: HP, TP, DEF
- 
- = Title: Bursting Girl
  - How to obtain: Obtained when reaching lv. 100
  - Description: "Run right and boom! Run left and boom! The ax she wields shakes the earth!"
  - Stat bonus: HP, STR
- 
- = Title: Fragile Shield
  - How to obtain: Get 10 Guard Break (that means to you, not to your enemy) or more during 1 battle.
  - Description: "A title for the fragile who repeatedly Guard Break."
  - Stat bonus: HP, DEF
- 
- = Title: Lone Girl
  - How to obtain: Form a party of Presea and another 3 male characters and finish a battle.
  - Description: "The sole flower that blooms in battle. But she's a force to be reckoned with."
  - Stat bonus: DEF, INT, EVA
- 
- = Title: Associate
  - How to obtain: Form a party of Presea, Regal, Zelos and Sheena (Order doesn't matter), and finish a battle.
  - Description: "Parties with only those of the same homeland. Is the wall between the worlds too wide?"
  - Stat bonus: DEF, INT

- = Title: Hunter
- How to obtain: Fight the same monster type 5 times or more in a row.
- Description: "Hunting down the same race of monster over and over. A title befitting a hunter like you."
- Stat bonus: STR, ACC

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==--== 11.8] Zelos Wilder ~~~~~ s1108 ==--==

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- = Title: Magic Swordsman
- How to obtain: Default Title.
- Description: "His attacks will crush the earth and frighten the evils of this world."
- Stat bonus: None

- = Title: Princess Guard
- How to obtain: See Princess Guard section. [s100-4] (without the "-")
- Description: "It is a sword to protect and to guard for one. The knight of the princess."
- Stat bonus: STR, DEF

- = Title: Gigolo
- How to obtain: You must talk to every female NPC with Zelos as your avatar while equipped with his EX skill Lv2 "Personal". Afterwards, talk to Sebastian (Zelos' butler) to receive the title.
- Description: "You talked to every single girl in the world. A title befitting this great accomplishment."
- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

- = Title: Gourmet Prince
- How to obtain: After mastering all recipes, talk to the Wonder Chef at the Altamira Cafeteria (3F) with Zelos as your avatar.
- Description: "Cultivated in elegant lifestyle, the sight of you making food is truly that of a prince."
- Stat bonus: INT, EVA, ACC

- = Title: Narcissist
- How to obtain: See costumes section. [s100-4] (without the "-")
- Description: "You'll get more chicks with beauty on the outside! ...Is that okay?"
- Stat bonus: None

- = Title: Masked Swordsman
- How to obtain: See costumes section. [s100-5] (without the "-")
- Description: "As long as it's a self-proclaimed title, its validity cannot be trusted."
- Stat bonus: None

- = Title: Pickup Artist
- How to obtain: See costumes section. [s100-3] (without the "-")
- Description: "The ocean and the shores don't matter as long as there are beautiful ladies."

- Stat bonus: None

= Title: Idiot Chosen

- How to obtain: You obtain it during skit "Mizuho, the Mystical Village". The skit appears after exiting Gaoracchia Forest for the first time, and before you exit Mizuho (I'm not 100% sure of this, so if I'm wrong, please feel free to tell me).

- Description: "A title given by a friend during the journey. It's not a name given out of spite."

- Stat bonus: STR, EVA

= Title: Grand Champion

- How to obtain: Complete Advanced Single Mode at the Coliseum using Zelos.

- Description: "Float like a butterfly and sting like a bee. ...It's a little cliché."

- Stat bonus: HP, TP, STR, DEF, INT, EVA, ACC

= Title: Gleaming Knight

- How to obtain: Obtained when reaching lv. 40

- Description: "A title given to the one whose sword's edge gleams with the magical light."

- Stat bonus: HP, TP, STR, INT

= Title: Elegant Swordsman

- How to obtain: Obtained when reaching lv. 100

- Description: "The ray of beauty emanates from him. Your beautiful eyes reflect off his blade."

- Stat bonus: HP, DEF

= Title: Tetra Slash

- How to obtain: Do a combo of 3 normal attacks and then a Lv. 1, Lv. 2, or Lv. 3 Special Attack.

- Description: "Execution of the four combo attack by linking a Special Attack to a normal combo."

- Stat bonus: HP, STR

= Title: Casanova

- How to obtain: Form a party of Zelos and 3 female characters. Win a battle and you'll receive it.

- Description: "It is the man's dream, the ever sought after ambition. A true man will have this title!"

- Stat bonus: DEF, INT, EVA

= Title: Gilgamesh

- How to obtain: Equip Excalibur, Golden Armor, Golden Helm, Hyper Gauntlet or Blue Shield, and Jet Boots. Win a battle and you'll receive it.

- Description: "A hero's title that starts with three Green Slimes. Be careful not to get ZAP."

- Stat bonus: HP, TP, STR, DEF

= Title: Commander-in-Chief

- How to obtain: Perform 4 or more party commands in 1 battle.
- Description: "A title given to those who love to order people around. Can't you shut up for one second?"
- Stat bonus: TP, INT

= Title: Loudmouth

- How to obtain: Hear Zelos' voice a lot in battle (I'm uncertain of the number of times, sorry; if you now, please tell me).
- Description: "What do you mean 'loudmouth?' I have a beautiful voice, like my face and..."
- Stat bonus: INT, EVA, ACC

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----- 11.9] Regal Bryant ~~~~~ s1109 -----
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= Title: Convict

- How to obtain: Default Title
- Description: "The shackle is the symbol of the crime he committed. Its weight condemns him."
- Stat bonus: None

= Title: El Presidente

- How to obtain: When party discovers that he's the president of Lezareno Co. You get it in the course of the game.
- Description: "Brought to you by the Lezareno Group. "Making life magnificent from birth to death."
- Stat bonus: STR, DEF, INT

= Title: Eternal Sinner

- How to obtain: Talk to George after killing Vharley.
- Description: "The dark wish is fulfilled but it is not the end. He fights for those hurt by Exspheres."
- Stat bonus: TP, EVA, ACC

= Title: True Chef

- How to obtain: After mastering all recipes, talk to the Wonder Chef at the Altamira Cafeteria (3F) with Regal as your avatar.
- Description: "All are mesmerized by his cooking. The name makes all gourmets envious of his godly gift."
- Stat bonus: DEF, INT, EVA

= Title: Dandy

- How to obtain: See costumes section. [s100-4](without the "-")
- Description: "His combed hair, straightened back, and broad chest. His scent is just dandy."
- Stat bonus: None

= Title: God of The Kitchen

- How to obtain: See costumes section. [s100-5](without the "-")
- Description: "The dark chef approaches! Stand up for the future of cooking and everyone's smiles!"
- Stat bonus: None



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--> Iselia

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|> Halo < |  
| o-----o  
|Apple Gel....100G|  
|Orange Gel...200G|  
|Life Bottle..300G|  
|Magic Lens....10G|  
|Wooden Blade.700G|  
|Chakram.....200G|  
|Nova.....600G|  
|Soft Leather.480G|  
|Boots.....100G|  
|Chicken.....120G|  
|Lettuce.....80G|  
|Tomato.....60G|  
|Bread.....70G|  
|Egg.....50G|  
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--> Triet

o-----o  
|> Traveler's|  
| Mate < |  
| o-----o  
|Apple Gel.....100G|  
|Orange Gel.....200G|  
|Panacea Bottle.150G|  
|Life Bottle....300G|  
|Holy Bottle....200G|  
|Magic Lens.....10G|  
o-----o  
o-----o  
|> Heat Storm <|  
| o-----o  
|Knight's Saber.800G|  
|Flying Disk....880G|  
|Fine Star.....800G|  
|Rod.....800G|  
|Long Sword.....790G|  
o-----o  
o-----o  
|> Sand Shield <|  
| o--o  
|Soft Leather..480G|  
|Leather Guard.280G|  
|White Cloak...800G|  
|Robe.....600G|  
|Ribbon.....240G|  
|Beret.....200G|  
|Wooden Shield.600G|



|Leather Glove.200G|  
|Gloves.....100G|  
|Cape.....100G|

o-----o

o-----o

|> Vermilion Blades <|

o-----o

|Flying Disk.....1 Chakram & 1 Magical Cloth|  
|Duel Ring.....1 Chakram & 1 Beast Fang|  
|Hard Leather.....1 Soft Leather & 1 Beast Hide|

o-----o

--> Sylvarant Base

o-----o

|> Vending Machine <|

|

|Apple Gel.....100G|

|Orange Gel.....200G|

|Panacea Bottle.150G|

|Life Bottle....300G|

|Magic Lens.....10G|

o-----o

--> Izoold

o-----o

|> Deep Blue <|

| o-----o

|Apple Gel.....100G|

|Orange Gel.....200G|

|Panacea Bottle.150G|

|Life Bottle....300G|

|Cod.....110G|

|Squid.....110G|

|Octopus.....70G|

|Barley Rice.....60G|

|Seaweed.....20G|

o-----o

--> Palmacosta

o-----o

|> Seven Seas <|

| o--o

|Pork.....120G|

|Beef.....140G|

|Chicken.....120G|

|Snapper.....120G|

|Tuna.....100G|

|Cod.....110G|

|Squid.....110G|

|Shrimp.....60G|

|Octopus.....70G|

|Onion.....60G|

|Rice.....80G|

|Barley Rice...60G|

|Pasta.....80G|  
|Panyan.....70G|  
|Bread.....70G|  
|Roll.....70G|  
|White Satay..200G|  
|Red Satay....200G|  
|Egg.....50G|  
|Cheese.....60G|  
|Milk.....50G|

o-----o

o-----o

|> Anchors |  
| Aweigh <|

| o-----o

|Panacea Bottle.150G|  
|Life Bottle....300G|  
|Holy Bottle....200G|  
|Dark Bottle....200G|  
|Magic Lens.....10G|

o-----o

o-----o

|> High Tide <|

| o-----o

|Chain Mail....960G|  
|Fine Guard....900G|  
|White Cloak...800G|  
|Feather Robe..920G|  
|Leather Helm..500G|  
|Circlet.....160G|  
|Bracelet.....400G|  
|Leather Boots.600G|

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o-----o

|> Tsunami <|

| o-----o

|Rapier.....1,300G|  
|Duel Ring....1,140G|  
|Duel Star....1,180G|  
|Battle Staff.1,150G|  
|Steel Sword..1,380G|

o-----o

o-----o

|> Marble's <|

| o-----o

|Palma Potion...1000G|  
|Apple Gel.....100G|  
|Orange Gel.....200G|  
|Panacea Bottle..150G|  
|Life Bottle....300G|  
|Holy Bottle....200G|  
|Magic Lens.....10G|  
|Guard Bottle...1000G|  
|Accessories....4000G|

o-----o

o-----o

|> Ultramarine <|

o-----o o-----o

|Masamune.....1 Rapier, 1 White Silver|  
|Slicer Ring....1 Flying Disk, 1 Black Silver|  
|Gem Rod.....1 Battle Staff, 1 Beast Hide|

|Steel Sword.....1 Long Sword, 1 Beast Fang|  
|Mage Cloak.....1 Cloak, 1 White Silver|

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o-----o=====o-----|
|Item Name      Grade|
|-----|
|Beast Fang.....5|
|Magical Cloth....10|
|Black Silver....10|
|White Silver....10|
|Grab Bag.....30|
o-----o
```

--> Palmacosta Human Ranch

```
o-----o
|> Vending Machine <|
|          |
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o
```

--> Thoda Shop

```
o-----o
|> Thoda Shop <|
|          o----o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Melange Gel....500G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o
```

--> Asgard

```
o-----o
|> Gale <|
|          o----o
|Pork.....120G|
|Beef.....140G|
|Chicken....120G|
|Juicy Meat..200G|
|Beef Strips..80G|
|Cabbage.....60G|
|Lettuce.....80G|
|Mushroom....60G|
|Potato.....50G|
|Onion.....60G|
|Radish.....60G|
|Carrot.....60G|
|Barley Rice..60G|
|Panyan.....70G|
|Roll.....70G|
```

|White Satay.200G|  
|Red Satay...200G|  
|Black Satay.200G|  
|Egg.....50G|  
|Cheese.....60G|  
|Kelp.....40G|

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o-----o

|> Typhoon <|

|                   o-----o

|Masamune.....1,500G|  
|Slicer Ring..1,380G|  
|Duel Star....1,180G|  
|Gem Rod.....1,550G|  
|Steel Sword..1,380G|  
|Hydra Dagger.2,200G|

o-----o

o-----o

|> Cyclone <|

|                   o-----o

|Ring mail.....1,800G|  
|Fine Guard.....900G|  
|Mage Clock.....1,500G|  
|Feather Robe.....920G|  
|Iron Helm.....1,200G|  
|Iron Gauntlet...1,200G|  
|Kitchen Mittens.1,000G|  
|Paralysis Charm.4,000G|

o-----o

o-----o

|> Whirlwind <|

|                   o-----o

|Apple Gel.....100G|  
|Orange Gel.....200G|  
|Panacea Bottle.150G|  
|Life Bottle....300G|  
|Holy Bottle....200G|  
|Dark Bottle....200G|  
|Magic Lens.....10G|  
|Stone Charm..4,000G|

o-----o

o-----o

|> Hurricane <|

o-----o                   o-----o

|Osafune.....1 Mumei, 1 Black Silver|  
|Sinclair.....1 Masamune, 1 Black Silver &|  
|                   :.....1 White Silver                   |  
|Mystic Ring.....1 Slicer Ring & 1 Beast Fang|  
|Falling Star.....1 Duel Star & 1 Beast Hide|  
|Earth Rod.....1 Battle Staff & 1 White Silver|  
|Earth Dagger.....1 Hydra Dagger, 1 White Silver &|  
|                   :.....1 Mermaid's Tear                   |  
|Silver Sword.....1 Steel Sword, 1 Beast Fang &|  
|                   :.....1 Black Silver                   |  
|Iron Guard.....1 Leather Guard & 1 Black Silver|  
|Mage Cloak.....1 Cloak & 1 White Silver|  
|White Robe.....1 Feather Robe & 1 Magical Cloth|  
|Yayoi.....1 Feather Robe & 1 Magical Cloth|  
|Gold Circler.....1 Circler & 1 Magical Cloth|  
|Iron Gauntlet.....1 Leather Glove & 1 Black Silver|

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o-----o
|Item Name      Grade|
|-----|
|Beast Fang.....5|
|Magical Cloth....10|
|Black Silver....10|
|White Silver....10|
|Grab Bag.....30|
o-----o

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-->Luin

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o-----o
|> Fighting Spirit <|
|           o--o
|Rapier.....1,300G|
|Duel Ring.....1,140G|
|Duel Star.....1,180G|
|Battle Staff....1,150G|
|Steel Sword....1,380G|
|Chain Mail.....960G|
|Fine Guard.....900G|
|White Cloak.....800G|
|Feather Robe.....920G|
|Leather Helm.....600G|
|Gold Circlet...1,000G|
|Bracelet.....400G|
|Leather Cape.....400G|
|Poison Charm....4,000G|
|Paralysis Charm.4,000G|
|Stun Bracelet...4,000G|
|Rabbit's Foot...2,000G|
o-----o

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o-----o
|> Crossroads <|
|           o----o
|Apple Gel.....100G|
|Orange Gel....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Holy Bottle....200G|
|Magic Lens.....10G|
o-----o

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o-----o           o-----o
|> Fighting Spirit <|
o-----o           o-----o
|Masamune.....1 Rapier & 1 White Silver|
|Osafune.....1 Mumei & 1 Black Silver|
|Sinclair.....1 Masamune, 1 Black Silver &
|           :.....1 White Silver           |
|Duel Ring.....1 Chakram & 1 Beast Fang|
|Slicer Ring.....1 Flying Ring & 1 Black Silver|
|Mystic Ring.....1 Slicer Ring & 1 Beast Fang|
|Duel Star.....1 Nova & 1 Beast Fang|
|Falling Star.....1 Duel Star & 1 Beast Hide|
|Gem Rod.....1 Battle Staff & Beast Hide|
|Ruby Wand.....1 Gem Rod & 1 Mermaid's Tear|
|Steel Sword.....1 Long Sword & 1 Beast Fang|
|Hydra Dagger.....1 Stiletto & 1 Beast Hide|

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|Earth Dagger.....1 Hydra Dagger, 1 White Silver &|
|          :.....1 Mermaid's Tear          |
|Silver Sword.....1 Steel Sword, 1 Beast Fang &|
|          :.....1 Black Silver          |
|Iron Guard.....1 Leather Guard & 1 Black Silver|
|Mage Cloak.....1 Cloak & 1 White Silver|
|White Robe.....1 Feather Robe & 1 Magical Robe|
|Yayoi.....1 Feather Robe & 1 Magical Cloth|
|Gold Circlet.....1 Circlet & 1 Magical Cloth|
|Iron Gauntlet.....1 Leather Glove & 1 Black Silver|
o-----o
```

--> Hima

```
o-----o
|> Crimson Canyon <|
|          o-o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle..150G|
|Life Bottle....300G|
|Holy Bottle....200G|
|Magic Lens.....10G|
|Osafune.....2,100G|
|Amber Cloak...1,400G|
|Cleric's Hat...900G|
|Tartan Ribbon.1,600G|
|Pretty Mittens..800G|
|Leather Cape....400G|
o-----o
```

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o-----o
|> Crimson Canyon <|
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o-----o o-----o
|Nimble Rapier.....1 Rapier, 1 Brass &|
|          :.....1 White Silver          |
|Stinger Ring.....1 Slicer Ring, 1 White Silver &|
|          :.....1 Mermaid's Tear          |
|Ruby Wand.....1 Gem Rod & 1 Mermaid's Tear|
|Armet Helm.....1 Iron Helm & 1 Beast Hide|
|Red Shield.....1 Omega Shield & 1 Black Silver|
o-----o
```

--> Asgard Human Ranch

```
o-----o
|> Vending Machine <|
|          |
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o
```

--> Sylvarant Base

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o-----o
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```
|> Refresher <|
|           o-----o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Melange Gel....500G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o
```

--> Meltokio

```
o-----o
|> Belteon <|
|           o-----o
|Apple Gel.....100G|
|Lemon Gel.....1,000G|
|Orange Gel.....200G|
|Pineapple Gel....1,200G|
|Melange Gel.....500G|
|Panacea Bottle.....150G|
|Life Bottle.....300G|
|Anti-Magic Bottle.1,000G|
|Flare Bottle.....1,000G|
|Guard Bottle.....1,000G|
|Acuity Bottle....1,000G|
|Syrup Bottle.....1,000G|
|Holy Bottle.....200G|
|Dark Bottle.....200G|
|Magic Lens.....10G|
|Poison Charm.....4,000G|
|Paralysis Charm...4,000G|
o-----o
```

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o-----o
|> Axios <|
|           o-----o
|Nimble Rapier.2,800G|
|Ogre Sword....3,000G|
|Ray Thrust....3,000G|
|Cool Orbit....2,250G|
|Silver Sword..2,600G|
|Card of Fire..2,700G|
|Card of Earth.2,400G|
|Francesca....3,200G|
o-----o
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o-----o
|> Trupelos <|
|           o-----o
|Splint Mail.....3,000G|
|Elven Protector.3,000G|
|Druid Cloak....2,700G|
|Misty Robe.....2,200G|
|Straw Hat.....1,000G|
|Striped Ribbon..1,400G|
|Gold Circlet...1,000G|
|Omega Shield...1,600G|
|Claw Gauntlet...1,000G|
|Lapis Bracelet..1,400G|
|Heavy Boots....3,000G|
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o-----o
      o-----o
      |> Prucius <|
o-----o
|Ogre Sword*.....1 Osafune, Brass &|
|      :.....1 White Silver      |
|Ogre Sword*.....1 Masamune, 1 Black Silver &|
|      :.....1 Brass              |
|Ray Thrust.....1 Stinger Ring, 1 Black Silver &|
|      :.....1 Metal Sphere      |
|Gale Staff.....1 Ruby Wand, 1 Metal Sphere &|
|      :.....1 Black Silver      |
|Red Shield.....1 Omega Shield & 1 Black Silver|
|Armet Helm.....1 Iron Helm & 1 Beast Hide|
|Druid Cloak.....1 Mage Cloak & 1 Magical Cloth|
|Lapis Bracelet.....1 Iron Bracelet & 1 Black Silver|
o-----o

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\*Is the same weapon, but there are 2 recipes for it.

--> Sybak

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o-----o
|> Student Mart <|
|      o---o
|Apple Gel.....100G|
|Lemon Gel.....1,000G|
|Orange Gel.....200G|
|Pineapple Gel.1,200G|
|Melange Gel.....500G|
|Panacea Bottle..150G|
|Life Bottle.....300G|
|Syrup Bottle..1,000G|
|Holy Bottle.....200G|
|Dark Bottle.....200G|
|Magic Lens.....10G|
o-----o
o-----o
|> Student Supplies <|
|      o
|Ogre Sword....3,000G|
|Kotetsu.....3,300G|
|Ray Thrust...3,000G|
|Mythril Ring..3,400G|
|Aqua Brand....3,600G|
|Battle Ax.....3,600G|
|Pointed Hat...1,300G|
|Bridal Gloves.1,200G|
o-----o
o-----o
|> Sunrise Cafeteria <|
|      o-----o
|Pork.....120G|
|Beef.....140G|
|Chicken...120G|
|Tomato.....60G|
|Bell Pepper.80G|
|Cucumber....70G|
|Cabbage.....60G|
|Lettuce.....80G|

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|Mushroom....60G|  
|Potato.....50G|  
|Onion.....60G|  
|Radish.....60G|  
|Carrot.....60G|  
|Egg.....50G|  
|Cheese.....60G|  
|Milk.....50G|  
|Seaweed.....20G|  
|Kelp.....40G|  
|Tofu.....60G|  
|Konjac.....60G|  
|Miso.....60G|

o-----o

o-----o

|> Sunrise Cafeteria <|

|                   o-----o

|Snapper....120G|  
|Tuna.....100G|  
|Cod.....110G|  
|Squid.....110G|  
|Shrimp.....60G|  
|Octopus....70G|  
|Strawberry..70G|  
|Banana.....60G|  
|Grapes.....70G|  
|Apple.....60G|  
|Lemon.....60G|  
|Peach.....70G|  
|Pear.....60G|  
|Melon.....100G|  
|Pineapple...80G|  
|Rice.....80G|  
|Barley Rice.60G|  
|Pasta.....80G|  
|Panyan.....70G|  
|Bread.....70G|  
|Roll.....70G|

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o-----o

|> Student Supplies <|

o-----o

o-----o

|Kotetsu.....1 Osafune, 1 Brass &|  
|                   :.....1 Metal Sphere       |  
|Mythril Ring.....1 Stinger Ring, 1 Brass &|  
|                   :.....1 Mythril               |  
|Gale Staff.....1 Ruby Wand, 1 Metal Sphere &|  
|                   :.....1 Black Silver       |  
|Aqua Brand\*.....1 Hydra Dagger, 1 Brass &|  
|                   :.....1 White Silver       |  
|Aqua Brand\*.....1 Steel Sword, 1 Black Silver &|  
|                   :...1 Metal Sphere       |  
|Pointed Hat.....1 Beret & 1 Magical Cloth   |

o-----o

\*Is the same weapon, but there are 2 recipes for it.

--> Mizuho

o-----o

```

|> Toyama <|
|           o-----o
|Apple Gel.....100G|
|Lemon Gel.....1,000G|
|Orange Gel.....200G|
|Pineapple Gel.....1,200G|
|Melange Gel.....500G|
|Mizuho Potion.....1,000G|
|Magic Lens.....10G|
|Shiden.....4,000G|
|Shuriken.....4,000G|
|Spell Card.....1,350G|
|Card of Water.....1,600G|
|Card of Earth.....2,400G|
|Card of Fire.....2,700G|
|Card of Lightning.3,500G|
|Card of Wing.....3,800G|
|Manji Seal.....10,000G|
|Water Spider.....5,000G|
|Drain Charm.....4,000G|

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           o-----o
           |> Toyama <|

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o-----o           o-----o
|Kotetsu.....1 Osafune, 1 Brass &|
|           :.....1 Metal Sphere   |
|Shiden.....1 Ogre Sword, 1 Black Silver &|
|           :.....1 Metal Sphere   |
|Mythril Ring.....1 Stinger Ring, 1 Brass &|
|           :.....1 Mythril        |
|Shuriken.....1 Stinger Ring, 1 Black Silver &|
|           :.....1 Metal Sphere   |
|Gale Staff.....1 Ruby Wand, 1 Metal Sphere &|
|           :.....1 Black Silver   |
|Aqua Brand*.....1 Hydra Dagger, 1 Brass &|
|           :.....1 White Silver   |
|Aqua Brand*.....1 Steel Sword, 1 Black Silver &|
|           :.....1 Metal Sphere   |
|Assault Dagger...1 Earth Dagger, 1 Black Silver &|
|           :..1 Brass              |
|Pointed Hat.....1 Beret & 1 Magical Cloth|

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o-----o
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\*Is the same weapon, but there are 2 recipes for it.

--> Ozette

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o-----o
|> Tranquility <|
|           o-----o
|Breastplate.....3,400G|
|Elven Protector.3,000G|
|Silk Cloak.....3,200G|
|Witch's Robe....2,800G|
|Cross Helm.....2,000G|
|Pretty Ribbon...2,000G|
|Angel Bracelet..1,600G|
|Silk Gloves.....1,600G|
|Drain Charm.....4,000G|

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o-----o
|> Nature's Kitchen <|
|           o---o
|Apple Gel...100G|
|Lemon Gel.1,000G|
|Orange Gel..200G|
|Pineapple.1,200G|
|Life Bottle.300G|
|Pork.....120G|
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```
|Chicken.....120G|
|Tomato.....60G|
|Bell Pepper..80G|
|Cabbage.....60G|
|Lettuce.....80G|
|Mushroom.....60G|
|Potato.....50G|
|Onion.....60G|
|Carrot.....60G|
|Strawberry...70G|
|Lemon.....60G|
|Rice.....80G|
|Pasta.....80G|
|Bread.....70G|
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o-----o
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```
o-----o
|> Tranquility <|
```

```
o-----o           o-----o
|Shiden.....1 Ogre Sword, 1 Black Silver &|
|           :.....1 Metal Sphere           |
|Shuriken.....1 Stinger Ring, 1 Black Silver &|
|           :.....1 Metal Sphere           |
|Gale Staff.....1 Ruby Wand, 1 Metal Sphere &|
|           :.....1 Black Silver           |
|Aqua Brand*.....1 Hydra Dagger, 1 Brass &|
|           :.....1 White Silver           |
|Aqua Brand*.....1 Steel Sword, 1 Black Silver &|
|           :.....1 Metal Sphere           |
|Assault Dagger...1 Earth Dagger, 1 Black Silver &|
|           :.1 Brass                       |
|Pointed Hat.....1 Beret & 1 Magical Cloth|
|Silk Gloves....1 Pretty Mittens &1 Magical Cloth|
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o-----o
*Is the same weapon, but there are 2 recipes for it.
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--> Tethe'alla Base
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o-----o
|> Refresher <|
|           o-----o
|Apple Gel.....100G|
|Lemon Gel.....1000G|
|Orange Gel.....200G|
|Pineapple.....1200G|
|Melange Gel....500G|
|Miracle Gel...3000G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
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o-----o

--> Flanoir

o-----o

|> Winter Harvest <|

| o--o

|Flanoir Potion.1,000G|

|Juicy Meat.....200G|

|Beef Strips.....80G|

|Mushroom.....60G|

|Potato.....50G|

|Onion.....60G|

|Carrot.....60G|

|Rice.....80G|

|Pasta.....80G|

|Bread.....70G|

|White Satay.....200G|

|Red Satay.....200G|

|Black Satay.....200G|

o-----o

o-----o

|> Hailstorm <|

| o-----o

|Dragon Tooth....4,800G|

|Shining Star....3,600G|

|Thunder Scepter.3,200G|

|Card of Ice....4,300G|

|Lightning Sword.4,600G|

|Tomahawk Lance..5,000G|

|Power Grieves...4,600G|

|Silver Mail....4,200G|

|Silver Guard....4,000G|

|Elder Cloak....3,700G|

|Battle Cloak....3,900G|

|Ancient Robe....4,000G|

|Duel Helm.....3,400G|

|Silver Circlet..2,000G|

|Beam Shield....2,500G|

o-----o

o-----o

|> Snow White <|

| o-----o

|Poison Charm....4,000G|

|Drain Charm....4,000G|

|Stone Charm....4,000G|

|Paralysis Charm.4,000G|

|Talisman.....8,000G|

|Stun Bracelet...4,000G|

|Heal Bracelet...4,000G|

|Spirit Bangle...4,000G|

|Black Onyx.....25,000G|

|Moonstone.....25,000G|

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o-----o

|Item Name           Grade|

|-----|

|Mythril.....12|

|Metal Sphere.....12|  
|Black Silver.....10|  
|Brass.....10|  
|Mermaid's Tear.....15|  
|Mystic Herb.....15|  
|Magical Cloth.....10|  
|White Silver.....10|  
|Beast Fang.....5|  
|Beast Hide.....8|  
o-----o

--> Altamira

o-----o  
|> Full House <|  
| o-----o  
|Apple Gel.....100G|  
|Lemon Gel.....1,000G|  
|Orange Gel.....200G|  
|Pineapple Gel.....1,200G|  
|Melange Gel.....500G|  
|Miracle Gel.....3,000G|  
|Panacea Bottle.....150G|  
|Life Bottle.....300G|  
|Miracle Bottle....3,000G|  
|Anti-Magic Bottle.1,000G|  
|Flare Bottle.....1,000G|  
|Guard Bottle.....1,000G|  
|Acuity Bottle.....1,000G|  
|Syrup Bottle.....1,000G|  
|Shell Bottle.....1,000G|  
|Holy Bottle.....200G|  
|Dark Bottle.....200G|  
o-----o

o-----o  
|> Wild Card <|  
| o-----o  
|Elemental Brad..5,200G|  
|Defenser.....5,000G|  
|Lunar Ring.....5,000G|  
|Shuriken.....4,000G|  
|Shining Star....3,600G|  
|Ancient Rod.....4,200G|  
|Thunder Scepter.3,200G|  
|Flame Dagger....5,400G|  
|Ice Coffin.....5,000G|  
|Halberd.....5,600G|  
|Bardiche.....5,200G|  
|Bear Claw.....5,200G|  
|Ghost Shell.....5,000G|  
o-----o

o-----o  
|> Aces High <|  
| o-----o  
|Mythril Armor....4,600G|  
|Mythril Guard...10,000G|  
|Mythril Mesh.....4,200G|  
|Mythril Circlet..2,200G|  
|Mythril Shield...2,800G|

|Mythril Gauntlet.1,200G|  
|Mythril Bracelet.2,000G|  
|Cute Mittens.....1,800G|  
|Poison Charm.....4,000G|  
|Drain Charm.....4,000G|  
|Stone Charm.....4,000G|  
|Paralysis Charm..4,000G|  
|Stun Charm.....4,000G|  
|Thief's Cape.....3,000G|  
|Heavy Boots.....3,000G|  
|Magic Mist.....6,000G|

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|> Full House <|

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|Elemental Brand.....1 Kotetsu, 1 Beast Fang, |  
| :....1 Black Silver & 1 Mystic Herb|  
|Lunar Ring\*.....1 Shuriken , 1 Brass, |  
| :.....1 Black Silver & 1 Mythril|  
|Lunar Ring\*.....1 Mythril Ring, 1 Brass, |  
| :.....1 Metal Sphere & 1 Mythril|  
|Flame Dagger.....1 Assault Dagger, 1 Black Silver,|  
| :....1 White Silver & 1 Metal Sphere|  
|Halberd.....1 Crescent Ax, 1 Brass &|  
| :.....1 Metal Sphere |  
|Bear Claw.....1 Iron Gauntlet, 1 Brass &|  
| :.....1 Black Silver |

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\*Is the same weapon, but there are 2 recipes for it.

--> Iselia Human Ranch

o-----o

|> Refresher <|

| o-----o

|Apple Gel.....100G|  
|Lemon Gel.....1000G|  
|Orange Gel.....200G|  
|Pineapple.....1200G|  
|Melange Gel....500G|  
|Miracle Gel...3000G|  
|Panacea Bottle.150G|  
|Life Bottle....300G|  
|Magic Lens.....10G|

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--> Heimdall

o-----o

|> Twilight Arms <|

| o-----o

|Wasier Rapier...6,400G|  
|Solar Spinner...5,980G|  
|Northern Lights.5,400G|  
|Rune Staff.....5,000G|  
|Yaksa.....5,900G|  
|Gladius.....6,400G|  
|Ether Sword.....6,000G|

|War Hammer.....6,300G|

|Crystal Shell...6,200G|

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|> Twilight Armory <|

|                           oo

|Rune Mail.....5,000G|

|Rune Guard....4,800G|

|Rune Cloak....4,800G|

|Rune Robe.....4,400G|

|Rune Helm.....4,000G|

|Rune Hat.....3,000G|

|Rune Circlet..4,600G|

|Rune Shield...5,000G|

|Rune Gauntlet.3,000G|

|Rune Cape.....5,600G|

|Rune Boots....6,000G|

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|> Sunset Supplies <|

|                           o----o

|Apple Gel.....100G|

|Lemon Gel.....1,000G|

|Orange Gel.....200G|

|Pineapple Gel....1,200G|

|Melange Gel.....500G|

|Miracle Gel.....3,000G|

|Panacea Bottle.....150G|

|Life Bottle.....300G|

|Miracle Bottle....3,000G|

|Anti-Magic Bottle.1,000G|

|Flare Bottle.....1,000G|

|Guard Bottle.....1,000G|

|Acuity Bottle.....1,000G|

|Syrup Bottle.....1,000G|

|Shell Bottle.....1,000G|

|Holy Bottle.....200G|

|Dark Bottle.....200G|

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|> Twilight Arms <|

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|Wasier Rapier.....1 Saint Rapier, 1 Magical Cloth, |

|                           :...1 Mythril & 1 Mermaid's Tear |

|Solar Spinner.....1 Mythril Ring, 1 Black Silver, |

|                           :...1 White Silver & 1 Brass |

|Gladius.....1 Flame Dagger, 1 Mythril, |

|                           :.....1 Magical Cloth & 1 Metal Sphere |

|Battle Pick.....1 Bardiche, 1 Magical Cloth, |

|                           :.....1 Beast Hide & 1 Mystic Herb |

|Crystal Shell.....1 Mythril Greaves, 1 Mythril, |

|                           :...1 Beast Fang & 1 White Silver |

|Reflect.....1 Breastplate, 1 Mythril & |

|                           :.....1 White Silver |

|Solar Guard.....1 Silver Guard & 1 Mythril |

|Draupnir.....1 Lapis Bracelet, 1 Metal Sphere, |

|                           :.....1 Beast Fang & 1 Beast Hide |

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--> Luin (must be rebuilt)

```
o-----o
|> Fighting Spirit <|
|           o--o
|Paper Fan.....40,000G|
|Tambourine.....40,000G|
|Phantasmagoria.40,000G|
|Deck Brush.....40,000G|
|Money Bag.....40,000G|
|Toy Dagger.....40,000G|
|Baseball Bat...40,000G|
|Pow Hammer DX..40,000G|
|Glory Arts.....40,000G|
o-----o
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```
o-----o
|> Crossroads <|
|           o----o
|Apple Gel.....100G|
|Orange Gel.....200G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Holy Bottle....200G|
|Magic Lens.....10G|
o-----o
```

--> Welgaia

```
o-----o
|> Refresher <|
|           o----o
|Apple Gel.....100G|
|Lemon Gel.....1000G|
|Orange Gel.....200G|
|Pineapple.....1200G|
|Melange Gel....500G|
|Miracle Gel...3000G|
|Panacea Bottle.150G|
|Life Bottle....300G|
|Magic Lens.....10G|
o-----o
```

--> Flanoir (after picking between Kratos and Zelos)

```
o-----o
|> Winter Harvest <|
|           o--o
|Flanoir Potion.1,000G|
|Juicy Meat.....200G|
|Beef Strips.....80G|
|Mushroom.....60G|
|Potato.....50G|
|Onion.....60G|
|Carrot.....60G|
|Rice.....80G|
|Pasta.....80G|
|Bread.....70G|
|White Satay.....200G|
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|Red Satay.....200G|
|Black Satay.....200G|
o-----o
o-----o
|> Hailstorm <|
|           o-----o
|Angel's Tear....7,600G|
|Toroid.....6,600G|
|Northern Lights.5,400G|
|Rune Staff.....5,000G|
|Gladius.....6,400G|
|Asura.....6,400G|
|Battle Pick.....7,000G|
|Rare Plate.....6,000G|
|Rare Guard.....11,200G|
|Rune Cloak.....4,800G|
|Holy Robe.....4,800G|
|Rare Helm.....4,800G|
|Rare Gauntlet...1,800G|
|Holy Circlet....7,200G|
o-----o

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o-----o
|> Snow White <|
|           o-----o
|Poison Charm....4,000G|
|Drain Charm.....4,000G|
|Stone Charm.....4,000G|
|Paralysis Charm.4,000G|
|Talisman.....8,000G|
|Stun Bracelet...4,000G|
|Heal Bracelet...4,000G|
|Spirit Bangle...4,000G|
|Black Onyx.....25,000G|
|Moonstone.....25,000G|
o-----o

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o-----o
|> Hailstorm <|

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o-----o           o-----o
|Angels' Tear.....1 Defender, 1 Metal Sphere, |
|           :....1 Mythril & 1 White Silver |
|Toroid**.....1 Solar Spinner, 1 Metal Sphere &|
|           :.....1 Mythril |
|Laser Blade*.....1 Silver Sword, 1 Mythril, |
|           :....1 Beast Hide & 1 Mystic Herb |
|Laser Blade*.....1 Gladius, 1 Mythril, |
|           :....1 Brass & 1 Mermaid's Tear |
|Battle Pick.....1 Bardiche, 1 Magical Cloth, |
|           :.....1 Beast Hide & 1 Mystic Herb |
|Strike Ax.....1 Mythril Ax, 1 Brass, |
|           :.....1 White Silver & 1 Black Silver |
|Dragon Fang.....1 Power Greaves, 1 Magical Cloth,|
|           :.....1 Beast Fang & 1 Black Silver |

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o-----o=====o-----o
|Item Name          Grade|
|-----|
|Mythril.....12|
|Metal Sphere.....12|
|Black Silver.....10|
|Brass.....10|
|Mermaid's Tear....15|

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|Mystic Herb.....15|
|Magical Cloth.....10|
|White Silver.....10|
|Beast Fang.....5|
|Beast Hide.....8|
o-----o

```

\*Is the same weapon, but there are 2 recipes for it.

\*\* The original recipe states that you need 2 Metal Sphere, but the truth is that you only need 1.

--> Tower of Salvation (Tethe'alla)

```

o-----o
|> Refresher <|
|           o-----o
|Apple Gel.....100G|
|Lemon Gel.....1000G|
|Orange Gel.....200G|
|Pineapple.....1200G|
|Melange Gel.....500G|
|Miracle Gel.....3000G|
|Panacea Bottle.....150G|
|Life Bottle.....300G|
|Miracle Bottle.....3000G|
|Anti-Magic Bottle...1000G|
|Flare Bottle.....1000G|
|Guard Bottle.....1000G|
|Acuity Bottle.....1000G|
|Syrup Bottle.....1000G|
|Shell Bottle.....1000G|
|Holy Bottle.....200G|
|Dark Bottle.....200G|
o-----o

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--> Dirk's House (After destruction of Tower of Salvation [Tethe'alla])

```

                o-----o
                |> Dirk's Shop <|
o-----o                o-----o
|Stun Charm.....1 Stun Bracelet & 1 Rune Bottle |
|Amulet.....1 Stun Charm, 1 Poison Charm, |
|      :.....1 Drain Charm, 1 Stone Charm & |
|      :.....1 Paralysis Charm |
|Blue Talisman.....1 Stun Charm, 1 Defense Ring, |
|      :.....1 Heal Bracelet & 1 Rune Bottle |
|Heal Bracelet.....1 Stun Bracelet & 1 Mermaid's Tear|
|Spirit Bangle.....1 Stun Bracelet & 1 Mermaid's Tear|
|Warrior Symbol.....1 Stun Bracelet, 1 White Silver, |
|      :.....10 Flare Bottle & 1 Rune Bottle |
|Guardian Symbol.....1 Stun Bracelet, 1 Black Silver, |
|      :.....10 Guard Bottle & 1 Rune Bottle |
|Rabbit's Foot.....1 Beast Hide & 1 Rune Bottle |
|Holy Symbol.....1 Holy Ring, 1 Heal Bracelet. |
|      :.....1 Black Onyx & 1 Revive Ring |
|Spirit Symbol.....1 Spirit Ring, 1 Spirit Bangle |
|      :.....1 Moonstone & 1 Revive Ring |
|Dark Seal.....1 Rabbit's Foot, 10 Dark Bottle, |
|      :.....10 Black Quartz & 1 Rune Bottle |

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|Demon's Seal.....1 Dark Seal, 10 Black Silver, |
|          :.....10 Dark Bottle & 10 Black Quartz |
|Extreme Symbol.....1 Dark Seal & 3 Demon's Seal |
|Mystic Symbol.....1 Faerie Ring & 1 Rune Bottle |
|Krona Symbol.....1 Dark Seal, 8 Amulet & |
|          :.....1 Rune Bottle |
|Attack Symbol.....1 Attack Ring & 1 Warrior Symbol |
|Reverse Doll.....1 Revive Ring, 1 Life Bottle & |
|          :.....1 Elixir |
|Sephira.....1 Reverse Doll & 5 Rabbit's Foot |
|Blue Sephira.....1 Sephira, 8 Rabbit's Foot & |
|          :.....1 Elixir |
O-----O

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)(      13] Enemy List      ( )      s1300      )(
~~( )~~~~~) (~~~~~( )~~
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O=====+=====O
+-----+-----|
|ENEMY: Torent      |ENEMY: Orcrot      |
+-----+-----|
|                  |                  |
|- No.: 001         |- No.: 002         |
|- Location: Torent Forest |Location: Ymir Forest |
|- HP: 7480         |- HP: 6390         |
|- TP: 0            |- TP: 0            |
|- ATK: 1030        |- ATK: 856         |
|- DEF: 90          |- DEF: 79          |
|- XP: 228          |- XP: 183          |
|- Gald: 321        |- Gald: 382        |
|- Items dropped: Apple Gel (TL) |Items dropped: Red Bellebane (TL) |
|                  |                  |
|                  |                  |
|- Steal: Apple Gel (TL) |Steal: None        |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: None       |   - AA: None       |
|   - Weak: Fire     |   - Weak: Fire     |
|   - Strong: Water  |   - Strong: Water  |
\~~~~~+~~~~~/
/~~~~~+~~~~~\
+-----+-----|
|ENEMY: Marcroid    |ENEMY: Minicoid    |
+-----+-----|
|                  |                  |
|- No.: 003         |- No.: 004         |
|- Location: Near Asgard |Location: Near Asgard, Palmacosta |
|                  |                  |
|                  |                  |
|- HP: 1850         |- HP: 470          |
|- TP: 200          |- TP: 0            |
|- ATK: 280         |- ATK: 140         |
|- DEF: 32          |- DEF: 8           |
|- XP: 63           |- XP: 8            |
|- Gald: 83         |- Gald: 13         |
|- Items dropped: Melange Gel (TL) |Items dropped: Apple Gel (TL) |
|                  |                  |
|                  |                  |
|- Steal: None      |- Steal: None      |
| - Elemental Info.: | - Elemental Info.: |

```

|                                   |                                     |
|-----------------------------------|-------------------------------------|
| - AA: None                        | - AA: None                          |
| - Weak: Ice                       | - Weak: Ice                         |
| - Strong: Water, Earth            | - Strong: Water, Earth              |
| \~~~~~+                           |                                     |
| /~~~~~\                           |                                     |
| +-----                            | +-----                              |
| ENEMY: Tentacle Plant             | ENEMY: Mocking Plant                |
| +-----                            | +-----                              |
|                                   |                                     |
| - No.: 005                        | - No.: 006                          |
| - Location: Near Izoold           | - Location: Tower of Salvation      |
| - HP: 500                         | - HP: 5980                          |
| - TP: 0                           | - TP: 0                             |
| - ATK: 150                        | - ATK: 850                          |
| - DEF: 12                         | - DEF: 94                           |
| - XP: 18                          | - XP: 198                           |
| - Gald: 25                        | - Gald: 200                         |
| - Items dropped: Lettuce (FD)     | - Items dropped: Cabbage (FD)       |
| - Cabbage (FD)                    | - Cucumber (FD)                     |
| - Steal: None                     | - Steal: None                       |
| - Elemental Info.:                | - Elemental Info.:                  |
| - AA: None                        | - AA: None                          |
| - Weak: Fire                      | - Weak: Fire                        |
| - Strong: Water, Earth            | - Strong: Water, Earth              |
| \~~~~~+                           |                                     |
| /~~~~~\                           |                                     |
| +-----                            | +-----                              |
| ENEMY: Mandragora                 | ENEMY: Alraune                      |
| +-----                            | +-----                              |
|                                   |                                     |
| - No.: 007                        | - No.: 008                          |
| - Location: Ossa trail            | - Location: Torent Forest           |
| - HP: 870                         | - HP: 8330                          |
| - TP: 0                           | - TP: 100                           |
| - ATK: 247                        | - ATK: 1070                         |
| - DEF: 19                         | - DEF: 99                           |
| - XP: 31                          | - XP: 258                           |
| - Gald: 36                        | - Gald: 331                         |
| - Items dropped: Cabbage          | - Items dropped: Red Savory, Radish |
| - Steal: ???                      | - Steal: None                       |
| - Elemental Info.:                | - Elemental Info.:                  |
| - AA: None                        | - AA: None                          |
| - Weak: Fire                      | - Weak: Fire                        |
| - Strong: Water, Earth            | - Strong: Water, Earth              |
| \~~~~~+                           |                                     |
| /~~~~~\                           |                                     |
| +-----                            | +-----                              |
| ENEMY: Insect Plant               | ENEMY: Carnivorous Plant            |
| +-----                            | +-----                              |
|                                   |                                     |
| - No.: 009                        | - No.: 010                          |
| - Location: Near Luin and Hima    | - Location: Torent Forest           |
| - HP: 2990                        | - HP: 19,250                        |
| - TP: 0                           | - TP: 0                             |
| - ATK: 448                        | - ATK: 1190                         |
| - DEF: 21                         | - DEF: 100                          |
| - XP: 72                          | - XP: 534                           |
| - Gald: 260                       | - Gald: 860                         |
| - Items dropped: Melange Gel (TL) | - Items dropped: Red Sage (TL)      |
| - Steal: Melange Gel (TL)         | - Steal: None                       |

|                                 |                                 |
|---------------------------------|---------------------------------|
| - Elemental Info.:              | - Elemental Info.:              |
| - AA: None                      | - AA: None                      |
| - Weak: None                    | - Weak: None                    |
| - Strong: None                  | - Strong: None                  |
| \~~~~~+                         |                                 |
| /~~~~~\                         |                                 |
| +-----                          | +-----                          |
| ENEMY: Bomb Plant               | ENEMY: Bomb Seedling            |
| +-----                          | +-----                          |
|                                 |                                 |
| - No.: 011                      | - No.: 012                      |
| - Location: Tower of Salvation  | - Location: Tower of Salvation  |
| - HP: 6800                      | - HP: 4180                      |
| - TP: 0                         | - TP: 0                         |
| - ATK: 930                      | - ATK: 890                      |
| - DEF: 93                       | - DEF: 48                       |
| - XP: 176                       | - XP: 168                       |
| - Gald: 289                     | - Gald: 188                     |
| - Items dropped: Mushroom (FD)  | - Items dropped: Mushroom (FD)  |
| Lavender (TL)                   |                                 |
| - Steal: None                   | - Steal: None                   |
| - Elemental Info.:              | - Elemental Info.:              |
| - AA: None                      | - AA: None                      |
| - Weak: Fire                    | - Weak: Fire                    |
| - Strong: Water, Earth          | - Strong: Water, Ice            |
| \~~~~~+                         |                                 |
| /~~~~~\                         |                                 |
| +-----                          | +-----                          |
| ENEMY: Pumpkin Tree             | ENEMY: Bellpepper Head          |
| +-----                          | +-----                          |
|                                 |                                 |
| - No.: 013                      | - No.: 014                      |
| - Location: Gaoracchia Forest   | - Location: Torent Forest       |
| - HP: 2860                      | - HP: 8130                      |
| - TP: 0                         | - TP: 0                         |
| - ATK: 490                      | - ATK: 1100                     |
| - DEF: 40                       | - DEF: 87                       |
| - XP: 83                        | - XP: 268                       |
| - Gald: 137                     | - Gald: 310                     |
| - Items dropped: Lemon Gel (TL) | - Items dropped: Lemon Gel (TL) |
| Onion (FD)                      | Bellpepper (FD)                 |
| - Steal: Lemon Gel (TL)         | - Steal: Mystic Herb (TL)       |
| - Elemental Info.:              | - Elemental Info.:              |
| - AA: None                      | - AA: None                      |
| - Weak: Fire                    | - Weak: Fire                    |
| - Strong: Water, Earth          | - Strong: Water, Earth          |
| \~~~~~+                         |                                 |
| /~~~~~\                         |                                 |
| +-----                          | +-----                          |
| ENEMY: Boxer Iris               | ENEMY: Evil Orchid              |
| +-----                          | +-----                          |
|                                 |                                 |
| - No.: 015                      | - No.: 016                      |
| - Location: Gaoracchia Forest   | - Location: Tower of Salvation  |
| - HP: 3380                      | - HP: 7200                      |
| - TP: 150                       | - TP: 0                         |
| - ATK: 545                      | - ATK: 950                      |
| - DEF: 42                       | - DEF: 97                       |
| - XP: 98                        | - XP: 220                       |
| - Gald: 183                     | - Gald: 283                     |

|                                    |                                    |
|------------------------------------|------------------------------------|
| - Items dropped: Bellebane (TL)    | - Items dropped: Grapes (FD)       |
| Cucumber (FD)                      |                                    |
| - Steal: None                      | - Steal: None                      |
| - Elemental Info.:                 | - Elemental Info.:                 |
| - AA: None                         | - AA: None                         |
| - Weak: Fire                       | - Weak: Fire                       |
| - Strong: Water                    | - Strong: Water                    |
| \~~~~~+~~~~~/                      |                                    |
| /~~~~~+~~~~~/                      |                                    |
| +-----                             | +-----                             |
| ENEMY: Poison Lily                 | ENEMY: Wolf                        |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 017                         | - No.: 018                         |
| - Location: Latheon Gorge          | - Location: Near Iselia and Izoold |
| - HP: 6350                         | - HP: 410                          |
| - TP: 0                            | - TP: 0                            |
| - ATK: 836                         | - ATK: 130                         |
| - DEF: 82                          | - DEF: 8                           |
| - XP: 183                          | - XP: 8                            |
| - Gald: 286                        | - Gald: 13                         |
| - Items dropped: Red Lavender (TL) | - Items dropped: Beef Strips (FD)  |
| - Steal: None                      | - Steal: Beast Fang (TL)           |
| - Elemental Info.:                 | - Elemental Info.:                 |
| - AA: None                         | - AA: None                         |
| - Weak: Fire                       | - Weak: None                       |
| - Strong: Water, Earth             | - Strong: None                     |
| \~~~~~+~~~~~/                      |                                    |
| /~~~~~+~~~~~/                      |                                    |
| +-----                             | +-----                             |
| ENEMY: Night Raid                  | ENEMY: Bear                        |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 019                         | - No.: 020                         |
| - Location: Fooji Mountains, Near  | - Location: Ossa Trail             |
| Meltokio                           |                                    |
| - HP: 1980                         | - HP: 1200                         |
| - TP: 0                            | - TP: 0                            |
| - ATK: 396                         | - ATK: 261                         |
| - DEF: 31                          | - DEF: 21                          |
| - XP: 62                           | - XP: 28                           |
| - Gald: 100                        | - Gald: 29                         |
| - Items dropped: Beast Hide (TL)   | - Items dropped: Beast Fang (TL)   |
| Pork (FD)                          | Beast Hide (TL)                    |
| - Steal: Beast Fang (TL)           | - Steal: Beast Hide (TL)           |
| - Elemental Info.:                 | - Elemental Info.:                 |
| - AA: None                         | - AA: None                         |
| - Weak: None                       | - Weak: None                       |
| - Strong: None                     | - Strong: None                     |
| \~~~~~+~~~~~/                      |                                    |
| /~~~~~+~~~~~/                      |                                    |
| +-----                             | +-----                             |
| ENEMY: Egg Bear                    | ENEMY: Rabbit                      |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 21                          | - No.: 22                          |
| - Location: Near Meltokio          | - Location:                        |
| - HP: 2820                         | - HP: 380                          |
| - TP: 0                            | - TP: 38                           |
| - ATK: 450                         | - ATK: 139                         |

|                                   |                              |
|-----------------------------------|------------------------------|
| - DEF: 37                         | - DEF: 8                     |
| - XP: 76                          | - XP: 6                      |
| - Gald: 121                       | - Gald: 11                   |
| - Items dropped: Beef Strips (FD) | - Items dropped: Carrot (FD) |
| Juicy Meat (FD)                   | Beast Hide (TL)              |
| - Steal: Beast Fang (TL)          | - Steal: None                |
| - Elemental Info.:                | - Elemental Info.:           |
| - AA: None                        | - AA: None                   |
| - Weak: None                      | - Weak: None                 |
| - Strong: None                    | - Strong: None               |

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|                            |                                   |
|----------------------------|-----------------------------------|
| ENEMY: Hare                | ENEMY: Bigfoot                    |
| +-----+-----               | +-----+-----                      |
|                            |                                   |
| - No.: 23                  | - No.: 24                         |
| - Location: Near Meltokio  | - Location: Temple of Ice         |
| - HP: 1860                 | - HP: 6120                        |
| - TP: 0                    | - TP: 38                          |
| - ATK: 362                 | - ATK: 712                        |
| - DEF: 23                  | - DEF: 65                         |
| - XP: 58                   | - XP: 137                         |
| - Gald: 72                 | - Gald: 238                       |
| - Items dropped: Pork (FD) | - Items dropped: Life Bottle (TL) |
|                            | Tofu (FD)                         |
| - Steal: Beast Hide        | - Steal: None                     |
| - Elemental Info.:         | - Elemental Info.:                |
| - AA: None                 | - AA: Ice                         |
| - Weak: None               | - Weak: Fire                      |
| - Strong: None             | - Strong: Ice                     |

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|                           |                           |
|---------------------------|---------------------------|
| ENEMY: Sidewinder         | ENEMY: Violent Viper      |
| +-----+-----              | +-----+-----              |
|                           |                           |
| - No.: 25                 | - No.: 26                 |
| - Location: Near Triet    | - Location: Near Meltokio |
| - HP: 600                 | - HP: 2840                |
| - TP: 38                  | - TP: 0                   |
| - ATK: 219                | - ATK: 390                |
| - DEF: 3                  | - DEF: 45                 |
| - XP: 13                  | - XP: 73                  |
| - Gald: 12                | - Gald: 131               |
| - Items dropped: Egg (FD) | - Items dropped: Egg (FD) |
|                           | Chicken (FD)              |
| - Steal: None             | - Steal: None             |
| - Elemental Info.:        | - Elemental Info.:        |
| - AA: None                | - AA: None                |
| - Weak: Ice               | - Weak: Ice               |
| - Strong: Fire            | - Strong: Fire            |

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|                                |                           |
|--------------------------------|---------------------------|
| ENEMY: Manticore               | ENEMY: Chimaera           |
| +-----+-----                   | +-----+-----              |
|                                |                           |
| - No.: 27                      | - No.: 28                 |
| - Location: Temple of Darkness | - Location: Near Meltokio |

|                                 |                                   |
|---------------------------------|-----------------------------------|
| - HP: 4540                      | - HP: 2680                        |
| - TP: 320                       | - TP: 180                         |
| - ATK: 764                      | - ATK: 418                        |
| - DEF: 70                       | - DEF: 37                         |
| - XP: 168                       | - XP: 67                          |
| - Gald: 313                     | - Gald: 111                       |
| - Items dropped: Lemon Gel (TL) | - Items dropped: Rune Bottle (TL) |
|                                 | Beef (FD)                         |
| - Steal: Lemon Gel (TL)         | - Steal: Rune Bottle (TL)         |
| - Elemental Info.:              | - Elemental Info.:                |
| - AA: None                      | - AA: None                        |
| - Weak: Ice                     | - Weak: None                      |
| - Strong: Fire, Lightning       | - Strong: None                    |

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|                                  |                                  |
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| ENEMY: Lobo                      | ENEMY: Sasquatch                 |
| +-----+-----                     | +-----+-----                     |
|                                  |                                  |
| - No.: 29                        | - No.: 30                        |
| - Location: Temple of Ice        | - Location: Near Meltokio        |
| - HP: 7800                       | - HP: 9800                       |
| - TP: 260                        | - TP: 0                          |
| - ATK: 709                       | - ATK: 1300                      |
| - DEF: 73                        | - DEF: 132                       |
| - XP: 137                        | - XP: 232                        |
| - Gald: 238                      | - Gald: 348                      |
| - Items dropped: Beast Hide (TL) | - Items dropped: Juicy Meat (FD) |
| Super Pellets (TL)               |                                  |
| - Steal: Super Pellets (TL)      | - Steal: None                    |
| - Elemental Info.:               | - Elemental Info.:               |
| - AA: Ice                        | - AA: None                       |
| - Weak: Fire, Lightning          | - Weak: Fire                     |
| - Strong: Water, Ice             | - Strong: Ice                    |

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| ENEMY: Boar                | ENEMY: Baby Boar           |
| +-----+-----               | +-----+-----               |
|                            |                            |
| - No.: 31                  | - No.: 32                  |
| - Location: Ymir Forest    | - Location: Ymir Forest    |
| - HP: 6840                 | - HP: 3760                 |
| - TP: 0                    | - TP: 0                    |
| - ATK: 891                 | - ATK: 799                 |
| - DEF: 82                  | - DEF: 37                  |
| - XP: 208                  | - XP: 168                  |
| - Gald: 333                | - Gald: 158                |
| - Items dropped: Pork (FD) | - Items dropped: Pork (FD) |
| Milk (FD)                  |                            |
| - Steal: None              | - Steal: None              |
| - Elemental Info.:         | - Elemental Info.:         |
| - AA: None                 | - AA: None                 |
| - Weak: None               | - Weak: None               |
| - Strong: None             | - Strong: None             |

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| ENEMY: Basilisk | ENEMY: Sewer Rat (Small) |
| +-----+-----    | +-----+-----             |



|                                 |                                     |
|---------------------------------|-------------------------------------|
|                                 |                                     |
| - No.: 33                       | - No.: 34                           |
| - Location: Toize Valley Mine   | - Location: Near Meltokio           |
| - HP: 3100                      | - HP: 2760                          |
| - TP: 0                         | - TP: 0                             |
| - ATK: 504                      | - ATK: 335                          |
| - DEF: 43                       | - DEF: 35                           |
| - XP: 100                       | - XP: 78                            |
| - Gald: 180                     | - Gald: 99                          |
| - Items dropped: Beef (FD)      | - Items dropped: Cheese (FD)        |
| Pellets (TL)                    |                                     |
| - Steal: None                   | - Steal: None                       |
| - Elemental Info.:              | - Elemental Info.:                  |
| - AA: Earth                     | - AA: None                          |
| - Weak: None                    | - Weak: None                        |
| - Strong: Earth                 | - Strong: None                      |
| \~~~~~+~~~~~/                   |                                     |
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| +-----                          | +-----                              |
| ENEMY: Sewer Rat (Big)          | ENEMY: Armaboar                     |
| +-----                          | +-----                              |
|                                 |                                     |
| - No.: 35                       | - No.: 36                           |
| - Location: Near Meltokio       | - Location: Ymir Forest             |
| - HP: 4800                      | - HP: 8300                          |
| - TP: 0                         | - TP: 0                             |
| - ATK: 470                      | - ATK: 949                          |
| - DEF: 39                       | - DEF: 120                          |
| - XP: 93                        | - XP: 315                           |
| - Gald: 100                     | - Gald: 334                         |
| - Items dropped: Cheese (FD)    | - Items dropped: Beef Strips (FD)   |
| - Steal: Cheese (FD)            | - Steal: None                       |
| - Elemental Info.:              | - Elemental Info.:                  |
| - AA: None                      | - AA: None                          |
| - Weak: None                    | - Weak: None                        |
| - Strong: None                  | - Strong: None                      |
| \~~~~~+~~~~~/                   |                                     |
| /~~~~~+~~~~~\                   |                                     |
| +-----                          | +-----                              |
| ENEMY: Zombie                   | ENEMY: Ghoul                        |
| +-----                          | +-----                              |
|                                 |                                     |
| - No.: 37                       | - No.: 38                           |
| - Location: Near Iselia         | - Location: Gaoracchia Forest       |
| - HP: 800                       | - HP: 2860                          |
| - TP: 0                         | - TP: 0                             |
| - ATK: 130                      | - ATK: 499                          |
| - DEF: 0                        | - DEF: 34                           |
| - XP: 8                         | - XP: 79                            |
| - Gald: 12                      | - Gald: 128                         |
| - Items dropped: Apple Gel (TL) | - Items dropped: Super Pellets (TL) |
| Black Quartz (TL)               |                                     |
| - Steal: None                   | - Steal: Super Pellets (TL)         |
| - Elemental Info.:              | - Elemental Info.:                  |
| - AA: Darkness                  | - AA: None                          |
| - Weak: Fire, Light             | - Weak: Fire, Light                 |
| - Strong: Darkness              | - Strong: Darkness                  |
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|-------------------------------------|-------------------------------------|
| ENEMY: Demon                        | ENEMY: Arch Demon                   |
| +-----                              | +-----                              |
|                                     |                                     |
| - No.: 39                           | - No.: 40                           |
| - Location: Near Meltokio           | - Location: Niflheim                |
| - HP: 3330                          | - HP: 9800                          |
| - TP: 130                           | - TP: 0                             |
| - ATK: 462                          | - ATK: 1150                         |
| - DEF: 40                           | - DEF: 158                          |
| - XP: 99                            | - XP: 291                           |
| - Gald: 158                         | - Gald: 381                         |
| - Items dropped: Melange Gel (TL)   | - Items dropped: Miracle Gel (TL)   |
| Brass (TL)                          |                                     |
| - Steal: None                       | - Steal: None                       |
| - Elemental Info.:                  | - Elemental Info.:                  |
| - AA: Darkness                      | - AA: Darkness                      |
| - Weak: None                        | - Weak: None                        |
| - Strong: None                      | - Strong: None                      |
| \~~~~~+~~~~~/                       | \~~~~~+~~~~~/                       |
| /~~~~~+~~~~~/                       | /~~~~~+~~~~~/                       |
| +-----                              | +-----                              |
| ENEMY: Skeleton                     | ENEMY: Gold Skeleton                |
| +-----                              | +-----                              |
|                                     |                                     |
| - No.: 41                           | - No.: 42                           |
| - Location: Balacruf Mausoleum      | - Location: Temple of Lightning     |
| - HP: 2190                          | - HP: 3950                          |
| - TP: 0                             | - TP: 0                             |
| - ATK: 370                          | - ATK: 615                          |
| - DEF: 12                           | - DEF: 55                           |
| - XP: 53                            | - XP: 108                           |
| - Gald: 68                          | - Gald: 213                         |
| - Items dropped: Apple Gel          | - Items dropped: Melange Gel (TL)   |
|                                     | Yellow Quartz (TL)                  |
| - Steal: Ring Mail (AB)             | - Steal: Melange Gel (TL)           |
| - Elemental Info.:                  | - Elemental Info.:                  |
| - AA: Darkness                      | - AA: Darkness                      |
| - Weak: Light                       | - Weak: Light                       |
| - Strong: Darkness                  | - Strong: Darkness                  |
| \~~~~~+~~~~~/                       | \~~~~~+~~~~~/                       |
| /~~~~~+~~~~~/                       | /~~~~~+~~~~~/                       |
| +-----                              | +-----                              |
| ENEMY: Undertaker                   | ENEMY: Coffinmaster                 |
| +-----                              | +-----                              |
|                                     |                                     |
| - No.: 43                           | - No.: 44                           |
| - Location: Gaoracchia Forest       | - Location: Temple of Darkness      |
| - HP: 2440                          | - HP: 3750                          |
| - TP: 0                             | - TP: 200                           |
| - ATK: 480                          | - ATK: 738                          |
| - DEF: 43                           | - DEF: 68                           |
| - XP: 95                            | - XP: 158                           |
|                                     |                                     |
| - Gald: 168                         | - Gald: 226                         |
| - Items dropped: Pineapple Gel (TL) | - Items dropped: Pineapple Gel (TL) |
| Rune Bottle (TL)                    | Sage (TL)                           |
| - Steal: Rune Bottle (TL)           | - Steal: None                       |
| - Elemental Info.:                  | - Elemental Info.:                  |
| - AA: Darkness                      | - AA: Darkness                      |
| - Weak: Light                       | - Weak: Light                       |

| - Strong: Darkness                             | - Strong: None                                         |
|------------------------------------------------|--------------------------------------------------------|
| -----                                          |                                                        |
| ENEMY: Living Armor                            | ENEMY: Specter                                         |
| -----                                          |                                                        |
|                                                |                                                        |
| - No.: 45                                      | - No.: 46                                              |
| - Location: Niflheim                           | - Location: Tower of Mana                              |
| - HP: 120000                                   | - HP: 2000                                             |
| - TP: 0                                        | - TP: 0                                                |
| - ATK: 3750                                    | - ATK: 372                                             |
| - DEF: 410                                     | - DEF: 20                                              |
| - XP: 13000                                    | - XP: 63                                               |
| - Gald: 25000                                  | - Gald: 95                                             |
| - Items dropped: None                          | - Items dropped: Black Quartz (TL)                     |
| - Steal: None                                  | - Steal: None                                          |
| - Elemental Info.:                             | - Elemental Info.:                                     |
| - AA: Darkness                                 | - AA: None                                             |
| - Weak: None                                   | - Weak: Fire, Light                                    |
| - Strong: Fire, Lightning, Darkness            | - Strong: Darkness                                     |
| -----                                          |                                                        |
| ENEMY: Phantasm                                | ENEMY: Death                                           |
| -----                                          |                                                        |
|                                                |                                                        |
| - No.: 47                                      | - No.: 48                                              |
| - Location: Derris-Kharlan                     | - Location: Derris-Kharlan                             |
| - HP: 8800                                     | - HP: 6880                                             |
| - TP: 450                                      | - TP: 380                                              |
| - ATK: 1080                                    | - ATK: 1030                                            |
| - DEF: 106                                     | - DEF: 110                                             |
| - XP: 245                                      | - XP: 231                                              |
| - Gald: 331                                    | - Gald: 218                                            |
| - Items dropped: None                          | - Items dropped: Lemon Gel (TL)<br>Pineapple Gel (TL)  |
| - Steal: None                                  | - Steal: None                                          |
| - Elemental Info.:                             | - Elemental Info.:                                     |
| - AA: None                                     | - AA: Darkness                                         |
| - Weak: Light                                  | - Weak: Light                                          |
| - Strong: Darkness                             | - Strong: None                                         |
| -----                                          |                                                        |
| ENEMY: Grim Reaper                             | ENEMY: Ghost                                           |
| -----                                          |                                                        |
|                                                |                                                        |
| - No.: 49                                      | - No.: 50                                              |
| - Location: Tower of Mana                      | - Location: Near Iselia                                |
| - HP: 1980                                     | - HP: 500                                              |
| - TP: 100                                      | - TP: 0                                                |
| - ATK: 293                                     | - ATK: 128                                             |
| - DEF: 18                                      | - DEF: 1                                               |
| - XP: 68                                       | - XP: 10                                               |
| - Gald: 100                                    | - Gald: 9                                              |
| - Items dropped: Apple Gel (TL)<br>Kirima (FD) | - Items dropped: Apple Gel (TL)<br>Panacea Bottle (TL) |
| - Steal: Black Quartz (TL)                     | - Steal: None                                          |
| - Elemental Info.:                             | - Elemental Info.:                                     |

|         |                                      |        |                                    |  |
|---------|--------------------------------------|--------|------------------------------------|--|
|         | - AA: Darkness                       |        | - AA: None                         |  |
|         | - Weak: Light                        |        | - Weak: Light                      |  |
|         | - Strong: None                       |        | - Strong: None                     |  |
| \~~~~~+ |                                      |        |                                    |  |
| /~~~~~\ |                                      |        |                                    |  |
| +-----  |                                      | +----- |                                    |  |
|         | ENEMY: Phantom                       |        | ENEMY: Lamia                       |  |
| +-----  |                                      | +----- |                                    |  |
|         |                                      |        |                                    |  |
|         | - No.: 51                            |        | - No.: 52                          |  |
|         | - Location: Gaoracchia Forest        |        | - Location: Temple of Lightning    |  |
|         | - HP: 2300                           |        | - HP: 3630                         |  |
|         | - TP: 400                            |        | - TP: 290                          |  |
|         | - ATK: 456                           |        | - ATK: 557                         |  |
|         | - DEF: 35                            |        | - DEF: 53                          |  |
|         | - XP: 92                             |        | - XP: 99                           |  |
|         | - Gald: 168                          |        | - Gald: 201                        |  |
|         | - Items dropped: Black Silver (TL)   |        | - Items dropped: Apple Gel (TL)    |  |
|         | Panacea Bottle (TL)                  |        | Orange Gel (TL)                    |  |
|         | - Steal: None                        |        | - Steal: Orange Gel (TL)           |  |
|         | - Elemental Info.:                   |        | - Elemental Info.:                 |  |
|         | - AA: None                           |        | - AA: Lightning                    |  |
|         | - Weak: Light                        |        | - Weak: Water, Ice, Light          |  |
|         | - Strong: None                       |        | - Strong: Lightning, Darkness      |  |
| \~~~~~+ |                                      |        |                                    |  |
| /~~~~~\ |                                      |        |                                    |  |
| +-----  |                                      | +----- |                                    |  |
|         | ENEMY: Medusa                        |        | ENEMY: Doom Guard                  |  |
| +-----  |                                      | +----- |                                    |  |
|         |                                      |        |                                    |  |
|         | - No.: 53                            |        | - No.: 54                          |  |
|         | - Location: Niflheim                 |        | - Location: Derris-Kharlan         |  |
|         | - HP: 7800                           |        | - HP: 8800                         |  |
|         | - TP: 680                            |        | - TP: 250                          |  |
|         | - ATK: 1025                          |        | - ATK: 1150                        |  |
|         | - DEF: 138                           |        | - DEF: 115                         |  |
|         | - XP: 268                            |        | - XP: 268                          |  |
|         | - Gald: 318                          |        | - Gald: 158                        |  |
|         | - Items dropped: Panacea Bottle (TL) |        | - Items dropped: Black Quartz (TL) |  |
|         |                                      |        |                                    |  |
|         | - Steal: Panacea Bottle (TL)         |        | - Steal: Miracle Gel (TL)          |  |
|         | - Elemental Info.:                   |        | - Elemental Info.:                 |  |
|         | - AA: None                           |        | - AA: Darkness                     |  |
|         | - Weak: Ice, Light                   |        | - Weak: Light                      |  |
|         | - Strong: Darkness                   |        | - Strong: Darkness                 |  |
| \~~~~~+ |                                      |        |                                    |  |
| /~~~~~\ |                                      |        |                                    |  |
| +-----  |                                      | +----- |                                    |  |
|         | ENEMY: Phantom Knight                |        | ENEMY: Hell Knight                 |  |
| +-----  |                                      | +----- |                                    |  |
|         |                                      |        |                                    |  |
|         | - No.: 55                            |        | - No.: 56                          |  |
|         | - Location: Derris-Kharlan           |        | - Location: Niflheim               |  |
|         | - HP: 9570                           |        | - HP: 88000                        |  |
|         | - TP: 0                              |        | - TP: 9800                         |  |
|         | - ATK: 1750                          |        | - ATK: 2500                        |  |
|         | - DEF: 130                           |        | - DEF: 325                         |  |
|         | - XP: 278                            |        | - XP: 11000                        |  |
|         | - Gald: 316                          |        | - Gald: 30000                      |  |
|         | - Items dropped: Miracle Gel (TL)    |        | - Items dropped: Force Ring (AC)   |  |

|                                     |                                         |  |
|-------------------------------------|-----------------------------------------|--|
|                                     |                                         |  |
| - Steal: Rare Pellets (TL)          | - Steal: None                           |  |
| - Elemental Info.:                  | - Elemental Info.:                      |  |
| - AA: None                          | - AA: Darkness                          |  |
| - Weak: None                        | - Weak: Light                           |  |
| - Strong: All elements              | - Strong: Fire, Lightning, Darkness     |  |
| \~~~~~+                             |                                         |  |
| /~~~~~\                             |                                         |  |
| +-----                              | +-----                                  |  |
| ENEMY: Samael                       | ENEMY: Pharaoh Knight                   |  |
| +-----                              | +-----                                  |  |
|                                     |                                         |  |
| - No.: 57                           | - No.: 28                               |  |
| - Location: Derris-Kharlan          | - Location: Temple of Darkness          |  |
| - HP: 8250                          | - HP: 5620                              |  |
| - TP: 1200                          | - TP: 0                                 |  |
| - ATK: 1080                         | - ATK: 814                              |  |
| - DEF: 85                           | - DEF: 76                               |  |
| - XP: 248                           | - XP: 161                               |  |
| - Gald: 398                         | - Gald: 294                             |  |
| - Items dropped: Spirit Bottle (TL) | - Items dropped: Anti-Magic Bottle (TL) |  |
| Fine Pellets (TL)                   | Miracle Bottle (TL)                     |  |
| - Steal: Spirit Bottle (TL)         | - Steal: Miracle Bottle (TL)            |  |
| - Elemental Info.:                  | - Elemental Info.:                      |  |
| - AA: None                          | - AA: Darkness                          |  |
| - Weak: None                        | - Weak: Light                           |  |
| - Strong: None                      | - Strong: Darkness                      |  |
| \~~~~~+                             |                                         |  |
| /~~~~~\                             |                                         |  |
| +-----                              | +-----                                  |  |
| ENEMY: Golem                        | ENEMY: Rock Golem                       |  |
| +-----                              | +-----                                  |  |
|                                     |                                         |  |
| - No.: 59                           | - No.: 60                               |  |
| - Location: Near Iselia             | - Location: Toize Valley Mine           |  |
| - HP: 1210                          | - HP: 5520                              |  |
| - TP: 0                             | - TP: 0                                 |  |
| - ATK: 150                          | - ATK: 596                              |  |
| - DEF: 12                           | - DEF: 49                               |  |
| - XP: 32                            | - XP: 103                               |  |
| - Gald: 45                          | - Gald: 189                             |  |
| - Items dropped: Apple Gel (TL)     | - Items dropped: Melange Gel (TL)       |  |
| Yellow Quartz (TL)                  | Guard Bottle (TL)                       |  |
| - Steal: Yellow Quartz (TL)         | - Steal: Guard Bottle (TL)              |  |
| - Elemental Info.:                  | - Elemental Info.:                      |  |
| - AA: None                          | - AA: None                              |  |
| - Weak: Water                       | - Weak: Water                           |  |
| - Strong: Earth                     | - Strong: Earth                         |  |
| \~~~~~+                             |                                         |  |
| /~~~~~\                             |                                         |  |
| +-----                              | +-----                                  |  |
| ENEMY: Clay Golem                   | ENEMY: Gentleman                        |  |
| +-----                              | +-----                                  |  |
|                                     |                                         |  |
| - No.: 61                           | - No.: 62                               |  |
| - Location: Temple of Earth         | - Location: Near Altamira *             |  |
| - HP: 4730                          | - HP: 8000                              |  |
| - TP: 150                           | - TP: 200                               |  |
| - ATK: 758                          | - ATK: 780                              |  |
| - DEF: 51                           | - DEF: 70                               |  |

|                                     |                                   |
|-------------------------------------|-----------------------------------|
| - XP: 112                           | - XP: 146                         |
| - Gald: 270                         | - Gald: 765                       |
| - Items dropped: Yellow Quartz (TL) | - Items dropped: Miracle Gel (TL) |
| Super Pellets (TL)                  |                                   |
| - Steal: None                       | - Steal: Miracle Gel (TL)         |
| - Elemental Info.:                  | - Elemental Info.:                |
| - AA: None                          | - AA: None                        |
| - Weak: Water, Fire                 | - Weak: Water, Fire               |
| - Strong: Earth                     | - Strong: Earth                   |

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| +-----             | +-----            |
| ENEMY: Living Doll | ENEMY: Evil Teddy |
| +-----             | +-----            |

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|--------------------------------------|---------------------------|
|                                      |                           |
| - No.: 63                            | - No.: 64                 |
| - Location: Tower of Mana            | - Location: Near Meltokio |
| - HP: 1790                           | - HP: 7800                |
| - TP: 100                            | - TP: 800                 |
| - ATK: 232                           | - ATK: 1250               |
| - DEF: 20                            | - DEF: 230                |
| - XP: 38                             | - XP: 287                 |
| - Gald: 64                           | - Gald: 483               |
| - Items dropped: Energy Tablets (TL) | - Items dropped: None     |
| Milk (FD)                            |                           |
| - Steal: None                        | - Steal: None             |
| - Elemental Info.:                   | - Elemental Info.:        |
| - AA: None                           | - AA: None                |
| - Weak: None                         | - Weak: Fire              |
| - Strong: None                       | - Strong: None            |

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| +-----              | +-----             |
| ENEMY: Living Sword | ENEMY: Melting Pot |
| +-----              | +-----             |

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|------------------------------------|--------------------------------------|
|                                    |                                      |
| - No.: 65                          | - No.: 66                            |
| - Location: Tower of Mana          | - Location: Balacruf Mausoleum       |
| - HP: 1000                         | - HP: 1480                           |
| - TP: 38                           | - TP: 0                              |
| - ATK: 340                         | - ATK: 293                           |
| - DEF: 35                          | - DEF: 10                            |
| - XP: 60                           | - XP: 47                             |
| - Gald: 96                         | - Gald: 71                           |
| - Items dropped: White Silver (TL) | - Items dropped: Panacea Bottle (TL) |
| - Steal: White Silver (TL)         | - Steal: None                        |
| - Elemental Info.:                 | - Elemental Info.:                   |
| - AA: None                         | - AA: None                           |
| - Weak: None                       | - Weak: None                         |
| - Strong: None                     | - Strong: Earth                      |

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| +-----           | +-----              |
| ENEMY: Brown Pot | ENEMY: Fire Element |
| +-----           | +-----              |

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|-------------------------|-------------------------|
|                         |                         |
| - No.: 67               | - No.: 68               |
| - Location: Triet Ruins | - Location: Triet Ruins |
| - HP: 810               | - HP: 380               |
| - TP: 0                 | - TP: 120               |

|                                   |                                  |
|-----------------------------------|----------------------------------|
| - ATK: 190                        | - ATK: 75                        |
| - DEF: 10                         | - DEF: 30                        |
| - XP: 14                          | - XP: 17                         |
| - Gald: 21                        | - Gald: 22                       |
| - Items dropped: Apple Gel (TL)   | - Items dropped: Red Quartz (TL) |
| Panacea Bottle (TL)               |                                  |
| - Steal: None                     | - Steal: None                    |
| - Elemental Info.:                | - Elemental Info.:               |
| - AA:                             | - AA: Fire                       |
| - Weak: Water, Ice                | - Weak: Water, Ice               |
| - Strong: Fire                    | - Strong: Fire                   |
| \~~~~~+~~~~~/                     |                                  |
| /~~~~~+~~~~~\                     |                                  |
| +-----                            | +-----                           |
| ENEMY: Gargoyle                   | ENEMY: Neviros                   |
| +-----                            | +-----                           |
|                                   |                                  |
| - No.: 69                         | - No.: 70                        |
| - Location: Balacruf Mausoleum    | - Location: Temple of Earth      |
| - HP: 1200                        | - HP: 2970                       |
| - TP: 0                           | - TP: 150                        |
| - ATK: 348                        | - ATK: 621                       |
| - DEF: 52                         | - DEF: 65                        |
| - XP: 52                          | - XP: 123                        |
| - Gald: 92                        | - Gald: 217                      |
| - Items dropped: Life Bottle (TL) | - Items dropped: Lemon Gel (TL)  |
| White Silver (TL)                 | Saffron (TL)                     |
| - Steal: Black Silver (TL)        | - Steal: None                    |
| - Elemental Info.:                | - Elemental Info.:               |
| - AA: None                        | - AA: Lightning                  |
| - Weak: None                      | - Weak: None                     |
| - Strong: Earth                   | - Strong: Earth                  |
| \~~~~~+~~~~~/                     |                                  |
| /~~~~~+~~~~~\                     |                                  |
| +-----                            | +-----                           |
| ENEMY: Ice Warrior                | ENEMY: Fire Warrior              |
| +-----                            | +-----                           |
|                                   |                                  |
| - No.: 71                         | - No.: 72                        |
| - Location: Temple of Ice         | - Location: Triet Ruins          |
| - HP: 4320                        | - HP: 1100                       |
| - TP: 0                           | - TP: 0                          |
| - ATK: 668                        | - ATK: 215                       |
| - DEF: 59                         | - DEF: 15                        |
| - XP: 138                         | - XP: 24                         |
| - Gald: 231                       | - Gald: 25                       |
| - Items dropped: Blue Quartz (TL) | - Items dropped: Magic Lens (TL) |
| Beef (FD)                         | Red Quartz (TL)                  |
| - Steal: Blue Quartz (TL)         | - Steal: Red Quartz (TL)         |
| - Elemental Info.:                | - Elemental Info.:               |
| - AA: Ice                         | - AA: Fire                       |
| - Weak: Fire, Lightning           | - Weak: Water, Ice               |
| - Strong: Water, Ice              | - Strong: Fire                   |
| \~~~~~+~~~~~/                     |                                  |
| /~~~~~+~~~~~\                     |                                  |
| +-----                            | +-----                           |
| ENEMY: Thunder Sword              | ENEMY: Fake                      |
| +-----                            | +-----                           |
|                                   |                                  |
| - No.: 73                         | - No.: 74                        |

|                                     |                                    |  |
|-------------------------------------|------------------------------------|--|
| - Location: Temple of Lightning     | - Location: Various                |  |
| - HP: 2180                          | - HP: 400                          |  |
| - TP: 0                             | - TP: 50                           |  |
| - ATK: 625                          | - ATK: 280                         |  |
| - DEF: 51                           | - DEF: 250                         |  |
| - XP: 118                           | - XP: 30                           |  |
| - Gald: 210                         | - Gald: 25                         |  |
| - Items dropped: Brass (TL)         | - Items dropped: All-Divide (TL)   |  |
| - Steal: Brass (TL)                 | - Steal: All-Divide (TL)           |  |
| - Elemental Info.:                  | - Elemental Info.:                 |  |
| - AA: Lightning                     | - AA: None                         |  |
| - Weak: None                        | - Weak: None                       |  |
| - Strong: None                      | - Strong: All elements             |  |
| \~~~~~+~~~~~/                       |                                    |  |
| /~~~~~+~~~~~\                       |                                    |  |
| +-----                              | +-----                             |  |
| ENEMY: Water Element                | ENEMY: Wind Element                |  |
| +-----                              | +-----                             |  |
|                                     |                                    |  |
| - No.: 75                           | - No.: 76                          |  |
| - Location: Thoda Geyser            | - Location: Balacruf Mausoleum     |  |
| - HP: 1190                          | - HP: 1680                         |  |
| - TP: 120                           | - TP: 120                          |  |
| - ATK: 300                          | - ATK: 300                         |  |
| - DEF: 20                           | - DEF: 30                          |  |
| - XP: 32                            | - XP: 58                           |  |
| - Gald: 68                          | - Gald: 84                         |  |
| - Items dropped: Aqua Quartz (TL)   | - Items dropped: Green Quartz (TL) |  |
| Pellets (TL)                        | Apple Gel (TL)                     |  |
| - Steal: Aqua Quartz (TL)           | - Steal: None                      |  |
| - Elemental Info.:                  | - Elemental Info.:                 |  |
| - AA: Water                         | - AA: Wind                         |  |
| - Weak: Lightning                   | - Weak: Earth, Lightning           |  |
| - Strong: Water, Fire, Ice          | - Strong: Wind, Fire, Ice          |  |
| \~~~~~+~~~~~/                       |                                    |  |
| /~~~~~+~~~~~\                       |                                    |  |
| +-----                              | +-----                             |  |
| ENEMY: Earth Element                | ENEMY: Hammer Knuckle              |  |
| +-----                              | +-----                             |  |
|                                     |                                    |  |
| - No.: 77                           | - No.: 78                          |  |
| - Location: Temple of Earth         | - Location: Tower of Salvation     |  |
| - HP: 3680                          | - HP: 6000                         |  |
| - TP: 120                           | - TP: 500                          |  |
| - ATK: 590                          | - ATK: 910                         |  |
| - DEF: 58                           | - DEF: 95                          |  |
| - XP: 120                           | - XP: 215                          |  |
| - Gald: 182                         | - Gald: 483                        |  |
| - Items dropped: Yellow Quartz (TL) | - Items dropped: Brass (TL)        |  |
|                                     |                                    |  |
| - Steal: Yellow Quartz (TL)         | - Steal: Brass (TL)                |  |
| - Elemental Info.:                  | - Elemental Info.:                 |  |
| - AA: Earth                         | - AA: None                         |  |
| - Weak: Wind                        | - Weak: None                       |  |
| - Strong: Fire, Earth, Ice          | - Strong: None                     |  |
| \~~~~~+~~~~~/                       |                                    |  |
| /~~~~~+~~~~~\                       |                                    |  |
| +-----                              | +-----                             |  |
| ENEMY: Murder                       | ENEMY: Perfect Murder              |  |
| +-----                              | +-----                             |  |



|                                     |                                     |
|-------------------------------------|-------------------------------------|
|                                     |                                     |
| - No.: 79                           | - No.: 80                           |
| - Location: Tower of Salvation      | - Location: Tower of Salvation      |
| - HP: 7750                          | - HP: 11130                         |
| - TP: 800                           | - TP: 2000                          |
| - ATK: 940                          | - ATK: 970                          |
| - DEF: 100                          | - DEF: 105                          |
| - XP: 228                           | - XP: 231                           |
| - Gald: 318                         | - Gald: 685                         |
| - Items dropped: Metal Sphere (TL)  | - Items dropped: Mythril (TL)       |
|                                     |                                     |
| - Steal: Metal Sphere (TL)          | - Steal: Mythril (TL)               |
| - Elemental Info.:                  | - Elemental Info.:                  |
| - AA: None                          | - AA: None                          |
| - Weak: Lightning                   | - Weak: Lightning                   |
| - Strong: None                      | - Strong: None                      |
| \~~~~~+~~~~~/                       |                                     |
| /~~~~~+~~~~~\                       |                                     |
| +-----                              | +-----                              |
| ENEMY: Raybit                       | ENEMY: Cybit                        |
| +-----                              | +-----                              |
|                                     |                                     |
| - No.: 81                           | - No.: 82                           |
| - Location: Sylvarant Base          | - Location: Tower of Salvation      |
| - HP: 665                           | - HP: 4000                          |
| - TP: 10                            | - TP: 0                             |
| - ATK: 120                          | - ATK: 900                          |
| - DEF: 15                           | - DEF: 20                           |
| - XP: 18                            | - XP: 135                           |
| - Gald: 30                          | - Gald: 382                         |
| - Items dropped: White Silver (TL)  | - Items dropped: Orange Gel (TL)    |
|                                     | Apple Gel (TL)                      |
| - Steal: None                       | - Steal: Melange Gel (TL)           |
| - Elemental Info.:                  | - Elemental Info.:                  |
| - AA: None                          | - AA: None                          |
| - Weak: Lightning                   | - Weak: Lightning                   |
| - Strong: None                      | - Strong: None                      |
| \~~~~~+~~~~~/                       |                                     |
| /~~~~~+~~~~~\                       |                                     |
| +-----                              | +-----                              |
| ENEMY: Thief                        | ENEMY: Rogue                        |
| +-----                              | +-----                              |
|                                     |                                     |
| - No.: 83                           | - No.: 84                           |
| - Location: Near Izoold             | - Location: Near Meltokio           |
| - HP: 980                           | - HP: 2000                          |
| - TP: 0                             | - TP: 38                            |
| - ATK: 204                          | - ATK: 400                          |
| - DEF: 15                           | - DEF: 30                           |
| - XP: 19                            | - XP: 85                            |
| - Gald: 35                          | - Gald: 102                         |
| - Items dropped: Magical Cloth (TL) | - Items dropped: Magical Cloth (TL) |
|                                     | Rice (FD)                           |
| - Steal: None                       | - Steal: None                       |
| - Elemental Info.:                  | - Elemental Info.:                  |
| - AA: None                          | - AA: None                          |
| - Weak: None                        | - Weak: None                        |
| - Strong: None                      | - Strong: None                      |
| \~~~~~+~~~~~/                       |                                     |
| /~~~~~+~~~~~\                       |                                     |

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|-----------------------------------|-----------------------------------|
| +-----                            | +-----                            |
| ENEMY: Soldier                    | ENEMY: Duelist                    |
| +-----                            | +-----                            |
|                                   |                                   |
| - No.: 85                         | - No.: 86                         |
| - Location: Near Palmacosta       | - Location: Near Heimdall         |
| - HP: 1630                        | - HP: 5230                        |
| - TP: 0                           | - TP: 0                           |
| - ATK: 280                        | - ATK: 820                        |
| - DEF: 30                         | - DEF: 81                         |
| - XP: 31                          | - XP: 191                         |
| - Gald: 80                        | - Gald: 343                       |
| - Items dropped: Lid Shield (AA)  | - Items dropped: Barley Rice (FD) |
|                                   |                                   |
| Rice (FD)                         | Lid Shield (AA)                   |
| - Steal: Pasta (FD)               | - Steal: None                     |
| - Elemental Info.:                | - Elemental Info.:                |
| - AA: None                        | - AA: None                        |
| - Weak: None                      | - Weak: None                      |
| - Strong: None                    | - Strong: None                    |
| \~~~~~                            | +~~~~~                            |
| /~~~~~                            | +~~~~~                            |
| +-----                            | +-----                            |
| ENEMY: Warrior                    | ENEMY: Heavy Armor                |
| +-----                            | +-----                            |
|                                   |                                   |
| - No.: 87                         | - No.: 88                         |
| - Location: Near Luin and Hima    | - Location: Near Heimdall         |
| - HP: 2800                        | - HP: 5500                        |
| - TP: 0                           | - TP: 0                           |
| - ATK: 410                        | - ATK: 516                        |
| - DEF: 42                         | - DEF: 91                         |
| - XP: 58                          | - XP: 194                         |
| - Gald: 83                        | - Gald: 280                       |
| - Items dropped: Panyan (FD)      | - Items dropped: Panyan (FD)      |
|                                   |                                   |
| Barley Rice (FD)                  |                                   |
| - Steal: None                     | - Steal: None                     |
| - Elemental Info.:                | - Elemental Info.:                |
| - AA: None                        | - AA: None                        |
| - Weak: None                      | - Weak: None                      |
| - Strong: None                    | - Strong: None                    |
| \~~~~~                            | +~~~~~                            |
| /~~~~~                            | +~~~~~                            |
| +-----                            | +-----                            |
| ENEMY: Dragon Rider               | ENEMY: Archer                     |
| +-----                            | +-----                            |
|                                   |                                   |
| - No.: 89                         | - No.: 90                         |
| - Location: Near Luin and Hima    | - Location: Near Izoold           |
| - HP: 2680                        | - HP: 1050                        |
| - TP: 0                           | - TP: 0                           |
| - ATK: 425                        | - ATK: 232                        |
| - DEF: 37                         | - DEF: 19                         |
| - XP: 68                          | - XP: 24                          |
| - Gald: 91                        | - Gald: 25                        |
| - Items dropped: Barley Rice (FD) | - Items dropped: Roll (FD)        |
|                                   |                                   |
| Pasta (FD)                        |                                   |
| - Steal: None                     | - Steal: Magic Lens (TL)          |
| - Elemental Info.:                | - Elemental Info.:                |
| - AA: None                        | - AA: None                        |
| - Weak: None                      | - Weak: None                      |

|                                    |                                    |
|------------------------------------|------------------------------------|
| - Strong: None                     | -Strong: None                      |
| \~~~~~+~~~~~/                      |                                    |
| /~~~~~+~~~~~\                      |                                    |
| +-----                             | +-----                             |
| ENEMY: Ranger                      | ENEMY: Witch                       |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 91                          | - No.: 92                          |
| - Location: Near Gaoracchia Forest | - Location: Near Izoold            |
| - HP: 2120                         | - HP: 980                          |
| - TP: 0                            | - TP: 250                          |
| - ATK: 482                         | - ATK: 100                         |
| - DEF: 43                          | - DEF: 15                          |
| - XP: 89                           | - XP: 28                           |
| - Gald: 168                        | - Gald: 32                         |
| - Items dropped: Rice (FD)         | - Items dropped: Orange Gel (FD)   |
|                                    | Bread (FD)                         |
| - Steal: None                      | - Steal: Orange Gel (FD)           |
| - Elemental Info.:                 | - Elemental Info.:                 |
| - AA: None                         | - AA: None                         |
| - Weak: None                       | - Weak: None                       |
| - Strong: None                     | - Strong: None                     |
| \~~~~~+~~~~~/                      |                                    |
| /~~~~~+~~~~~\                      |                                    |
| +-----                             | +-----                             |
| ENEMY: Sorceress                   | ENEMY: Sorcerer                    |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 93                          | - No.: 94                          |
| - Location: Near Meltokio          | - Location: Near Luin and Hima     |
| - HP: 1980                         | - HP: 2200                         |
| - TP: 250                          | - TP: 300                          |
| - ATK: 312                         | - ATK: 300                         |
| - DEF: 37                          | - DEF: 35                          |
| - XP: 89                           | - XP: 58                           |
| - Gald: 100                        | - Gald: 43                         |
| - Items dropped: Orange Gel (TL)   | - Items dropped: Shell Bottle (TL) |
| Bread (FD)                         | Magic Lens (TL)                    |
| - Steal: Orange Gel (TL)           | - Steal: None                      |
| - Elemental Info.:                 | - Elemental Info.:                 |
| - AA: None                         | - AA: None                         |
| - Weak: None                       | - Weak: None                       |
| - Strong: None                     | - Strong: None                     |
| \~~~~~+~~~~~/                      |                                    |
| /~~~~~+~~~~~\                      |                                    |
| +-----                             | +-----                             |
| ENEMY: Druid                       | ENEMY: Ogre                        |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 95                          | - No.: 96                          |
| - Location: Temple of Darkness     | - Location: Near Luin and Hima     |
| - HP: 3810                         | - HP: 3120                         |
| - TP: 420                          | - TP: 0                            |
| - ATK: 758                         | - ATK: 453                         |
| - DEF: 70                          | - DEF: 30                          |
| - XP: 168                          | - XP: 83                           |
| - Gald: 231                        | - Gald: 99                         |
| - Items dropped: Savory (TL)       | - Items dropped: Beef (FD)         |
| Fine Pellets (TL)                  | Pork (FD)                          |
| - Steal: none                      | - Steal: None                      |

|                                    |                                     |
|------------------------------------|-------------------------------------|
| - Elemental Info.:                 | - Elemental Info.:                  |
| - AA: None                         | - AA: None                          |
| - Weak: None                       | - Weak: None                        |
| - Strong: None                     | - Strong: None                      |
| \~~~~~+~~~~~/                      |                                     |
| /~~~~~+~~~~~\                      |                                     |
| +-----                             | +-----                              |
| ENEMY: Beast Ogre                  | ENEMY: Whip Master                  |
| +-----                             | +-----                              |
|                                    |                                     |
| - No.: 97                          | - No.: 98                           |
| - Location: Near Gaoracchia Forest | - Location: All Sylvarant           |
| - HP: 3420                         | - HP: 570                           |
| - TP: 0                            | - TP: 10                            |
| - ATK: 578                         | - ATK: 120                          |
| - DEF: 43                          | - DEF: 10                           |
| - XP: 83                           | - XP: 14                            |
| - Gald: 99                         | - Gald: 10                          |
| - Items dropped: Beef (FD)         | - Items dropped: Apple Gel (TL)     |
| - Pork (FD)                        |                                     |
| - Steal: None                      | - Steal: Apple Gel (TL)             |
| - Elemental Info.:                 | - Elemental Info.:                  |
| - AA: None                         | - AA: None                          |
| - Weak: None                       | - Weak: None                        |
| - Strong: None                     | - Strong: None                      |
| \~~~~~+~~~~~/                      |                                     |
| /~~~~~+~~~~~\                      |                                     |
| +-----                             | +-----                              |
| ENEMY: Bowman                      | ENEMY: Spearman                     |
| +-----                             | +-----                              |
|                                    |                                     |
| - No.: 99                          | - No.: 100                          |
| - Location: All Sylvarant          | - Location: All Sylvarant           |
| - HP: 480                          | - HP: 800                           |
| - TP: 10                           | - TP: 10                            |
| - ATK: 130                         | - ATK: 130                          |
| - DEF: 20                          | - DEF: 20                           |
| - XP: 50                           | - XP: 33                            |
| - Gald: 40                         | - Gald: 54                          |
| - Items dropped: Orange Gel (TL)   | - Items dropped: Melange Gel (TL)   |
| - Steal: Orange Gel (TL)           | - Steal: Melange Gel (TL)           |
| - Elemental Info.:                 | - Elemental Info.:                  |
| - AA: None                         | - AA: None                          |
| - Weak: None                       | - Weak: None                        |
| - Strong: none                     | - Strong: None                      |
| \~~~~~+~~~~~/                      |                                     |
| /~~~~~+~~~~~\                      |                                     |
| +-----                             | +-----                              |
| ENEMY: Foot Soldier                | ENEMY: Commander                    |
| +-----                             | +-----                              |
|                                    |                                     |
| - No.: 101                         | - No.: 102                          |
| - Location: Sylvarant Base         | - Location: Tethe'alla Base         |
| - HP: 600                          | - HP: 4800                          |
| - TP: 38                           | - TP: 150                           |
| - ATK: 130                         | - ATK: 598                          |
| - DEF: 10                          | - DEF: 63                           |
| - XP: 15                           | - XP: 123                           |
| - Gald: 20                         | - Gald: 184                         |
| - Items dropped: Apple Gel (TL)    | - Items dropped: Pineapple Gel (TL) |

|                                 |                                      |
|---------------------------------|--------------------------------------|
| - Steal: Apple Gel (TL)         | - Steal: None                        |
| - Elemental Info.:              | - Elemental Info.:                   |
| - AA: None                      | - AA: None                           |
| - Weak: None                    | - Weak: None                         |
| - Strong: None                  | - Strong: None                       |
| \~~~~~+~~~~~/                   |                                      |
| /~~~~~+~~~~~\                   |                                      |
| +-----                          | +-----                               |
| ENEMY: Cardinal Knight          | ENEMY: Commander Knight              |
| +-----                          | +-----                               |
|                                 |                                      |
| - No.: 103                      | - No.: 104                           |
| - Location: Near Meltokio       | - Location: Near Meltokio            |
| - HP: 4900                      | - HP: 6900                           |
| - TP: 150                       | - TP: 100                            |
| - ATK: 530                      | - ATK: 710                           |
| - DEF: 30                       | - DEF: 50                            |
| - XP: 380                       | - XP: 490                            |
| - Gald: 200                     | - Gald: 3500                         |
| - Items dropped: None           | - Items dropped: Energy Tablets (TL) |
| - Steal: None                   | - Steal: None                        |
| - Elemental Info.:              | - Elemental Info.:                   |
| - AA: None                      | - AA: None                           |
| - Weak: Lightning               | - Weak: Lightning                    |
| - Strong: None                  | - Strong: None                       |
| \~~~~~+~~~~~/                   |                                      |
| /~~~~~+~~~~~\                   |                                      |
| +-----                          | +-----                               |
| ENEMY: Evil Warrior             | ENEMY: Convict                       |
| +-----                          | +-----                               |
|                                 |                                      |
| - No.: 105                      | - No.: 106                           |
|                                 |                                      |
| - Location: Sylvarant Base      | - Location: Near Meltokio            |
| - HP: 3000                      | - HP: 6300                           |
| - TP: 0                         | - TP: 300                            |
| - ATK: 420                      | - ATK: 645                           |
| - DEF: 20                       | - DEF: 33                            |
| - XP: 64                        | - XP: 300                            |
| - Gald: 51                      | - Gald: 150                          |
| - Items dropped: Lemon Gel (TL) | - Items dropped: None                |
| - Steal: Lemon Gel (TL)         | - Steal: None                        |
| - Elemental Info.:              | - Elemental Info.:                   |
| - AA: None                      | - AA: None                           |
| - Weak: None                    | - Weak: None                         |
| - Strong: None                  | - Strong: None                       |
| \~~~~~+~~~~~/                   |                                      |
| /~~~~~+~~~~~\                   |                                      |
| +-----                          | +-----                               |
| ENEMY: Evil Sorcerer            | ENEMY: Angel Spearman                |
| +-----                          | +-----                               |
|                                 |                                      |
| - No.: 107                      | - No.: 108                           |
| - Location: All Sylvarant       | - Location: Tower of Salvation       |
| - HP: 1250                      | - HP: 7750                           |
| - TP: 38                        | - TP: 150                            |
| - ATK: 160                      | - ATK: 970                           |
| - DEF: 18                       | - DEF: 105                           |
| - XP: 10                        | - XP: 236                            |
| - Gald: 20                      | - Gald: 348                          |

|                                   |                                 |  |
|-----------------------------------|---------------------------------|--|
| - Items dropped: Melange Gel (TL) | - Items dropped: Lemon Gel (TL) |  |
| - Steal: Melange Gel (TL)         | - Steal: None                   |  |
| - Elemental Info.:                | - Elemental Info.:              |  |
| - AA: None                        | - AA: None                      |  |
| - Weak: None                      | - Weak: None                    |  |
| - Strong: None                    | - Strong: None                  |  |

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|-------------------------------------|-----------------------------------|--|
| ENEMY: Angel Swordian               | ENEMY: Angel Commander            |  |
| +-----+-----                        |                                   |  |
|                                     |                                   |  |
| - No.: 109                          | - No.: 110                        |  |
| - Location: Tower of Salvation      | - Location: Tower of Salvation    |  |
| - HP: 7480                          | - HP: 8130                        |  |
| - TP: 130                           | - TP: 380                         |  |
| - ATK: 1040                         | - ATK: 1000                       |  |
| - DEF: 105                          | - DEF: 106                        |  |
| - XP: 236                           | - XP: 240                         |  |
| - Gald: 335                         | - Gald: 290                       |  |
| - Items dropped: Pineapple Gel (TL) | - Items dropped: Miracle Gel (TL) |  |
| - Steal: None                       | - Steal: None                     |  |
| - Elemental Info.:                  | - Elemental Info.:                |  |
| - AA: None                          | - AA: None                        |  |
| - Weak: None                        | - Weak: None                      |  |
| - Strong: None                      | - Strong: None                    |  |

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|                                   |                               |  |
|-----------------------------------|-------------------------------|--|
| ENEMY: Angel Archer               | ENEMY: Hawk                   |  |
| +-----+-----                      |                               |  |
|                                   |                               |  |
| - No.: 111                        | - No.: 112                    |  |
| - Location: Tower of Salvation    | - Location: Near Iselia       |  |
| - HP: 7250                        | - HP: 480                     |  |
| - TP: 142                         | - TP: 0                       |  |
| - ATK: 954                        | - ATK: 115                    |  |
| - DEF: 98                         | - DEF: 6                      |  |
| - XP: 198                         | - XP: 9                       |  |
| - Gald: 258                       | - Gald: 18                    |  |
| - Items dropped: Life Bottle (TL) | - Items dropped: Chicken (FD) |  |
|                                   | Egg (FD)                      |  |
| - Steal: None                     | - Steal: None                 |  |
| - Elemental Info.:                | - Elemental Info.:            |  |
| - AA: None                        | - AA: None                    |  |
| - Weak: None                      | - Weak: Wind                  |  |
| - Strong: None                    | - Strong: None                |  |

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|-------------------------|-------------------------|--|
| ENEMY: Storm Claw       | ENEMY: Axe Beak         |  |
| +-----+-----            |                         |  |
|                         |                         |  |
| - No.: 113              | - No.: 114              |  |
| - Location: Ymir Forest | - Location: Near Izoold |  |
| - HP: 4440              | - HP: 780               |  |
| - TP: 0                 | - TP: 38                |  |
| - ATK: 748              | - ATK: 218              |  |
| - DEF: 73               | - DEF: 15               |  |
| - XP: 199               | - XP: 21                |  |

|                                 |                               |
|---------------------------------|-------------------------------|
| - Gald: 301                     | - Gald: 23                    |
| - Items dropped: Lemon Gel (TL) | - Items dropped: Chicken (FD) |
|                                 | Lemon (FD)                    |
| - Steal: Rune Bottle (TL)       | - Steal: None                 |
| - Elemental Info.:              | - Elemental Info.:            |
| - AA: None                      | - AA: None                    |
| - Weak: Wind                    | - Weak: None                  |
| - Strong: None                  | - Strong: None                |

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|-------------------------------|--------------------------------|
| +-----                        | +-----                         |
| ENEMY: Dodo                   | ENEMY: Harpy                   |
| +-----                        | +-----                         |
|                               |                                |
| - No.: 115                    | - No.: 116                     |
| - Location: Ymir Forest       | - Location: Balacruf Mausoleum |
| - HP: 4980                    | - HP: 1950                     |
| - TP: 0                       | - TP: 100                      |
| - ATK: 845                    | - ATK: 358                     |
| - DEF: 78                     | - DEF: 21                      |
| - XP: 181                     | - XP: 51                       |
| - Gald: 280                   | - Gald: 99                     |
| - Items dropped: Chicken (FD) | - Items dropped: Chicken (FD)  |
| Egg (FD)                      | Green Quartz (TL)              |
| - Steal: Egg (FD)             | - Steal: Magic Lens (TL)       |
| - Elemental Info.:            | - Elemental Info.:             |
| - AA: None                    | - AA: None                     |
| - Weak: None                  | - Weak: Earth                  |
| - Strong: None                | - Strong: Wind, Lightning      |

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|                                  |                                  |
|----------------------------------|----------------------------------|
| +-----                           | +-----                           |
| ENEMY: Feather Magic             | ENEMY: Fire Bird                 |
| +-----                           | +-----                           |
|                                  |                                  |
| - No.: 117                       | - No.: 118                       |
| - Location: Temple of Ice        | - Location: Triet Ruins          |
| - HP: 3580                       | - HP: 910                        |
| - TP: 68                         | - TP: 0                          |
| - ATK: 603                       | - ATK: 150                       |
| - DEF: 58                        | - DEF: 8                         |
| - XP: 138                        | - XP: 15                         |
| - Gald: 225                      | - Gald: 22                       |
| - Items dropped: Orange Gel (TL) | - Items dropped: Red Quartz (TL) |
| Egg (FD)                         | Life Bottle (TL)                 |
| - Steal: None                    | - Steal: Life Bottle (TL)        |
| - Elemental Info.:               | - Elemental Info.:               |
| - AA: None                       | - AA: None                       |
| - Weak: Earth                    | - Weak: Water, Ice               |
| - Strong: Wind, Lightning        | - Strong: Fire                   |

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|---------------------------------|--------------------------|
| +-----                          | +-----                   |
| ENEMY: Lightning Bird           | ENEMY: Penguinist        |
| +-----                          | +-----                   |
|                                 |                          |
| - No.: 119                      | - No.: 120               |
| - Location: Temple of Lightning | - Location: Near Flanoir |
| - HP: 2530                      | - HP: 3680               |
| - TP: 100                       | - TP: 145                |

|                                     |                                        |
|-------------------------------------|----------------------------------------|
| - ATK: 444                          | - ATK: 525                             |
| - DEF: 41                           | - DEF: 43                              |
| - XP: 92                            | - XP: 119                              |
| - Gald: 182                         | - Gald: 210                            |
| - Items dropped: Purple Quartz (TL) | - Items dropped: Penguinist Quill (AC) |
| - Steal: None                       | - Steal: Penguinist Quill (AC)         |
| - Elemental Info.:                  | - Elemental Info.:                     |
| - AA: Lightning                     | - AA: Ice                              |
| - Weak: Water, Ice                  | - Weak: Fire                           |
| - Strong: Lightning                 | - Strong: Water, Ice                   |

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|-------------------------------------|-------------------------------|
| ENEMY: Penguinier                   | ENEMY: Black Bat              |
| +-----+-----                        | +-----+-----                  |
|                                     |                               |
| - No.: 121                          | - No.: 122                    |
| - Location: Near Katz' Village      | - Location: Near Meltokio     |
| - HP: 3990                          | - HP: 2200                    |
| - TP: 0                             | - TP: 100                     |
| - ATK: 645                          | - ATK: 450                    |
| - DEF: 89                           | - DEF: 29                     |
| - XP: 141                           | - XP: 78                      |
| - Gald: 21                          | - Gald: 121                   |
| - Items dropped: Mizuho Potion (TL) | - Items dropped: Chicken (FD) |
| Palma Potion (TL)                   | Fine Pellets (TL)             |
| - Steal: None                       | - Steal: None                 |
| - Elemental Info.:                  | - Elemental Info.:            |
| - AA: None                          | - AA: None                    |
| - Weak: Fire                        | - Weak: None                  |
| - Strong: None                      | - Strong: None                |

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|---------------------------------|----------------------------------|
| ENEMY: Cockatrice               | ENEMY: Red Bat                   |
| +-----+-----                    | +-----+-----                     |
|                                 |                                  |
| - No.: 123                      | - No.: 124                       |
| - Location: Near Luin and Hima  | - Location: Toize Valley Mine    |
| - HP: 2420                      | - HP: 2300                       |
| - TP: 0                         | - TP: 120                        |
| - ATK: 420                      | - ATK: 450                       |
| - DEF: 35                       | - DEF: 39                        |
| - XP: 68                        | - XP: 93                         |
| - Gald: 98                      | - Gald: 168                      |
| - Items dropped: Apple Gel (TL) | - Items dropped: Beast Fang (TL) |
| Chicken (FD)                    |                                  |
| - Steal: Chicken (FD)           | - Steal: Energy Tablets (TL)     |
| - Elemental Info.:              | - Elemental Info.:               |
| - AA: None                      | - AA: None                       |
| - Weak: Wind                    | - Weak: None                     |
| - Strong: Earth                 | - Strong: None                   |

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|-------------------------|-------------------------|
| ENEMY: Giant Bee        | ENEMY: Killer Bee       |
| +-----+-----            | +-----+-----            |
|                         |                         |
| - No.: 125              | - No.: 126              |
| - Location: Near Iselia | - Location: Ymir Forest |



|                                      |                                   |
|--------------------------------------|-----------------------------------|
| - HP: 320                            | - HP: 4780                        |
| - TP: 0                              | - TP: 0                           |
| - ATK: 130                           | - ATK: 881                        |
| - DEF: 0                             | - DEF: 76                         |
| - XP: 5                              | - XP: 192                         |
| - Gald: 9                            | - Gald: 280                       |
| - Items dropped: Panacea Bottle (TL) | - Items dropped: Life Bottle (TL) |
| Acuity Bottle (TL)                   | Red Saffron (TL)                  |
| - Steal: None                        | - Steal: None                     |
| - Elemental Info.:                   | - Elemental Info.:                |
| - AA: None                           | - AA: None                        |
| - Weak: Ice                          | - Weak: Ice                       |
| - Strong: None                       | - Strong: None                    |

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|--------------------------------------|-----------------------------------------|
| +-----                               | +-----                                  |
| ENEMY: Scorpion                      | ENEMY: Scarlet Needle                   |
| +-----                               | +-----                                  |
|                                      |                                         |
| - No.: 127                           | - No.: 128                              |
| - Location: Near Triet               | - Location: Near Heimdall               |
| - HP: 630                            | - HP: 2480                              |
| - TP: 0                              | - TP: 0                                 |
| - ATK: 172                           | - ATK: 505                              |
| - DEF: 11                            | - DEF: 46                               |
| - XP: 14                             | - XP: 90                                |
| - Gald: 21                           | - Gald: 193                             |
| - Items dropped: Panacea Bottle (TL) | - Items dropped: Anti-Magic Bottle (TL) |
|                                      |                                         |
| - Steal: Panacea Bottle (TL)         | - Steal: Anti-Magic Bottle (TL)         |
| - Elemental Info.:                   | - Elemental Info.:                      |
| - AA: None                           | - AA: None                              |
| - Weak: Ice                          | - Weak: Ice                             |
| - Strong: Fire                       | - Strong: Fire                          |

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|-----------------------------|---------------------------------|
| +-----                      | +-----                          |
| ENEMY: Woods Worm           | ENEMY: Tropical Worm            |
| +-----                      | +-----                          |
|                             |                                 |
| - No.: 129                  | - No.: 130                      |
| - Location: Near Palmacosta | - Location: Gaoracchia Forest   |
| - HP: 1790                  | - HP: 2790                      |
| - TP: 0                     | - TP: 0                         |
| - ATK: 285                  | - ATK: 485                      |
| - DEF: 15                   | - DEF: 42                       |
| - XP: 34                    | - XP: 78                        |
| - Gald: 48                  | - Gald: 148                     |
| - Items dropped: Melon (FD) | - Items dropped: Apple Gel (TL) |
|                             | Mystic Herb (TL)                |
| - Steal: None               | - Steal: None                   |
| - Elemental Info.:          | - Elemental Info.:              |
| - AA: None                  | - AA: None                      |
| - Weak: Ice                 | - Weak: Ice                     |
| - Strong: None              | - Strong: None                  |

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| +-----           | +-----        |
| ENEMY: Sand Worm | ENEMY: Silver |
| +-----           | +-----        |

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|----------------------------------|-----------------------------------|
|                                  |                                   |
| - No.: 131                       | - No.: 132                        |
| - Location: Near Triet           | - Location: Near Flanoir *        |
| - HP: 13500                      | - HP: 12000                       |
| - TP: 0                          | - TP: 0                           |
| - ATK: 2500                      | - ATK: 1900                       |
| - DEF: 250                       | - DEF: 250                        |
| - XP: 999                        | - XP: 780                         |
| - Gald: 5800                     | - Gald: 891                       |
| - Items dropped: All-Divide (TL) | - Items dropped: Rune Bottle (TL) |
| - Steal: All-Divide (TL)         | - Steal: Rune Bottle (TL)         |
| - Elemental Info.:               | - Elemental Info.:                |
| - AA: None                       | - AA: None                        |
| - Weak: Water                    | - Weak: Fire                      |
| - Strong: All, except Water and  | - Strong: Water, Earth, Darkness, |
| Light                            | Lightning, Ice                    |
| \~~~~~+~~~~~/                    |                                   |
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| +-----                           | +-----                            |
| ENEMY: Mantis                    | ENEMY: Red Mantis                 |
| +-----                           | +-----                            |
|                                  |                                   |
| - No.: 133                       | - No.: 134                        |
| - Location: Near Meltokio        | - Location: Near Heimdall         |
| - HP: 3800                       | - HP: 2780                        |
| - TP: 0                          | - TP: 0                           |
| - ATK: 620                       | - ATK: 520                        |
| - DEF: 58                        | - DEF: 43                         |
| - XP: 138                        | - XP: 92                          |
| - Gald: 159                      | - Gald: 180                       |
| - Items dropped: Lemon Gel (TL)  | - Items dropped: None             |
| - Steal: None                    | - Steal: None                     |
| - Elemental Info.:               | - Elemental Info.:                |
| - AA: None                       | - AA: None                        |
| - Weak: Fire, Lightning, Ice     | - Weak: Fire, Lightning, Ice      |
| - Strong: Water                  | - Strong: Water                   |
| \~~~~~+~~~~~/                    |                                   |
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| +-----                           | +-----                            |
| ENEMY: Spider                    | ENEMY: Arachnid                   |
| +-----                           | +-----                            |
|                                  |                                   |
| - No.: 135                       | - No.: 136                        |
| - Location: Near Iselia          | - Location: Balacruf Mausoleum    |
| - HP: 460                        | - HP: 1870                        |
| - TP: 0                          | - TP: 0                           |
| - ATK: 120                       | - ATK: 320                        |
| - DEF: 7                         | - DEF: 31                         |
| - XP: 10                         | - XP: 38                          |
| - Gald: 13                       | - Gald: 77                        |
| - Items dropped: Magic Lens (TL) | - Items dropped: Onion (FD)       |
| Apple Gel (TL)                   |                                   |
| - Steal: Panacea Bottle (TL)     | - Steal: Shell Bottle (TL)        |
| - Elemental Info.:               | - Elemental Info.:                |
| - AA: None                       | - AA: None                        |
| - Weak: Ice                      | - Weak: Ice                       |
| - Strong: None                   | - Strong: None                    |
| \~~~~~+~~~~~/                    |                                   |
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| +-----                           | +-----                            |

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|--------------------------------------|----------------------------------|
| ENEMY: Giant Beetle                  | ENEMY: Gold Beetle               |
| +-----                               | +-----                           |
|                                      |                                  |
| - No.: 137                           | - No.: 138                       |
| - Location: Near Palmacosta          | - Location: Near Meltokio        |
| - HP: 1110                           | - HP: 2380                       |
| - TP: 0                              | - TP: 0                          |
| - ATK: 272                           | - ATK: 479                       |
| - DEF: 20                            | - DEF: 40                        |
| - XP: 31                             | - XP: 70                         |
| - Gald: 58                           | - Gald: 150                      |
| - Items dropped: Kirima (FD)         | - Items dropped: Lemon Gel (TL)  |
| Cabbage (FD)                         | Onion (FD)                       |
| - Steal: Cabbage (FD)                | - Steal: Onion (FD)              |
| - Elemental Info.:                   | - Elemental Info.:               |
| - AA: None                           | - AA: None                       |
| - Weak: Ice                          | - Weak: Ice                      |
| - Strong: None                       | - Strong: None                   |
| \~~~~~+~~~~~/                        | \~~~~~+~~~~~/                    |
| /~~~~~+~~~~~/                        | /~~~~~+~~~~~/                    |
| +-----                               | +-----                           |
| ENEMY: Grasshopper                   | ENEMY: Ice Spider                |
| +-----                               | +-----                           |
|                                      |                                  |
| - No.: 139                           | - No.: 140                       |
| - Location: Near Palmacosta          | - Location: Near Flanoir         |
| - HP: 1480                           | - HP: 3780                       |
| - TP: 0                              | - TP: 0                          |
| - ATK: 247                           | - ATK: 617                       |
| - DEF: 21                            | - DEF: 62                        |
| - XP: 28                             | - XP: 119                        |
| - Gald: 63                           | - Gald: 250                      |
| - Items dropped: Apple Gel (TL)      | - Items dropped: Magic Lens (TL) |
|                                      | Blue Quartz (TL)                 |
| - Steal: None                        | - Steal: None                    |
| - Elemental Info.:                   | - Elemental Info.:               |
| - AA: None                           | - AA: None                       |
| - Weak: Fire, Lightning, Ice         | - Weak: Ice                      |
| - Strong: Water                      | - Strong: None                   |
| \~~~~~+~~~~~/                        | \~~~~~+~~~~~/                    |
| /~~~~~+~~~~~/                        | /~~~~~+~~~~~/                    |
| +-----                               | +-----                           |
| ENEMY: Deathseeker                   | ENEMY: Starfish                  |
| +-----                               | +-----                           |
|                                      |                                  |
| - No.: 141                           | - No.: 142                       |
| - Location: Latheon Gorge            | - Location: Thoda Geyser         |
| - HP: 5880                           | - HP: 1820                       |
| - TP: 0                              | - TP: 38                         |
| - ATK: 881                           | - ATK: 230                       |
| - DEF: 93                            | - DEF: 25                        |
| - XP: 186                            | - XP: 28                         |
| - Gald: 318                          | - Gald: 56                       |
| - Items dropped: Panacea Bottle (TL) | - Items dropped: Kelp (FD)       |
| Amango (FD)                          | Magic Lens (TL)                  |
| - Steal: Panacea Bottle (TL)         | - Steal: None                    |
| - Elemental Info.:                   | - Elemental Info.:               |
| - AA: None                           | - AA: Water                      |
| - Weak: Ice                          | - Weak: Lightning                |
| - Strong: Fire                       | - Strong: Water, Ice             |

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|ENEMY: Super Star      |ENEMY: Tortoise      |
+-----+-----+-----|
|                        |                        |
|- No.: 143             |- No.: 144           |
|- Location: Near Meltokio  |- Location: Near Luin and Hima |
|- HP: 2100             |- HP: 2800           |
|- TP: 0                |- TP: 0              |
|- ATK: 440             |- ATK: 381          |
|- DEF: 35              |- DEF: 20            |
|- XP: 69               |- XP: 56             |
|- Gald: 110            |- Gald: 82           |
|- Items dropped: Flare Bottle (TL)  |- Items dropped: Syrup Bottle (TL) |
|                        |                        |
|                Shrimp (FD)  |                Tuna (FD)  |
|- Steal: None          |- Steal: None        |
| - Elemental Info.:    | - Elemental Info.:  |
|   - AA: Water         |   - AA: Water       |
|   - Weak: Lightning   |   - Weak: Lightning  |
|   - Strong: Water, Ice  |   - Strong: Water, Ice  |
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+-----+-----|
|ENEMY: Crush Tortoise  |ENEMY: Octoslime     |
+-----+-----+-----|
|                        |                        |
|- No.: 145             |- No.: 146           |
|- Location: Latheon Gorge  |- Location: Thoda Geyser  |
|- HP: 9400             |- HP: 2310           |
|- TP: 0                |- TP: 0              |
|- ATK: 904             |- ATK: 295          |
|- DEF: 121             |- DEF: 20            |
|- XP: 203              |- XP: 45             |
|- Gald: 389            |- Gald: 72           |
|- Items dropped: Acuity Bottle (TL)  |- Items dropped: Octopus (FD) |
|                        |                        |
|                Squid (FD)  |                        |
|- Steal: None          |- Steal: Mermaid's Tear (TL) |
| - Elemental Info.:    | - Elemental Info.:  |
|   - AA: Water         |   - AA: Water       |
|   - Weak: Lightning   |   - Weak: Lightning, Ice  |
|   - Strong: Water, Ice  |   - Strong: Water     |
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+-----+-----|
|ENEMY: Kraaken         |ENEMY: Fish          |
+-----+-----+-----|
|                        |                        |
|- No.: 147             |- No.: 148           |
|- Location: Near Heimdall  |- Location: Near Izoold  |
|- HP: 7320             |- HP: 920            |
|- TP: 0                |- TP: 0              |
|- ATK: 834             |- ATK: 200          |
|- DEF: 79              |- DEF: 10            |
|- XP: 240              |- XP: 16             |
|- Gald: 319            |- Gald: 25           |
|- Items dropped: Squid (FD)  |- Items dropped: Seaweed (FD) |
|                        |                        |
|                Octopus (FD)  |                        |
|- Steal: None          |- Steal: None        |
| - Elemental Info.:    | - Elemental Info.:  |

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|               |                                   |  |                                      |  |
|---------------|-----------------------------------|--|--------------------------------------|--|
|               | - AA: Water                       |  | - AA: Water                          |  |
|               | - Weak: Lightning, Ice            |  | - Weak: Lightning                    |  |
|               | - Strong: Water                   |  | - Strong: Water                      |  |
| \~~~~~+~~~~~/ |                                   |  |                                      |  |
| /~~~~~+~~~~~/ |                                   |  |                                      |  |
| +-----+-----  |                                   |  |                                      |  |
|               | ENEMY: Seaspin                    |  | ENEMY: Float Dragon                  |  |
| +-----+-----  |                                   |  |                                      |  |
|               |                                   |  |                                      |  |
|               | - No.: 149                        |  | - No.: 150                           |  |
|               | - Location: Near Meltokio         |  | - Location: Thoda Geyser             |  |
|               | - HP: 2480                        |  | - HP: 1630                           |  |
|               | - TP: 0                           |  | - TP: 0                              |  |
|               | - ATK: 450                        |  | - ATK: 293                           |  |
|               | - DEF: 31                         |  | - DEF: 25                            |  |
|               | - XP: 76                          |  | - XP: 31                             |  |
|               | - Gald: 125                       |  | - Gald: 56                           |  |
|               | - Items dropped: Kelp (FD)        |  | - Items dropped: Aqua Quartz (TL)    |  |
|               | Seaweed (FD)                      |  | Snapper (FD)                         |  |
|               | - Steal: None                     |  | - Steal: None                        |  |
|               | - Elemental Info.:                |  | - Elemental Info.:                   |  |
|               | - AA: Water                       |  | - AA: Water                          |  |
|               | - Weak: Lightning                 |  | - Weak: Fire, Lightning              |  |
|               | - Strong: Water                   |  | - Strong: Water                      |  |
| \~~~~~+~~~~~/ |                                   |  |                                      |  |
| /~~~~~+~~~~~/ |                                   |  |                                      |  |
| +-----+-----  |                                   |  |                                      |  |
|               | ENEMY: Seahorse                   |  | ENEMY: Jellyfish                     |  |
| +-----+-----  |                                   |  |                                      |  |
|               |                                   |  |                                      |  |
|               | - No.: 151                        |  | - No.: 152                           |  |
|               | - Location: Near Altamira         |  | - Location: Near Meltokio            |  |
|               | - HP: 1890                        |  | - HP: 2860                           |  |
|               | - TP: 0                           |  | - TP: 0                              |  |
|               | - ATK: 230                        |  | - ATK: 482                           |  |
|               | - DEF: 32                         |  | - DEF: 39                            |  |
|               | - XP: 52                          |  | - XP: 79                             |  |
|               | - Gald: 83                        |  | - Gald: 154                          |  |
|               | - Items dropped: Aqua Quartz (TL) |  | - Items dropped: Pellets (TL)        |  |
|               | Cod (FD)                          |  | Fine Pellets (TL)                    |  |
|               | - Steal: None                     |  | - Steal: Pellets (TL)                |  |
|               | - Elemental Info.:                |  | - Elemental Info.:                   |  |
|               | - AA: Water                       |  | - AA: Water                          |  |
|               | - Weak: Fire, Lightning           |  | - Weak: Lightning, Ice               |  |
|               | - Strong: Water                   |  | - Strong: Water                      |  |
| \~~~~~+~~~~~/ |                                   |  |                                      |  |
| /~~~~~+~~~~~/ |                                   |  |                                      |  |
| +-----+-----  |                                   |  |                                      |  |
|               | ENEMY: Sea Jelly                  |  | ENEMY: Mermaid                       |  |
| +-----+-----  |                                   |  |                                      |  |
|               |                                   |  |                                      |  |
|               | - No.: 153                        |  | - No.: 154                           |  |
|               | - Location: Near Izoold           |  | - Location: Near Altamira *          |  |
|               | - HP: 1290                        |  | - HP: 3820                           |  |
|               | - TP: 0                           |  | - TP: 250                            |  |
|               | - ATK: 270                        |  | - ATK: 640                           |  |
|               | - DEF: 20                         |  | - DEF: 62                            |  |
|               | - XP: 30                          |  | - XP: 132                            |  |
|               | - Gald: 48                        |  | - Gald: 287                          |  |
|               | - Items dropped: Squid (FD)       |  | - Items dropped: Mermaid's Tear (TL) |  |

|                                       |                                      |
|---------------------------------------|--------------------------------------|
| - Steal: None                         | - Steal: None                        |
| - Elemental Info.:                    | - Elemental Info.:                   |
| - AA: Water                           | - AA: Water                          |
| - Weak: Lightning, Ice                | - Weak: Fire, Lightning              |
| - Strong: Water                       | - Strong: Water, Ice                 |
| \~~~~~+~~~~~/                         |                                      |
| /~~~~~+~~~~~\                         |                                      |
| +-----                                | +-----                               |
| ENEMY: Evil Jelly                     | ENEMY: Sea Dragon                    |
| +-----                                | +-----                               |
|                                       |                                      |
| - No.: 155                            | - No.: 156                           |
| - Location: Remote Island Human Ranch | - Location: Latheon Gorge            |
| - HP: 3680                            | - HP: 6800                           |
| - TP: 0                               | - TP: 0                              |
| - ATK: 718                            | - ATK: 879                           |
| - DEF: 60                             | - DEF: 86                            |
| - XP: 141                             | - XP: 189                            |
| - Gald: 133                           | - Gald: 382                          |
| - Items dropped: Lemon Gel (TL)       | - Items dropped: Mermaid's Tear (TL) |
| - Steal: Lemon Gel (TL)               | - Steal: Mermaid's Tear (TL)         |
| - Elemental Info.:                    | - Elemental Info.:                   |
| - AA: Water                           | - AA: Water                          |
| - Weak: Lightning, Ice                | - Weak: Lightning                    |
| - Strong: Water                       | - Strong: Water                      |
| \~~~~~+~~~~~/                         |                                      |
| /~~~~~+~~~~~\                         |                                      |
| +-----                                | +-----                               |
| ENEMY: Sea Horror                     | ENEMY: Slime                         |
| +-----                                | +-----                               |
|                                       |                                      |
| - No.: 157                            | - No.: 158                           |
| - Location: Remote Island Human Ranch | - Location: Near Iselia              |
| - HP: 3800                            | - HP: 490                            |
| - TP: 600                             | - TP: 10                             |
| - ATK: 600                            | - ATK: 132                           |
| - DEF: 85                             | - DEF: 8                             |
| - XP: 142                             | - XP: 10                             |
| - Gald: 183                           | - Gald: 10                           |
| - Items dropped: Mermaid's Tear (TL)  | - Items dropped: Apple Gel (TL)      |
| Snapper (FD)                          |                                      |
| - Steal: None                         | - Steal: None                        |
| - Elemental Info.:                    | - Elemental Info.:                   |
| - AA: Water                           | - AA: None                           |
| - Weak: Fire, Lightning               | - Weak: Fire                         |
| - Strong: Water, Ice                  | - Strong: None                       |
| \~~~~~+~~~~~/                         |                                      |
| /~~~~~+~~~~~\                         |                                      |
| +-----                                | +-----                               |
| ENEMY: Gold Slime                     | ENEMY: Giant Leech                   |
| +-----                                | +-----                               |
|                                       |                                      |
| - No.: 159                            | - No.: 160                           |
| - Location: Temple of Lightning       | - Location: Near Meltokio            |
| - HP: 3220                            | - HP: 2250                           |
| - TP: 10                              | - TP: 0                              |
| - ATK: 531                            | - ATK: 400                           |
| - DEF: 47                             | - DEF: 30                            |
| - XP: 103                             | - XP: 63                             |
| - Gald: 189                           | - Gald: 98                           |

|                                       |                                    |  |
|---------------------------------------|------------------------------------|--|
| - Items dropped: Miso (FD)            | - Items dropped: Apple Gel (TL)    |  |
| Fine Pellets (TL)                     | Melange Gel (TL)                   |  |
| - Steal: Fine Pellets (TL)            | - Steal: Apple Gel (TL)            |  |
| - Elemental Info.:                    | - Elemental Info.:                 |  |
| - AA: None                            | - AA: None                         |  |
| - Weak: Fire                          | - Weak: Fire                       |  |
| - Strong: None                        | - Strong: None                     |  |
| \~~~~~+~~~~~/                         |                                    |  |
| /~~~~~+~~~~~\                         |                                    |  |
| +-----                                | +-----                             |  |
| ENEMY: Giant Slug                     | ENEMY: Roller Snail                |  |
| +-----                                | +-----                             |  |
|                                       |                                    |  |
| - No.: 161                            | - No.: 162                         |  |
| - Location: Remote Island Human Ranch | - Location: Toize Valley Mine      |  |
| - HP: 3600                            | - HP: 3200                         |  |
| - TP: 0                               | - TP: 0                            |  |
| - ATK: 731                            | - ATK: 550                         |  |
| - DEF: 65                             | - DEF: 41                          |  |
| - XP: 158                             | - XP: 123                          |  |
| - Gald: 131                           | - Gald: 163                        |  |
| - Items dropped: None                 | - Items dropped: Fine Pellets (TL) |  |
|                                       | Potato (FD)                        |  |
| - Steal: None                         | - Steal: None                      |  |
| - Elemental Info.:                    | - Elemental Info.:                 |  |
| - AA: None                            | - AA: None                         |  |
| - Weak: Fire                          | - Weak: Lightning                  |  |
| - Strong: None                        | - Strong: None                     |  |
| \~~~~~+~~~~~/                         |                                    |  |
| /~~~~~+~~~~~\                         |                                    |  |
| +-----                                | +-----                             |  |
| ENEMY: Giant Snail                    | ENEMY: Green Roper                 |  |
| +-----                                | +-----                             |  |
|                                       |                                    |  |
| - No.: 163                            | - No.: 164                         |  |
| - Location: Temple of Earth           | - Location: Thoda Geyser           |  |
| - HP: 3770                            | - HP: 2310                         |  |
| - TP: 0                               | - TP: 0                            |  |
| - ATK: 618                            | - ATK: 312                         |  |
| - DEF: 49                             | - DEF: 38                          |  |
| - XP: 123                             | - XP: 39                           |  |
| - Gald: 163                           | - Gald: 79                         |  |
| - Items dropped: Lemon Gel (TL)       | - Items dropped: Shrimp (FD)       |  |
| Fine Pellets (TL)                     |                                    |  |
| - Steal: Fine Pellets (TL)            | - Steal: Beast Fang (TL)           |  |
| - Elemental Info.:                    | - Elemental Info.:                 |  |
| - AA: None                            | - AA: None                         |  |
| - Weak: Lightning                     | - Weak: None                       |  |
| - Strong: None                        | - Strong: None                     |  |
| \~~~~~+~~~~~/                         |                                    |  |
| /~~~~~+~~~~~\                         |                                    |  |
| +-----                                | +-----                             |  |
| ENEMY: Red Roper                      | ENEMY: Bacura                      |  |
| +-----                                | +-----                             |  |
|                                       |                                    |  |
| - No.: 165                            | - No.: 166                         |  |
| - Location: Toize Valley Mine         | - Location: Toize Valley Mine      |  |
| - HP: 3440                            | - HP: 255                          |  |
| - TP: 0                               | - TP: 1                            |  |
| - ATK: 517                            | - ATK: 1                           |  |

|                                 |                       |
|---------------------------------|-----------------------|
| - DEF: 46                       | - DEF: 1              |
| - XP: 96                        | - XP: 50              |
| - Gald: 175                     | - Gald: 1000          |
| - Items dropped: Lemon Gel (TL) | - Items dropped: None |
| Rosemary (TL)                   |                       |
| - Steal: None                   | - Steal: None         |
| - Elemental Info.:              | - Elemental Info.:    |
| - AA: None                      | - AA: None            |
| - Weak: None                    | - Weak: None          |
| - Strong: None                  | - Strong: None        |

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|                                    |                                     |
|------------------------------------|-------------------------------------|
| +-----                             | +-----                              |
| ENEMY: Cutlass                     | ENEMY: Cave Worm                    |
| +-----                             | +-----                              |
|                                    |                                     |
| - No.: 167                         | - No.: 168                          |
| - Location: Torent Forest          | - Location: Temple of Earth         |
| - HP: 9800                         | - HP: 6380                          |
| - TP: 0                            | - TP: 0                             |
| - ATK: 1010                        | - ATK: 635                          |
| - DEF: 95                          | - DEF: 55                           |
| - XP: 248                          | - XP: 128                           |
| - Gald: 329                        | - Gald: 241                         |
| - Items dropped: Shell Bottle (TL) | - Items dropped: Mizuho Potion (TL) |
| Amango (FD)                        |                                     |
| - Steal: Rune Bottle (TL)          | - Steal: Mizuho Potion (TL)         |
| - Elemental Info.:                 | - Elemental Info.:                  |
| - AA: None                         | - AA: None                          |
| - Weak: None                       | - Weak: Ice                         |
| - Strong: None                     | - Strong: None                      |

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|---------------------------------|-----------------------------------|
| +-----                          | +-----                            |
| ENEMY: Man-eater                | ENEMY: Sheldra                    |
| +-----                          | +-----                            |
|                                 |                                   |
| - No.: 169                      | - No.: 170                        |
| - Location: Torent Forest       | - Location: Latheon Gorge         |
| - HP: 6500                      | - HP: 7250                        |
| - TP: 0                         | - TP: 0                           |
| - ATK: 1060                     | - ATK: 916                        |
| - DEF: 100                      | - DEF: 95                         |
| - XP: 210                       | - XP: 210                         |
| - Gald: 300                     | - Gald: 399                       |
| - Items dropped: Lemon Gel (TL) | - Items dropped: Rune Bottle (TL) |
| Rune Bottle (TL)                |                                   |
| - Steal: None                   | - Steal: None                     |
| - Elemental Info.:              | - Elemental Info.:                |
| - AA: None                      | - AA: None                        |
| - Weak: Fire                    | - Weak: None                      |
| - Strong: None                  | - Strong: None                    |

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| +-----              | +-----        |
| ENEMY: Spiked Snail | ENEMY: Wyvern |
| +-----              | +-----        |
|                     |               |
| - No.: 171          | - No.: 172    |



|                                      |                                   |
|--------------------------------------|-----------------------------------|
| - Location: Latheon Gorge            | - Location: Near Palmacosta *     |
| - HP: 6230                           | - HP: 4800                        |
| - TP: 0                              | - TP: 0                           |
| - ATK: 999                           | - ATK: 457                        |
| - DEF: 83                            | - DEF: 37                         |
| - XP: 198                            | - XP: 152                         |
| - Gald: 245                          | - Gald: 250                       |
| - Items dropped: Super Pellets (TL)  | - Items dropped: Beast Fang (TL)  |
|                                      | Shell Bottle (TL)                 |
| - Steal: Super Pellets (TL)          | - Steal: None                     |
| - Elemental Info.:                   | - Elemental Info.:                |
| - AA: None                           | - AA: None                        |
| - Weak: Lightning                    | - Weak: Ice                       |
| - Strong: None                       | - Strong: Wind, Fire              |
| \~~~~~+~~~~~/                        |                                   |
| /~~~~~+~~~~~\                        |                                   |
| +-----                               | +-----                            |
| ENEMY: Drake                         | ENEMY: Dragon                     |
| +-----                               | +-----                            |
|                                      |                                   |
| - No.: 173                           | - No.: 174                        |
| - Location: Near Gaoracchia Forest * | - Location: Temple of Earth       |
| - HP: 11850                          | - HP: 10000                       |
| - TP: 1000                           | - TP: 2000                        |
| - ATK: 630                           | - ATK: 1350                       |
| - DEF: 54                            | - DEF: 230                        |
| - XP: 530                            | - XP: 728                         |
| - Gald: 680                          | - Gald: 10000                     |
| - Items dropped: Rune Bottle (TL)    | - Items dropped: None             |
| - Steal: None                        | - Steal: None                     |
| - Elemental Info.:                   | - Elemental Info.:                |
| - AA: None                           | - AA: None                        |
| - Weak: Ice                          | - Weak: None                      |
| - Strong: Fire, Lightning            | - Strong: Fire                    |
| \~~~~~+~~~~~/                        |                                   |
| /~~~~~+~~~~~\                        |                                   |
| +-----                               | +-----                            |
| ENEMY: Gold Dragon                   | ENEMY: Dark Dragon                |
| +-----                               | +-----                            |
|                                      |                                   |
| - No.: 175                           | - No.: 176                        |
| - Location: Torent Forest            | - Location: Vinheim               |
| - HP: 16800                          | - HP: 19000                       |
| - TP: 450                            | - TP: 0                           |
| - ATK: 1158                          | - ATK: 1250                       |
| - DEF: 38                            | - DEF: 48                         |
| - XP: 1218                           | - XP: 1418                        |
| - Gald: 1052                         | - Gald: 534                       |
| - Items dropped: None                | - Items dropped: Dragon Mail (AB) |
| - Steal: None                        | - Steal: None                     |
| - Elemental Info.:                   | - Elemental Info.:                |
| - AA: None                           | - AA: None                        |
| - Weak: None                         | - Weak: None                      |
| - Strong: None                       | - Strong: None                    |
| \~~~~~+~~~~~/                        |                                   |
| /~~~~~+~~~~~\                        |                                   |
| +-----                               | +-----                            |
| ENEMY: Dragon Knight                 | ENEMY: Velocidragon               |
| +-----                               | +-----                            |
|                                      |                                   |

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|---------------------------|--------------------------------|
| - No.: 177                | - No.: 178                     |
| - Location: Near Meltokio | - Location: Near Luin and Hima |
| - HP: 13500               | - HP: 2300                     |
| - TP: 0                   | - TP: 0                        |
| - ATK: 1485               | - ATK: 406                     |
| - DEF: 250                | - DEF: 30                      |
| - XP: 297                 | - XP: 68                       |
| - Gald: 253               | - Gald: 84                     |
| - Items dropped: None     | - Items dropped: Pellets (TL)  |
|                           | Apple Gel (TL)                 |
| - Steal: None             | - Steal: None                  |
| - Elemental Info.:        | - Elemental Info.:             |
| - AA: None                | - AA: None                     |
| - Weak: None              | - Weak: Ice                    |
| - Strong: None            | - Strong: Fire                 |

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| +-----         | +-----            |
| ENEMY: Exbelua | ENEMY: Windmaster |
| +-----         | +-----            |

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|                                      |                                       |
| - No.: 179                           | - No.: 180                            |
| - Location: Near Iselia              | - Location: Near Asgard               |
| - HP: 5000                           | - HP: 10000                           |
| - TP: 38                             | - TP: 220                             |
| - ATK: 190                           | - ATK: 580                            |
| - DEF: 10                            | - DEF: 85                             |
| - XP: 280                            | - XP: 1325                            |
| - Gald: 320                          | - Gald: 800                           |
| - Items dropped: Panacea Bottle (TL) | - Items dropped: Map of Balacruf (KI) |
|                                      | Talisman (AC)                         |
| - Steal: None                        | - Steal: None                         |
| - Elemental Info.:                   | - Elemental Info.:                    |
| - AA: None                           | - AA: None                            |
| - Weak: None                         | - Weak: None                          |
| - Strong: None                       | - Strong: Wind                        |

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| +-----         | +-----             |
| ENEMY: Ktugach | ENEMY: Ktugachling |
| +-----         | +-----             |

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|----------------------------------|-------------------------|
|                                  |                         |
| - No.: 181                       | - No.: 182              |
| - Location: Triet Ruins          | - Location: Triet Ruins |
| - HP: 5000                       | - HP: 1500              |
| - TP: 50                         | - TP: 180               |
| - ATK: 300                       | - ATK: 130              |
| - DEF: 28                        | - DEF: 40               |
| - XP: 628                        | - XP: 60                |
| - Gald: 65                       | - Gald: 15              |
| - Items dropped: Red Quartz (TL) | - Items dropped: None   |
| - Steal: None                    | - Steal: None           |
| - Elemental Info.:               | - Elemental Info.:      |
| - AA: None                       | - AA: None              |
| - Weak: Water, Ice               | - Weak: Water, Ice      |
| - Strong: Fire                   | - Strong: Fire          |

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| +-----          | +-----          |
| ENEMY: Adulocia | ENEMY: Amphitra |

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| +-----                                | +-----                           |
|                                       |                                  |
| - No.: 183                            | - No.: 184                       |
| - Location: Thoda Geyser              | - Location: Thoda Geyser         |
| - HP: 10000                           | - HP: 2300                       |
| - TP: 248                             | - TP: 120                        |
| - ATK: 600                            | - ATK: 475                       |
| - DEF: 55                             | - DEF: 20                        |
| - XP: 825                             | - XP: 150                        |
| - Gald: 765                           | - Gald: 200                      |
| - Items dropped: Mermaid's Tear (TL)  | - Items dropped: None            |
| - Steal: None                         | - Steal: None                    |
| - Elemental Info.:                    | - Elemental Info.:               |
| - AA: None                            | - AA: Water                      |
| - Weak: Lightning                     | - Weak: Fire, Lightning          |
| - Strong: Water, Ice                  | - Strong: Water, Ice             |
| \~~~~~+                               | \~~~~~+                          |
| /~~~~~+                               | /~~~~~+                          |
| +-----                                | +-----                           |
| ENEMY: Iapyx                          | ENEMY: Iubaris                   |
| +-----                                | +-----                           |
|                                       |                                  |
| - No.: 185                            | - No.: 186                       |
| - Location: Balacruf Mausoleum        | - Location: Tower of Mana        |
| - HP: 14000                           | - HP: 16800                      |
| - TP: 88                              | - TP: 1500                       |
| - ATK: 690                            | - ATK: 860                       |
| - DEF: 100                            | - DEF: 80                        |
| - XP: 1324                            | - XP: 2650                       |
| - Gald: 2000                          | - Gald: 2500                     |
| - Items dropped: Paralysis Charm (AC) | - Items dropped: Brass (TL)      |
| Spirit Bangle (AC)                    |                                  |
| - Steal: None                         | - Steal: White Quartz (TL)       |
| - Elemental Info.:                    | - Elemental Info.:               |
| - AA: None                            | - AA: Light                      |
| - Weak: None                          | - Weak: Darkness                 |
| - Strong: Wind, Lightning             | - Strong: Fire, Lightning, Light |
| \~~~~~+                               | \~~~~~+                          |
| /~~~~~+                               | /~~~~~+                          |
| +-----                                | +-----                           |
| ENEMY: Kilia                          | ENEMY: Winged Dragon             |
| +-----                                | +-----                           |
|                                       |                                  |
| - No.: 187                            | - No.: 188                       |
| - Location: Near Palmacosta           | - Location: Dragon's Nest        |
| - HP: 10000                           | - HP: 18000                      |
| - TP: 400                             | - TP: 400                        |
| - ATK: 490                            | - ATK: 1400                      |
| - DEF: 65                             | - DEF: 86                        |
| - XP: 500                             | - XP: 2450                       |
| - Gald: 500                           | - Gald: 1200                     |
| - Items dropped: Heal Bracelet (AC)   | - Items dropped: Venom (WP)      |
|                                       | Flare Cape (AC)                  |
| - Steal: None                         | - Steal: None                    |
| - Elemental Info.:                    | - Elemental Info.:               |
| - AA: None                            | - AA: None                       |
| - Weak: Light                         | - Weak: None                     |
| - Strong: Darkness                    | - Strong: None                   |
| \~~~~~+                               | \~~~~~+                          |
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|------------------------------------|------------------------------------|
| +-----                             | +-----                             |
| ENEMY: Baby Dragon                 | ENEMY: Guardian-Wind               |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 189                         | - No.: 190                         |
| - Location: Dragon's Nest          | - Location: Ossa Trail             |
| - HP: 12000                        | - HP: 2000                         |
| - TP: 800                          | - TP: 400                          |
| - ATK: 1030                        | - ATK: 280                         |
| - DEF: 68                          | - DEF: 38                          |
| - XP: 1250                         | - XP: 250                          |
| - Gald: 500                        | - Gald: 250                        |
| - Items dropped: None              | - Items dropped: Magic Lens (TL)   |
| - Steal: None                      | - Steal: None                      |
| - Elemental Info.:                 | - Elemental Info.:                 |
| - AA: None                         | - AA: None                         |
| - Weak: None                       | - Weak: None                       |
| - Strong: None                     | - Strong: None                     |
| \~~~~~+                            | /~~~~~\                            |
| +-----                             | +-----                             |
| ENEMY: Guardian-Lightning          | ENEMY: Sword Dancer (1?)           |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 191                         | - No.: 192                         |
| - Location: Balacruf Mausoleum     | - Location: ???                    |
| - HP: 5500                         | - HP: 8888                         |
| - TP: 400                          | - TP: 38                           |
| - ATK: 471                         | - ATK: 600                         |
| - DEF: 46                          | - DEF: 75                          |
| - XP: 250                          | - XP: 150                          |
| - Gald: 250                        | - Gald: 2000                       |
| - Items dropped: Fine Pellets (TL) | - Items dropped: EX Gem Lv1 (TL)   |
| Magic Lens (TL)                    | EX Gem Lv2 (TL)                    |
| - Steal: None                      | - Steal: EX Gem Lv3 (TL)           |
| - Elemental Info.:                 | - Elemental Info.:                 |
| - AA: None                         | - AA: None                         |
| - Weak: None                       | - Weak: Light                      |
| - Strong: None                     | - Strong: None                     |
| \~~~~~+                            | /~~~~~\                            |
| +-----                             | +-----                             |
| ENEMY: Fenrir                      | ENEMY: Idun                        |
| +-----                             | +-----                             |
|                                    |                                    |
| - No.: 193                         | - No.: 194                         |
| - Location: Temple of Ice          | - Location: Tower of Salvation     |
| - HP: 12000                        | - HP: 11000                        |
| - TP: 300                          | - TP: 0                            |
| - ATK: 860                         | - ATK: 1150                        |
| - DEF: 185                         | - DEF: 220                         |
| - XP: 2600                         | - XP: 1200                         |
| - Gald: 1380                       | - Gald: 1200                       |
| - Items dropped: Blue Quartz (TL)  | - Items dropped: Black Quartz (TL) |
| - Steal: None                      | - Steal: None                      |
| - Elemental Info.:                 | - Elemental Info.:                 |
| - AA: Ice                          | - AA: Darkness                     |
| - Weak: Fire, Lightning            | - Weak: None                       |
| - Strong: Water, Ice               | - Strong: None                     |
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|ENEMY: Rodyle      |ENEMY: Undine      |
+-----+-----|
|                  |                  |
|- No.: 195         |- No.: 196         |
|- Location: Remote Island Human Ranch |- Location: Thoda Geyser |
|- HP: 35000        |- HP: 13000        |
|- TP: 500          |- TP: 320          |
|- ATK: 1350        |- ATK: 580         |
|- DEF: 210         |- DEF: 88          |
|- XP: 6240         |- XP: 2110        |
|- Gald: 5800       |- Gald: 765        |
|- Items dropped: None |- Items dropped: Guardian Symbol (AC) |
|- Steal: None      |- Steal: None      |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: None      |   - AA: None      |
|   - Weak: None    |   - Weak: None    |
|   - Strong: Earth |   - Strong: Water, Ice |
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+-----+-----|
|ENEMY: Gnome       |ENEMY: Efreet      |
+-----+-----|
|                  |                  |
|- No.: 197         |- No.: 198         |
|- Location: Temple of Earth |- Location: Triet Ruins |
|- HP: 28000        |- HP: 18000        |
|- TP: 682          |- TP: 850          |
|- ATK: 1100        |- ATK: 500         |
|- DEF: 255         |- DEF: 35          |
|- XP: 5890         |- XP: 2430        |
|- Gald: 4280       |- Gald: 945        |
|- Items dropped: Holy Symbol (AC) |- Items dropped: Attack Symbol (AC) |
|- Steal: None      |- Steal: None      |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: None      |   - AA: Fire      |
|   - Weak: None    |   - Weak: None    |
|   - Strong: Earth |   - Strong: Fire   |
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+-----+-----|
|ENEMY: Volt        |ENEMY: Celsius     |
+-----+-----|
|                  |                  |
|- No.: 199         |- No.: 200         |
|- Location: Temple of Lightning |- Location: Temple of Ice |
|- HP: 24000        |- HP: 18000        |
|- TP: 240          |- TP: 600          |
|- ATK: 950         |- ATK: 1020        |
|- DEF: 180         |- DEF: 205         |
|- XP: 3580         |- XP: 5120        |
|- Gald: 2800       |- Gald: 5800       |
|- Items dropped: Emerald Ring (AC) |- Items dropped: Spirit Symbol (AC) |
|- Steal: None      |- Steal: None      |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: Lightning |   - AA: None      |
|   - Weak: None    |   - Weak: Fire    |
|   - Strong: Lightning |   - Strong: Water, Ice |
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|ENEMY: Luna          |ENEMY: Aska          |
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|                    |                    |
|- No.: 201          |- No.: 202          |
|- Location: Tower of Mana  |- Location: Tower of Mana  |
|- HP: 18000         |- HP: 19650         |
|- TP: 720           |- TP: 600           |
|- ATK: 1120        |- ATK: 1120        |
|- DEF: 292         |- DEF: 245         |
|- XP: 3250         |- XP: 3480         |
|- Gald: 4800       |- Gald: 2800       |
|- Items dropped: Moonstone (AC)  |- Items dropped: Rare Pellets (TL)  |
|- Steal: None      |- Steal: None      |
| - Elemental Info.:  | - Elemental Info.:  |
|   - AA: None       |   - AA: Light      |
|   - Weak: None     |   - Weak: None     |
|   - Strong: Light  |   - Strong: All, except Darkness  |
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|ENEMY: Shadow       |ENEMY: Maxwell       |
+-----+-----|
|                    |                    |
|- No.: 203          |- No.: 204          |
|- Location: Temple of Darkness  |- Location: Exire      |
|- HP: 30000        |- HP: 60000        |
|- TP: 800          |- TP: 800          |
|- ATK: 1520        |- ATK: 1550        |
|- DEF: 232         |- DEF: 370         |
|- XP: 6320        |- XP: 10800        |
|- Gald: 4500       |- Gald: 8250       |
|- Items dropped: Dark Seal (AC)  |- Items dropped: Spirit Robe (AB)  |
|- Steal: None      |- Steal: None      |
| - Elemental Info.:  | - Elemental Info.:  |
|   - AA: None       |   - AA: None       |
|   - Weak: None     |   - Weak: None     |
|   - Strong: Darkness  |   - Strong: None   |
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+-----+-----|
|ENEMY: Origin       |ENEMY: Saphie        |
+-----+-----|
|                    |                    |
|- No.: 205          |- No.: 206          |
|- Location: Torent Forest  |- Location: Balacruf Mausoleum  |
|- HP: 40000        |- HP: 7320         |
|- TP: 800          |- TP: 220          |
|- ATK: 1450        |- ATK: 713         |
|- DEF: 350         |- DEF: 81          |
|- XP: 10240       |- XP: 880          |
|- Gald: 9870       |- Gald: 320        |
|- Items dropped: Reflect Ring (AC)  |- Items dropped: Savory (TL)  |
|- Steal: None      |- Steal: None      |
| - Elemental Info.:  | - Elemental Info.:  |
|   - AA: None       |   - AA: None       |
|   - Weak: None     |   - Weak: None     |
|   - Strong: None   |   - Strong: Wind   |
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|ENEMY: Yutis      |ENEMY: Fairress  |
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|                |                |
|- No.: 207       |- No.: 208       |
|- Location: Balacruf Mausoleum | Location: Balacruf Mausoleum |
|- HP: 6480       |- HP: 6190       |
|- TP: 80         |- TP: 250        |
|- ATK: 699       |- ATK: 738       |
|- DEF: 76        |- DEF: 84        |
|- XP: 770        |- XP: 690        |
|- Gald: 290      |- Gald: 285      |
|- Items dropped: Sage (TL)    |- Items dropped: Saffron (TL)  |
|- Steal: None    |- Steal: None    |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: None    |   - AA: None    |
|   - Weak: None  |   - Weak: None  |
|   - Strong: Wind |   - Strong: Wind |
\~~~~~+~~~~~\

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+-----+-----|
|ENEMY: The Fugitive |ENEMY: The Neglected |
+-----+-----|
|                |                |
|- No.: 209       |- No.: 210       |
|- Location: Welgaia | Location: Welgaia |
|- HP: 20000      |- HP: 20000      |
|- TP: 500        |- TP: 500        |
|- ATK: 1950      |- ATK: 1950      |
|- DEF: 215       |- DEF: 215       |
|- XP: 2800       |- XP: 2800       |
|- Gald: 3200     |- Gald: 3200     |
|- Items dropped: Magic Ring (AC) | Items dropped: Defense Ring (AC) |
|- Steal: None    |- Steal: None    |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: None    |   - AA: None    |
|   - Weak: None  |   - Weak: None  |
|   - Strong: Water, Lightning, Light | - Strong: Fire, Water, Light |
|                 Darkness |                 Darkness |
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+-----+-----|
|ENEMY: The Judged  |ENEMY: Defense System |
+-----+-----|
|                |                |
|- No.: 211       |- No.: 212       |
|- Location: Welgaia | Location: Toize Valley Mine |
|- HP: 20000      |- HP: 12000      |
|- TP: 500        |- TP: 100        |
|- ATK: 1950      |- ATK: 800       |
|- DEF: 215       |- DEF: 240       |
|- XP: 2800       |- XP: 2350       |
|- Gald: 3200     |- Gald: 0        |
|- Items dropped: Attack Ring (AC) | Items dropped: Metal Sphere (TL) |
|- Steal: None    |- Steal: None    |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: None    |   - AA: None    |
|   - Weak: None  |   - Weak: None  |
|- Strong: Wind, Earth, Light, Darkness | - Strong: None |

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+-----+-----|
|ENEMY: Orbit      |ENEMY: Guard Arm  |
+-----+-----|
|                |                |
|- No.: 213       |- No.: 214       |
|- Location: Toize Valley Mine |- Location: Toize Valley Mine |
|- HP: 3000       |- HP: 8000       |
|- TP: 500        |- TP: 0          |
|- ATK: 650       |- ATK: 900       |
|- DEF: 100       |- DEF: 20        |
|- XP: 180        |- XP: 150       |
|- Gald: 800      |- Gald: 0        |
|- Items dropped: None |- Items dropped: Mythrill (TL) |
|- Steal: None    |- Steal: None    |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: None     |   - AA: None     |
|   - Weak: None   |   - Weak: None   |
|   - Strong: None |   - Strong: None |
\~~~~~+~~~~~/
/~~~~~+~~~~~\
+-----+-----|
|ENEMY: Auto Repair Unit |ENEMY: Kratos Aurion |
+-----+-----|
|                |                |
|- No.: 215       |- No.: 216       |
|- Location: Toize Valley Mine |- Location: Tower of Salvation |
|                                     | (Sylvarant) |
|- HP: 5500       |- HP: 22500      |
|- TP: 0          |- TP: 1500       |
|- ATK: 0         |- ATK: 750       |
|- DEF: 100       |- DEF: 150       |
|- XP: 1000       |- XP: 3280       |
|- Gald: 0        |- Gald: 2900     |
|- Items dropped: None |- Items dropped: EX Gem Lv3 (TL) |
|                                     | Life Bottle (TL) |
|- Steal: None    |- Steal: None    |
| - Elemental Info.: | - Elemental Info.: |
|   - AA: None     |   - AA: None     |
|   - Weak: None   |   - Weak: None   |
|   - Strong: None |   - Strong: Light |
\~~~~~+~~~~~/
/~~~~~+~~~~~\
+-----+-----|
|ENEMY: Magnius      |ENEMY: Kvar       |
+-----+-----|
|                |                |
|- No.: 217       |- No.: 218       |
|- Location: Palmacosta Human Ranch |- Location: Asgard Human Ranch |
|- HP: 8500       |- HP: 10000      |
|- TP: 120        |- TP: 340        |
|- ATK: 450       |- ATK: 410       |
|- DEF: 65        |- DEF: 65        |
|- XP: 675        |- XP: 1680       |
|- Gald: 1700     |- Gald: 1500     |
|- Items dropped: Warrior Symbol (AC) |- Items dropped: Holy Ring (AC) |
|                                     | EX Gem Lv1 (TL) |
|- Steal: None    |- Steal: None    |
| - Elemental Info.: | - Elemental Info.: |

```



|         |                                   |  |                                   |  |
|---------|-----------------------------------|--|-----------------------------------|--|
|         | - AA: None                        |  | - AA: None                        |  |
|         | - Weak: None                      |  | - Weak: None                      |  |
|         | - Strong: Fire                    |  | - Strong: Lightning               |  |
| \~~~~~+ |                                   |  |                                   |  |
| /~~~~~\ |                                   |  |                                   |  |
| +-----  |                                   |  |                                   |  |
|         | ENEMY: Energy Stone               |  | ENEMY: Vidarr                     |  |
| +-----  |                                   |  |                                   |  |
|         |                                   |  |                                   |  |
|         | - No.: 219                        |  | - No.: 220                        |  |
|         | - Location: Asgard Human Ranch    |  | - Location: Near Iselia           |  |
|         | - HP: 5500                        |  | - HP: 4000                        |  |
|         | - TP: 100                         |  | - TP: 30                          |  |
|         | - ATK: 350                        |  | - ATK: 210                        |  |
|         | - DEF: 20                         |  | - DEF: 21                         |  |
|         | - XP: 300                         |  | - XP: 115                         |  |
|         | - Gald: 765                       |  | - Gald: 25                        |  |
|         | - Items dropped: None             |  | - Items dropped: Life Bottle (TL) |  |
|         | - Steal: None                     |  | - Steal: None                     |  |
|         | - Elemental Info.:                |  | - Elemental Info.:                |  |
|         | - AA: None                        |  | - AA: None                        |  |
|         | - Weak: None                      |  | - Weak: None                      |  |
|         | - Strong: All elements            |  | - Strong: None                    |  |
| \~~~~~+ |                                   |  |                                   |  |
| /~~~~~\ |                                   |  |                                   |  |
| +-----  |                                   |  |                                   |  |
|         | ENEMY: Forcystus                  |  | ENEMY: Exbone                     |  |
| +-----  |                                   |  |                                   |  |
|         |                                   |  |                                   |  |
|         | - No.: 221                        |  | - No.: 222                        |  |
|         | - Location: Iselia Human Ranch    |  | - Location: Iselia Human Ranch    |  |
|         | - HP: 20000                       |  | - HP: 6000                        |  |
|         | - TP: 400                         |  | - TP: 320                         |  |
|         | - ATK: 1200                       |  | - ATK: 1000                       |  |
|         | - DEF: 300                        |  | - DEF: 250                        |  |
|         | - XP: 7100                        |  | - XP: 0                           |  |
|         | - Gald: 5800                      |  | - Gald: 0                         |  |
|         | - Items dropped: Faerie Ring (AC) |  | - Items dropped: None             |  |
|         | - Steal: None                     |  | - Steal: None                     |  |
|         | - Elemental Info.:                |  | - Elemental Info.:                |  |
|         | - AA: None                        |  | - AA: None                        |  |
|         | - Weak: None                      |  | - Weak: None                      |  |
|         | - Strong: Wind                    |  | - Strong: Wind                    |  |
| \~~~~~+ |                                   |  |                                   |  |
| /~~~~~\ |                                   |  |                                   |  |
| +-----  |                                   |  |                                   |  |
|         | ENEMY: Pronyma                    |  | ENEMY: Pronyma                    |  |
| +-----  |                                   |  |                                   |  |
|         |                                   |  |                                   |  |
|         | - No.: 223                        |  | - No.: 224                        |  |
|         | - Location: Fooji Mountains       |  | - Location: Tower of Salvation    |  |
|         |                                   |  | (Tethe'alla)                      |  |
|         | - HP: 18000                       |  | - HP: 32000                       |  |
|         | - TP: 750                         |  | - TP: 850                         |  |
|         | - ATK: 1150                       |  | - ATK: 1720                       |  |
|         | - DEF: 150                        |  | - DEF: 350                        |  |
|         | - XP: 3000                        |  | - XP: 7000                        |  |
|         | - Gald: 1500                      |  | - Gald: 4800                      |  |
|         | - Items dropped: Rosemary (TL)    |  | - Items dropped: Red Savory (TL)  |  |
|         | EX Gem Lv2 (TL)                   |  |                                   |  |

|                                   |                                   |
|-----------------------------------|-----------------------------------|
| - Steal: None                     | - Steal: None                     |
| - Elemental Info.:                | - Elemental Info.:                |
| - AA: None                        | - AA: None                        |
| - Weak: Light                     | - Weak: Light                     |
| - Strong: Darkness                | - Strong: Darkness                |
| \~~~~~+~~~~~/                     |                                   |
| /~~~~~+~~~~~\                     |                                   |
| +-----                            | +-----                            |
| ENEMY: Clumsy Assassin            | ENEMY: Resolute Assassin          |
| +-----                            | +-----                            |
|                                   |                                   |
| - No.: 225                        | - No.: 226                        |
| - Location: Ossa Trail            | - Location: Balacruf Mausoleum    |
| - HP: 1800                        | - HP: 4500                        |
| - TP: 131                         | - TP: 164                         |
| - ATK: 247                        | - ATK: 500                        |
| - DEF: 48                         | - DEF: 62                         |
| - XP: 200                         | - XP: 300                         |
| - Gald: 128                       | - Gald: 450                       |
| - Items dropped: Holy Bottle (TL) | - Items dropped: Dark Bottle (TL) |
| - Steal: None                     | - Steal: None                     |
| - Elemental Info.:                | - Elemental Info.:                |
| - AA: None                        | - AA: None                        |
| - Weak: None                      | - Weak: None                      |
| - Strong: None                    | - Strong: None                    |
| \~~~~~+~~~~~/                     |                                   |
| /~~~~~+~~~~~\                     |                                   |
| +-----                            | +-----                            |
| ENEMY: Convict                    | ENEMY: Kuchinawa                  |
| +-----                            | +-----                            |
|                                   |                                   |
| - No.: 227                        | - No.: 228                        |
| - Location: Gaoracchia Forest     | - Location: Mizuho Village        |
| - HP: 12000                       | - HP: 10000                       |
| - TP: 320                         | - TP: 60                          |
| - ATK: 800                        | - ATK: 800                        |
| - DEF: 120                        | - DEF: 125                        |
| - XP: 2250                        | - XP: 4800                        |
| - Gald: 1500                      | - Gald: 4860                      |
| - Items dropped: Elixir (TL)      | - Items dropped: Asura (WP)       |
| - Steal: None                     | - Steal: None                     |
| - Elemental Info.:                | - Elemental Info.:                |
| - AA: None                        | - AA: None                        |
| - Weak: None                      | - Weak: None                      |
| - Strong: None                    | - Strong: None                    |
| \~~~~~+~~~~~/                     |                                   |
| /~~~~~+~~~~~\                     |                                   |
| +-----                            | +-----                            |
| ENEMY: Botta                      | ENEMY: Botta                      |
| +-----                            | +-----                            |
|                                   |                                   |
| - No.: 229                        | - No.: 230                        |
|                                   |                                   |
| - Location: Sylvarant Base        | - Location: Tethe'alla Base       |
| - HP: 4200                        | - HP: 12000                       |
| - TP: 224                         | - TP: 580                         |
| - ATK: 205                        | - ATK: 780                        |
| - DEF: 35                         | - DEF: 205                        |
| - XP: 475                         | - XP: 1680                        |
| - Gald: 1500                      | - Gald: 2800                      |

|                                    |                       |  |
|------------------------------------|-----------------------|--|
| - Items dropped: Poison Charm (AC) | - Items dropped: None |  |
| - Steal: Yellow Quartz (TL)        | - Steal: None         |  |
| - Elemental Info.:                 | - Elemental Info.:    |  |
| - AA: None                         | - AA: None            |  |
| - Weak: None                       | - Weak: None          |  |
| - Strong: None                     | - Strong: Earth       |  |

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|                                   |                                 |  |
|-----------------------------------|---------------------------------|--|
| ENEMY: Seles                      | ENEMY: Garr                     |  |
| +-----+-----                      |                                 |  |
|                                   |                                 |  |
| - No.: 231                        | - No.: 232                      |  |
| - Location: Near Meltokio         | - Location: Near Meltokio       |  |
| - HP: 12000                       | - HP: 20000                     |  |
| - TP: 800                         | - TP: 150                       |  |
| - ATK: 1300                       | - ATK: 1650                     |  |
| - DEF: 420                        | - DEF: 450                      |  |
| - XP: 8960                        | - XP: 3200                      |  |
| - Gald: 12000                     | - Gald: 4800                    |  |
| - Items dropped: Last Fencer (WP) | - Items dropped: Mumbane (AB)   |  |
| - Elemental Circlet (AH)          |                                 |  |
| - Steal: None                     | - Steal: None                   |  |
| - Elemental Info.:                | - Elemental Info.:              |  |
| - AA: None                        | - AA: None                      |  |
| - Weak: None                      | - Weak: None                    |  |
| - Strong: Water, Wind, Fire       | - Strong: Earth, Lightning, Ice |  |
| - Earth                           | - Darkness                      |  |

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|                                  |                                    |  |
|----------------------------------|------------------------------------|--|
| ENEMY: Farah Oersted             | ENEMY: Meredy                      |  |
| +-----+-----                     |                                    |  |
|                                  |                                    |  |
| - No.: 233                       | - No.: 234                         |  |
| - Location: Near Meltokio        | - Location: Near Meltokio          |  |
| - HP: 20000                      | - HP: 16000                        |  |
| - TP: 150                        | - TP: 1450                         |  |
| - ATK: 1705                      | - ATK: 800                         |  |
| - DEF: 455                       | - DEF: 390                         |  |
| - XP: 3300                       | - XP: 2100                         |  |
| - Gald: 2800                     | - Gald: 2800                       |  |
| - Items dropped: Star Cloak (AB) | - Items dropped: Krona Symbol (AC) |  |
| - Steal: None                    | - Steal: None                      |  |
| - Elemental Info.:               | - Elemental Info.:                 |  |
| - AA: None                       | - AA: None                         |  |
| - Weak: None                     | - Weak: None                       |  |
| - Strong: Fire                   | - Strong: None                     |  |

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|                                |                                |  |
|--------------------------------|--------------------------------|--|
| ENEMY: Abyssion                | ENEMY: Zelos Wilder            |  |
| +-----+-----                   |                                |  |
|                                |                                |  |
| - No.: 235                     | - No.: 236                     |  |
| - Location: Temple of Darkness | - Location: Tower of Salvation |  |
|                                | - (Tethe'alla)                 |  |
| - HP: 120000                   | - HP: 28000                    |  |
| - TP: 8200                     | - TP: 1200                     |  |
| - ATK: 2250                    | - ATK: 1150                    |  |

|                                      |                                     |
|--------------------------------------|-------------------------------------|
| - DEF: 425                           | - DEF: 365                          |
| - XP: 8000                           | - XP: 9300                          |
| - Gald: 6800                         | - Gald: 9800                        |
| - Items dropped: Hyper Gauntlet (AA) | - Items dropped: Mystic Symbol (AA) |
| Jet Boots (AC)                       |                                     |
| - Steal: None                        | - Steal: None                       |
| - Elemental Info.:                   | - Elemental Info.:                  |
| - AA: None                           | - AA: None                          |
| - Weak: None                         | - Weak: None                        |
| - Strong: None                       | - Strong: Lightning, Light          |

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|                                |                                |
|--------------------------------|--------------------------------|
| +-----                         | +-----                         |
| ENEMY: Yggdrasill              | ENEMY: Yggdrasill              |
| +-----                         | +-----                         |
|                                |                                |
| - No.: 237                     | - No.: 238                     |
| - Location: Tower of Salvation | - Location: Tower of Salvation |
| (Sylvarant)                    | (Tethe'alla)                   |
| - HP: 40000                    | - HP: 40000                    |
| - TP: 3000                     | - TP: 3000                     |
| - ATK: 1800                    | - ATK: 1800                    |
| - DEF: 350                     | - DEF: 350                     |
| - XP: 3000                     | - XP: 3000                     |
| - Gald: 0                      | - Gald: 0                      |
| - Items dropped: None          | - Items dropped: None          |
| - Steal: None                  | - Steal: None                  |
| - Elemental Info.:             | - Elemental Info.:             |
| - AA: None                     | - AA: None                     |
| - Weak: Darkness               | - Weak: Darkness               |
| - Strong: Light                | - Strong: Light                |

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|                                  |                       |
|----------------------------------|-----------------------|
| +-----                           | +-----                |
| ENEMY: Yggdrasill                | ENEMY: Mithos         |
| +-----                           | +-----                |
|                                  |                       |
| - No.: 239                       | - No.: 240            |
| - Location: Tower of Salvation   | - Location: Vinheim   |
| (Tethe'alla)                     |                       |
| - HP: 40000                      | - HP: 55000           |
| - TP: 3000                       | - TP: 5000            |
| - ATK: 1800                      | - ATK: 2000           |
| - DEF: 380                       | - DEF: 410            |
| - XP: 8320                       | - XP: 8280            |
| - Gald: 4800                     | - Gald: 1690          |
| - Items dropped: EX Gem Lv4 (TL) | - Items dropped: None |
| Energy Tablets (TL)              |                       |
| - Steal: None                    | - Steal: None         |
| - Elemental Info.:               | - Elemental Info.:    |
| - AA: None                       | - AA: None            |
| - Weak: Darkness                 | - Weak: None          |
| - Strong: Light                  | - Strong: Light       |

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|               |                      |
|---------------|----------------------|
| +-----        | +-----               |
| ENEMY: Mithos | ENEMY: Kratos Aurion |
| +-----        | +-----               |
|               |                      |
| - No.: 241    | - No.: 242           |

|                                  |                                     |
|----------------------------------|-------------------------------------|
| - Location: Vinheim              | - Location: Tower of Salvation      |
|                                  | (Tethe'alla)                        |
| - HP: 60000                      | - HP: 25000                         |
| - TP: 1500                       | - TP: 980                           |
| - ATK: 2150                      | - ATK: 1200                         |
| - DEF: 265                       | - DEF: 400                          |
| - XP: 0                          | - XP: 7600                          |
| - Gald: 0                        | - Gald: 4800                        |
| - Items dropped: EX Gem Max (TL) | - Items dropped: EX Gem Lv4 (TL)    |
|                                  | Energy Tablets (TL)                 |
| - Steal: EX Gem Max (TL)         | - Steal: None                       |
| - Elemental Info.:               | - Elemental Info.:                  |
| - AA: None                       | - AA: None                          |
| - Weak: None                     | - Weak: None                        |
| - Strong: All elements           | - Strong: Lightning, Light          |
| \~~~~~+~~~~~/                    |                                     |
| /~~~~~+~~~~~/                    |                                     |
| +-----                           | +-----                              |
| ENEMY: Kratos Aurion             | ENEMY: Yuan                         |
| +-----                           | +-----                              |
|                                  |                                     |
| - No.: 243                       | - No.: 244                          |
| - Location: Torent Forest        | - Location: Tethe'alla Base         |
| - HP: 12000                      | - HP: 16000                         |
| - TP: 1400                       | - TP: 652                           |
| - ATK: 1050                      | - ATK: 900                          |
| - DEF: 320                       | - DEF: 215                          |
| - XP: 9990                       | - XP: 4890                          |
| - Gald: 5520                     | - Gald: 3150                        |
| - Items dropped: None            | - Items dropped: EX Gem Lv4 (TL)    |
| - Steal: None                    | - Steal: None                       |
| - Elemental Info.:               | - Elemental Info.:                  |
| - AA: None                       | - AA: None                          |
| - Weak: None                     | - Weak: None                        |
| - Strong: Lightning, Light       | - Strong: Lightning                 |
| \~~~~~+~~~~~/                    |                                     |
| /~~~~~+~~~~~/                    |                                     |
| +-----                           | +-----                              |
| ENEMY: Remiel                    | ENEMY: Gatekeeper                   |
| +-----                           | +-----                              |
|                                  |                                     |
| - No.: 245                       | - No.: 246                          |
| - Location: Tower of Salvation   | - Location: Tower of Salvation      |
| (Sylvarant)                      | (Tethe'alla)                        |
| - HP: 16000                      | - HP: 18000                         |
| - TP: 258                        | - TP: 800                           |
| - ATK: 530                       | - ATK: 1180                         |
| - DEF: 112                       | - DEF: 210                          |
| - XP: 2795                       | - XP: 8880                          |
| - Gald: 1840                     | - Gald: 8970                        |
| - Items dropped: EX Gem Lv1 (TL) | - Items dropped: Mystic Symbol (AC) |
| Rune Bottle (TL)                 |                                     |
| - Steal: None                    | - Steal: None                       |
| - Elemental Info.:               | - Elemental Info.:                  |
| - AA: None                       | - AA: None                          |
| - Weak: None                     | - Weak: None                        |
| - Strong: Light                  | - Strong: Light                     |
| \~~~~~+~~~~~/                    |                                     |
| /~~~~~+~~~~~/                    |                                     |
| +-----                           | +-----                              |

|                                    |                                 |
|------------------------------------|---------------------------------|
| ENEMY: Plantix                     | ENEMY: Dark Spear               |
| +-----                             | +-----                          |
|                                    |                                 |
| - No.: 247                         | - No.: 248                      |
| - Location: Latheon Gorge          | - Location: Derris-Kharlan      |
| - HP: 36000                        | - HP: 9540                      |
| - TP: 250                          | - TP: 200                       |
| - ATK: 1300                        | - ATK: 1150                     |
| - DEF: 310                         | - DEF: 112                      |
| - XP: 7500                         | - XP: 270                       |
| - Gald: 1250                       | - Gald: 381                     |
| - Items dropped: Blue Sephira (AC) | - Items dropped: Lemon Gel (TL) |
|                                    | Black Quartz (TL)               |
| - Steal: None                      | - Steal: None                   |
| - Elemental Info.:                 | - Elemental Info.:              |
| - AA: None                         | - AA: None                      |
| - Weak: Fire                       | - Weak: None                    |
| - Strong: Earth                    | - Strong: None                  |

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|                                     |                                   |
|-------------------------------------|-----------------------------------|
| +-----                              | +-----                            |
| ENEMY: Dark Sword                   | ENEMY: Dark Commander             |
| +-----                              | +-----                            |
|                                     |                                   |
| - No.: 249                          | - No.: 250                        |
| - Location: Derris-Kharlan          | - Location: Derris-Kharlan        |
| - HP: 8930                          | - HP: 7890                        |
| - TP: 180                           | - TP: 480                         |
| - ATK: 1280                         | - ATK: 1120                       |
| - DEF: 115                          | - DEF: 116                        |
| - XP: 283                           | - XP: 235                         |
| - Gald: 210                         | - Gald: 410                       |
| - Items dropped: Pineapple Gel (TL) | - Items dropped: Miracle Gel (TL) |
|                                     | Black Quartz (TL)                 |
| - Steal: None                       | - Steal: None                     |
| - Elemental Info.:                  | - Elemental Info.:                |
| - AA: None                          | - AA: None                        |
| - Weak: None                        | - Weak: None                      |
| - Strong: None                      | - Strong: None                    |

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|                                   |                   |
|-----------------------------------|-------------------|
| +-----                            |                   |
| ENEMY: Dark Archer                |                   |
| +-----                            |                   |
|                                   |                   |
| - No.: 251                        |                   |
| - Location: Derris-Kharlan        |                   |
| - HP: 8400                        |                   |
| - TP: 250                         |                   |
| - ATK: 1130                       |                   |
| - DEF: 95                         |                   |
| - XP: 257                         |                   |
| - Gald: 358                       |                   |
| - Items dropped: Life Bottle (TL) |                   |
|                                   | Black Quartz (TL) |
| - Steal: None                     |                   |
| - Elemental Info.:                |                   |
| - AA: None                        |                   |
| - Weak: None                      |                   |
| - Strong: None                    |                   |
| o-----o                           |                   |

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)( 14] Collector's Book ( ) s1400 )(
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=====
----- 14.1] Tools ~~~~~ s1401 -----
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\ Gels \
O-----O
/      Name      |      Description      |
=====|=====|
| Apple Gel      | A gelatin-based medication. Restores 30% of Max HP |
|-----|-----|
| Lemon Gel      | A gelatin-based medication. Restores 60% of Max HP |
|-----|-----|
| Melange Gel    | A gelatin-based medication. Restores 30% of Max HP |
|               | and TP |
|-----|-----|
| Miracle Gel    | A gelatin-based medication. Restores 60% of Max HP |
|               | and TP |
|-----|-----|
| Orange Gel     | A gelatin-based medication. Restores 30% of Max TP |
|-----|-----|
| Pineapple Gel  | A gelatin-based medication. Restores 60% of Max TP |
|-----|-----|

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\ Medicine \
O-----O
/      Name      |      Description      |
=====|=====|
| Elixir         | A mysterious potion. Restores 100% of Max HP and TP |
|-----|-----|
| Energy Tablets | Restores 30% of Max HP for all party members |
|-----|-----|
| Spirit Bottle  | Restores 30% of Max TP for all party members |
|-----|-----|

```

```

\ Bottles (outside of battle [except for Life, Miracle and Panacea Bottles, \
\      which can also be used in battle]) \
O-----O
/      Name      |      Description      |
=====|=====|
| Dark Bottle    | A bottle sealed with darkness. Temporarily increases |
|               | enemy encounter rate |
|-----|-----|
| Holy Bottle    | A bottle sealed with light. Temporarily reduces enemy |
|               | encounter rate |
|-----|-----|
| Life Bottle    | Water of life. Revives a KO'd ally |
|-----|-----|
| Miracle Bottle | A miracle in a bottle. Cures all Status Effects |
|               | except KO |

```

|                |                                                                       |
|----------------|-----------------------------------------------------------------------|
| Panacea Bottle | A panacea. Cures Poison, Deadly Poison, Paralysis, Petrify, and Curse |
| Rune Bottle    | A special potion that can transform other items                       |

\ Herbs \

| Name          | Description                                 |
|---------------|---------------------------------------------|
| Bellebane     | A special herb that increases Defense by 1  |
| Lavender      | A special herb that increases Strength by 1 |
| Red Bellebane | A special herb that increases Defense by 3  |
| Red Lavender  | A special herb that increases Strength by 3 |
| Red Rosemary  | A special herb that increases Accuracy by 3 |
| Red Saffron   | A special herb that increases Evasion by 3  |
| Red Sage      | A special herb that increases Max HP by 10% |
| Red Savory    | A special herb that increases Max TP by 10% |
| Rosemary      | A special herb that increases Accuracy by 1 |
| Saffron       | A special herb that increases Evasion by 1  |
| Sage          | A special herb that increases Max HP by 5%  |
| Savory        | A special herb that increases Max TP by 5%  |

\ Gems \

| Name       | Description                                               |
|------------|-----------------------------------------------------------|
| EX Gem Lv1 | A mysterious jewel. Enables Lv. 1 EX Skills               |
| EX Gem Lv2 | A mysterious jewel. Enables Lv. 2 EX Skills               |
| EX Gem Lv3 | A mysterious jewel. Enables Lv. 3 EX Skills               |
| EX Gem Lv4 | A mysterious jewel. Enables Lv. 4 EX Skills               |
| EX Gem Max | An amazing jewel. Enables all EX Skills                   |
| Memory Gem | A mysterious gem. Removes the seal on a hidden save point |

\ Bottles (for inside battles) \

| Name | Description |
|------|-------------|
|------|-------------|



|                   |                                                               |
|-------------------|---------------------------------------------------------------|
| Acuity Bottle     | Temporarily increases Accuracy by 10%                         |
| Anti-Magic Bottle | Counteracts Magical Ailments during battle                    |
| Flanair Bottle    | Temporarily increases Attack by 10%                           |
| Flare Bottle      | Temporarily increases Attack by 10%                           |
| Guard Bottle      | Temporarily increases Defense by 10%                          |
| Mizuho Potion     | Protects against Magical Ailments, but reduces Attack by 20%  |
| Palma Potion      | Protects against Physical Ailments, but reduces Attack by 20% |
| Shell Bottle      | Protects against Magical Ailments, but reduces Attack by 20%  |
| Syrup Bottle      | Protects against Physical Ailments, but reduces Attack by 20% |

#### \ Quartz \

| Name          | Description                                                             |
|---------------|-------------------------------------------------------------------------|
| Aqua Quartz   | A mysterious stone. Temporarily adds the power of water to a weapon     |
| Black Quartz  | A mysterious stone. Temporarily adds the power of darkness to a weapon  |
| Blue Quartz   | A mysterious stone. Temporarily adds the power of ice to a weapon       |
| Green Quartz  | A mysterious stone. Temporarily adds the power of wind to a weapon      |
| Purple Quartz | A mysterious stone. Temporarily adds the power of lightning to a weapon |
| Red Quartz    | A mysterious stone. Temporarily adds the power of fire to a weapon      |
| White Quartz  | A mysterious stone. Temporarily adds the power of light to a weapon     |
| Yellow Quartz | A mysterious stone. Temporarily adds the power of earth to a weapon     |

#### \ Battle Items \

| Name       | Description                                          |
|------------|------------------------------------------------------|
| All-Divide | Reduces all dmg. inflicted on all allies and enemies |

|            |                                                            |
|------------|------------------------------------------------------------|
|            | during battle by 50%                                       |
| Hourglass  | Temporarily freezes the enemy during battle                |
| Magic Lens | Mysterious lens that can scan an enemy's HP and attributes |

| \ Trade \      |                                                                               |
|----------------|-------------------------------------------------------------------------------|
| O-----O        |                                                                               |
| / Name         | Description                                                                   |
| Beast Fang     | Carried by travelers as a lucky charm                                         |
| Beast Hide     | Monster fur that's quite popular among wealthy ladies                         |
| Black Silver   | Shining black silver. Harder and more expensive than regular and white silver |
| Brass          | A metal less likely to rust than iron                                         |
| Fine Pellets   | Material for making a Lv. 2 figurine                                          |
| Magical Cloth  | A cloth made of unknown material... or is it even cloth?                      |
| Mermaid's Tear | An object that shines like a pearl. Used as a magic catalyst                  |
| Metal Sphere   | Looks extremely similar to an Exsphere, but smaller                           |
| Mystic Herb    | An herb used as a magical catalyst                                            |
| Mythril        | A mysterious metal. Contains strong magical power                             |
| Pellets        | Material for making a Lv. 1 figurine                                          |
| Rare Pellets   | Material for making a Lv. 4 figurine                                          |
| Super Pellets  | Material for making a Lv. 3 figurine                                          |
| White Silver   | Shining white silver. Harder and more expensive than regular silver           |

-----  
 ===== 14.2] Weapons ~~~~~ s1402 =====  
 -----

| \ Twin Blades [Equipable to: Lloyd] \ |                                                    |     |     |     |     |     |     |      |      |  |
|---------------------------------------|----------------------------------------------------|-----|-----|-----|-----|-----|-----|------|------|--|
| O-----O                               |                                                    |     |     |     |     |     |     |      |      |  |
| / Name                                | SLA                                                | THR | DEF | INT | ACC | EVA | LCK | EDEF | EATK |  |
| Angel's Tear                          | 750                                                | 730 | --- | --- | --- | --- | --- | ---- | ---- |  |
|                                       | Location: Flanoir (shop), TC in Torent Forest      |     |     |     |     |     |     |      |      |  |
|                                       | Description: "A sword that conjures an image of an |     |     |     |     |     |     |      |      |  |

|                 |     |     |     |     |     |     |     |      |      | angel's tear."                                                                                                                                             |
|-----------------|-----|-----|-----|-----|-----|-----|-----|------|------|------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Defenser        | 500 | 495 | 15  | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: Altamira (shop), TC in Temple of Ice<br>Description: "A sword used for both offense and defense."                                                |
| Dragon Tooth    | 440 | 470 | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: Flanoir (first visit) (shop), TC in Tethe'alla Base<br>Description: "A long sword made from a dragon's tooth."<br>Added dmg. to Dragons          |
| Elemental Brand | 530 | 510 | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: Altamira (shop)<br>Description: "A brand with five elemental laws inscribed on its blade."                                                       |
| Knight's Saber  | 100 | 90  | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: Triet (shop)<br>Description: "A saber crafted for use by the King's knights."                                                                    |
| Kotetsu         | 350 | 320 | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: Sybak (shop), Mizuho (Synthesize Shop)<br>Description: "An excellent blade made by a legendary craftsman of the same name."                      |
| Kusanagi Blade  | 930 | 850 | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: After defeating Sword Dancer #3<br>Description: "A weapon used by the eastern gods to defeat evil spirits."<br>Added dmg. to undead              |
| Masamune        | 190 | 165 | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: Asgard (shop)<br>Description: "A very sharp blade. Nicknamed "Gauntlet Cutter."                                                                  |
| Material Blade  | 820 | 820 | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: Receive from Dirk and Kratos after choosing between Kratos and Zelos.<br>Description: "A weapon composed of a blade of fire and a blade of ice." |
| Mumei           | 115 | 100 | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |
|                 |     |     |     |     |     |     |     |      |      | Location: TC in Triet Ruins<br>Description: "A very sharp sword. It's forger if unknown."                                                                  |
| Muramasa        | 590 | 560 | --- | --- | --- | --- | --- | ---- | ---- |                                                                                                                                                            |

|               |  |                                                                        |     |     |     |     |     |     |      |      |
|---------------|--|------------------------------------------------------------------------|-----|-----|-----|-----|-----|-----|------|------|
|               |  | Location: TC in Iselia Human Ranch                                     |     |     |     |     |     |     |      |      |
|               |  | Description: "A blade so sharp that enemies don't feel the blow."      |     |     |     |     |     |     |      |      |
| Nebilim       |  | ---                                                                    | --- | --- | --- | --- | -20 | -20 | ---- | ---- |
|               |  | Location: Flanoir                                                      |     |     |     |     |     |     |      |      |
|               |  | Description: "A cursed weapon, It's background is a mystery."          |     |     |     |     |     |     |      |      |
|               |  | ATK increased depending on number of enemies killed                    |     |     |     |     |     |     |      |      |
| Nimble Rapier |  | 265                                                                    | 295 | --- | --- | --- | --- | --- | ---- | ---- |
|               |  | Location: Hima (Synthesize Shop), Meltokio (shop)                      |     |     |     |     |     |     |      |      |
|               |  | Description: "A thin sword. Can slice like the wind."                  |     |     |     |     |     |     |      |      |
| Ninja Sword   |  | 860                                                                    | 820 | --- | --- | --- | --- | --- | ---- | DARK |
|               |  | Location: TC in Vinheim                                                |     |     |     |     |     |     |      |      |
|               |  | Description: "A sword once held by a legendary female ninja."          |     |     |     |     |     |     |      |      |
| Ogre Sword    |  | 320                                                                    | 300 | --- | --- | --- | --- | --- | ---- | ---- |
|               |  | Location: Meltokio, Sybak (shops)                                      |     |     |     |     |     |     |      |      |
|               |  | Description: "A curved sword crafted and polished to it's very best."  |     |     |     |     |     |     |      |      |
|               |  | Added dmg. to undead                                                   |     |     |     |     |     |     |      |      |
| Osafune       |  | 220                                                                    | 200 | --- | --- | --- | --- | --- | ---- | ---- |
|               |  | Location: Hima (shop)                                                  |     |     |     |     |     |     |      |      |
|               |  | Description: "A fine blade named after an eastern country."            |     |     |     |     |     |     |      |      |
| Paper Fan     |  | 850                                                                    | 750 | --- | --- | 30  | --- | 30  | ---- | ---- |
|               |  | Location: Luin (shop) [after being rebuilt]                            |     |     |     |     |     |     |      |      |
|               |  | Description: "Makes a loud noise when it hits someone."                |     |     |     |     |     |     |      |      |
| Rapier        |  | 130                                                                    | 155 | --- | --- | --- | --- | --- | ---- | ---- |
|               |  | Location: Luin, Palmacosta (shops)                                     |     |     |     |     |     |     |      |      |
|               |  | Description: "A sword designed specifically for thrust attacks."       |     |     |     |     |     |     |      |      |
| Saint Rapier  |  | 410                                                                    | 440 | --- | --- | --- | --- | --- | ---- | LGHT |
|               |  | Location: TC in Toize Valley Mine                                      |     |     |     |     |     |     |      |      |
|               |  | Description: "A holy sword designed specifically for thrust attacks."  |     |     |     |     |     |     |      |      |
| Shiden        |  | 410                                                                    | 380 | --- | --- | --- | --- | --- | ---- | LGTN |
|               |  | Location: Mizuho (shop), Ozette (Synthesize Shop)                      |     |     |     |     |     |     |      |      |
|               |  | Description: "A blade treasured by the noble family of the same name." |     |     |     |     |     |     |      |      |
| Sinclair      |  | 235                                                                    | 265 | --- | --- | --- | --- | --- | ---- | ---- |

|                |                                                                             |     |     |     |     |     |     |      |      |  |
|----------------|-----------------------------------------------------------------------------|-----|-----|-----|-----|-----|-----|------|------|--|
|                | Location: Asgard, Luin (Synthesize Shops)                                   |     |     |     |     |     |     |      |      |  |
|                | Description: "A saber that's refined to be more effective."                 |     |     |     |     |     |     |      |      |  |
| Valkyrie Saber | 850                                                                         | 930 | --- | --- | --- | --- | --- | ---- | ---- |  |
|                | Location: Meltokio's Coliseum                                               |     |     |     |     |     |     |      |      |  |
|                | Description: "A saber with the name of a Valkyrie inscribed on it's blade." |     |     |     |     |     |     |      |      |  |
| Wasier Rapier  | 600                                                                         | 630 | 15  | --- | --- | --- | --- | ---- | ---- |  |
|                | Location: Heimdall (shop)                                                   |     |     |     |     |     |     |      |      |  |
|                | Description: "A rapier that belonged to a renowned lord."                   |     |     |     |     |     |     |      |      |  |
| Wooden Blade   | 70                                                                          | 60  | --- | --- | --- | --- | --- | ---- | ---- |  |
|                | Location: Lloyd's Initial Equipment, Iselia (shop)                          |     |     |     |     |     |     |      |      |  |
|                | Description: "A blade made of wood, but dangerous if swung."                |     |     |     |     |     |     |      |      |  |

\ Daggers [Equipable to: Kratos and Zelos] \

| Name           | ATK                                                                   | DEF | INT | ACC | EVA | LCK | EDEF  | EATK  |  |  |
|----------------|-----------------------------------------------------------------------|-----|-----|-----|-----|-----|-------|-------|--|--|
| Assault Dagger | 410                                                                   | --- | --- | 15  | --- | --- | ----- | WIND  |  |  |
|                | Location: Ozette, Mizuho (Synthesize Shops)                           |     |     |     |     |     |       |       |  |  |
|                | Description: "A sharp dagger that is easy to use."                    |     |     |     |     |     |       |       |  |  |
|                | Added dmg. to beasts                                                  |     |     |     |     |     |       |       |  |  |
| Crystal Dagger | 750                                                                   | --- | --- | 30  | --- | --- | ----- | ----- |  |  |
|                | Location: TC in Torent Forest                                         |     |     |     |     |     |       |       |  |  |
|                | Description: "A beautiful dagger made of mystic metal."               |     |     |     |     |     |       |       |  |  |
|                | Added dmg. to beasts -- Small TP regeneration                         |     |     |     |     |     |       |       |  |  |
| Earth Dagger   | 250                                                                   | --- | --- | 30  | --- | --- | ----- | EARTH |  |  |
|                | Location: Asgard, Luin (Synthesize Shops)                             |     |     |     |     |     |       |       |  |  |
|                | Description: "A short sword with the power of earth."                 |     |     |     |     |     |       |       |  |  |
|                | Added dmg. to beasts                                                  |     |     |     |     |     |       |       |  |  |
| Fafnir         | ---                                                                   | --- | --- | --- | --- | --- | ----- | ----- |  |  |
|                | Location: TC in Gaoracchia Forest                                     |     |     |     |     |     |       |       |  |  |
|                | Description: "A cursed dagger made from the bone of a wicked dragon." |     |     |     |     |     |       |       |  |  |
|                | ATK increased depending on number of enemies killed                   |     |     |     |     |     |       |       |  |  |
| Flame Dagger   | 530                                                                   | --- | --- | 15  | --- | --- | ----- | FIRE  |  |  |
|                | Location: Altamira (shops)                                            |     |     |     |     |     |       |       |  |  |
|                | Description: "A dagger with a corrugated blade shaped like a flame."  |     |     |     |     |     |       |       |  |  |
|                | Added dmg. to beasts                                                  |     |     |     |     |     |       |       |  |  |

|              |                                                                     |     |     |    |     |     |       |       |
|--------------|---------------------------------------------------------------------|-----|-----|----|-----|-----|-------|-------|
| Gladius      | 620                                                                 | --- | --- | 20 | --- | --- | ----- | ----- |
|              | Location: TC in Ymir Forest, Heimdall, Flanoir (shops)              |     |     |    |     |     |       |       |
|              | Description: "A meticulously crafted steel dagger."                 |     |     |    |     |     |       |       |
|              | Added dmg. to beasts                                                |     |     |    |     |     |       |       |
| Hydra Dagger | 220                                                                 | --- | --- | 10 | --- | --- | ----- | WATER |
|              | Location: Asgard (shop), Luin (Synthesize Shop)                     |     |     |    |     |     |       |       |
|              | Description: "A dagger with an extremely sharp crystal blade."      |     |     |    |     |     |       |       |
|              | Added dmg. to beasts                                                |     |     |    |     |     |       |       |
| Stiletto     | 150                                                                 | --- | --- | 10 | --- | --- | ----- | ----- |
|              | Location: Zelos' Initial Equipment, TC in Triet Ruins               |     |     |    |     |     |       |       |
|              | Description: "A blade that is easy to use due to its compact size." |     |     |    |     |     |       |       |
| Toy Dagger   | 700                                                                 | --- | --- | 30 | 80  | -50 | ----- | ----- |
|              | Location: Luin (shop) [after being rebuilt]                         |     |     |    |     |     |       |       |
|              | Description: "It's surprisingly sharp for a plastic pink dagger."   |     |     |    |     |     |       |       |

\ Rings [Equipable to: Colette] \

| Name         | ATK                                                             | DEF | INT | ACC | EVA | LCK | EDEF  | EATK  |
|--------------|-----------------------------------------------------------------|-----|-----|-----|-----|-----|-------|-------|
| Angel's Halo | 850                                                             | --- | --- | --- | --- | --- | ----- | ----- |
|              | Location: Meltokio Coliseum                                     |     |     |     |     |     |       |       |
|              | Description: "A halo which gives mystic power to its user."     |     |     |     |     |     |       |       |
| Chakram      | 68                                                              | --- | --- | --- | --- | --- | ----- | ----- |
|              | Location: Colette's Initial Equipment, Iselia (shop)            |     |     |     |     |     |       |       |
|              | Description: "Designed to return to its owner when thrown."     |     |     |     |     |     |       |       |
| Duel Ring    | 130                                                             | --- | --- | --- | --- | --- | ----- | ----- |
|              | Location: Palmacosta, Luin (shops)                              |     |     |     |     |     |       |       |
|              | Description: "A chakram reinforced for increased durability."   |     |     |     |     |     |       |       |
| Evil Eye     | ---                                                             | --- | --- | --- | --- | --- | ----- | ----- |
|              | Location: Toize Valley Mine                                     |     |     |     |     |     |       |       |
|              | Description: "A cursed weapon. Kills the weak with one glance." |     |     |     |     |     |       |       |
|              | ATK increased depending on number of enemies killed             |     |     |     |     |     |       |       |
| Flying Disk  | 100                                                             | --- | --- | --- | --- | --- | ----- | ----- |

|               |     |                                                                                       |     |     |     |     |       |       |  |
|---------------|-----|---------------------------------------------------------------------------------------|-----|-----|-----|-----|-------|-------|--|
|               |     | Location: Triet (shop)                                                                |     |     |     |     |       |       |  |
|               |     | Description: "A lightweight disk. Great for playing fetch with Noishe."               |     |     |     |     |       |       |  |
| Lunar Ring    | 500 | ---                                                                                   | --- | --- | --- | --- | ----- | ----- |  |
|               |     | Location: Altamira (shops)                                                            |     |     |     |     |       |       |  |
|               |     | Description: "A crescent-shaped weapon. Cuts through the air like a moonbeam."        |     |     |     |     |       |       |  |
| Mystic Ring   | 235 | ---                                                                                   | --- | --- | --- | --- | ----- | ----- |  |
|               |     | Location: Asgard, Luin (Synthesize Shops)                                             |     |     |     |     |       |       |  |
|               |     | Description: "Primarily used as a ceremonial tool, but can also be used as a weapon." |     |     |     |     |       |       |  |
| Mythril Ring  | 350 | ---                                                                                   | --- | --- | --- | --- | ----- | ----- |  |
|               |     | Location: Sybak (shop)                                                                |     |     |     |     |       |       |  |
|               |     | Description: "A chakram made of mythril, a metal with mysterious power."              |     |     |     |     |       |       |  |
| Ray Thrust    | 320 | ---                                                                                   | --- | --- | --- | --- | ----- | LIGHT |  |
|               |     | Location: Meltokio, Sybak (shops)                                                     |     |     |     |     |       |       |  |
|               |     | Description: "A light-bending chakram. Resembles the Air Thrust spell."               |     |     |     |     |       |       |  |
| Shuriken      | 410 | ---                                                                                   | --- | --- | --- | --- | ----- | ----- |  |
|               |     | Location: Mizuho (shop), Ozette (Synthesize Shop)                                     |     |     |     |     |       |       |  |
|               |     | Description: "A special aerial weapon from the East."                                 |     |     |     |     |       |       |  |
| Slicer Ring   | 160 | ---                                                                                   | --- | --- | --- | --- | ----- | ----- |  |
|               |     | Location: Palmacosta, Asgard (shops)                                                  |     |     |     |     |       |       |  |
|               |     | Description: "A ring-shaped weapon designed for use in battle."                       |     |     |     |     |       |       |  |
| Solar Spinner | 590 | ---                                                                                   | --- | --- | --- | --- | ----- | ----- |  |
|               |     | Location: TC in Iselia Human Ranch                                                    |     |     |     |     |       |       |  |
|               |     | Description: "A chakram shaped like the sun."                                         |     |     |     |     |       |       |  |
| Stardust      | 750 | ---                                                                                   | --- | --- | --- | --- | ----- | ----- |  |
|               |     | Location: TC in Torent Forest                                                         |     |     |     |     |       |       |  |
|               |     | Description: "A chakram with a trajectory resembling a trail of stars."               |     |     |     |     |       |       |  |
| Stinger Ring  | 280 | ---                                                                                   | --- | --- | --- | --- | ----- | ----- |  |
|               |     | Location: TC in Tower of Mana, Hima (Synthesize Shop)                                 |     |     |     |     |       |       |  |
|               |     | Description: "A chakram equipped with spikes instead of a blade."                     |     |     |     |     |       |       |  |
| Tambourine    | 740 | ---                                                                                   | --- | -20 | --- | 50  | ----- | ----- |  |
|               |     | Location: Luin (shop) [after being rebuilt]                                           |     |     |     |     |       |       |  |
|               |     | Description: "Break out the tambourine and get the                                    |     |     |     |     |       |       |  |

party started."

Toroid

670 | --- | --- | --- | --- | --- | --- | ----- | -----

Location: TC in Latheon Gorge  
Description: "Nicknamed "Coin." no one knows how it was made."

\ Kendamas [Equipable to: Genis] \

O-----O

/ Name | ATK | DEF | INT | ACC | EVA | LCK | EDEF | EATK |

Cool Orbit | 250 | --- | --- | --- | --- | --- | ----- | ICE

Location: TC in Fooji Mountains, Meltokio (shop)  
Description: "Icy weapon that's cold to the touch."

Cor Leonis | 464 | --- | 9 | --- | --- | --- | ----- | -----

Location: TC in Iselia Human Ranch  
Description: "Translates to "Lionheart." A weapon for the brave."

Disaster | --- | --- | -30 | -30 | 100 | -50 | ----- | -----

Location: Altamira (night) Buy from the guy near the entrance to the Katz' Show, following the bridge E.  
Description: "A cursed weapon that's evil to the core. Use with caution."  
ATK increased depending on number of enemies killed

Duel Star | 120 | --- | 3 | --- | --- | --- | ----- | -----

Location: Palmacosta, Asgard, Luin (shops)  
Description: "It can do some dmg. when swung with force."

Falling Star | 188 | --- | 4 | --- | --- | --- | ----- | -----

Location: Asgard, Luin (Synthesize Shops)  
Description: "The star-shaped ball puts enemies in a world of pain."

Final Player | 650 | --- | 12 | --- | --- | --- | ----- | -----

Location: Meltokio's Coliseum  
Description: "Its attack power helps you stay in the game. Don't give up!"

Fine Star | 80 | --- | 2 | --- | --- | --- | ----- | -----

Location: Triet (shop)  
Description: "A colorful weapon. The harder it's swung, the more pain it inflicts."

Northern Lights | 504 | --- | 10 | --- | --- | --- | ----- | -----



|                |     |                                                                                   |    |     |     |     |       |           |  |
|----------------|-----|-----------------------------------------------------------------------------------|----|-----|-----|-----|-------|-----------|--|
|                |     | Location: Heimdall, Flanoir (shops)                                               |    |     |     |     |       |           |  |
|                |     | Description: "Swing this weapon and a rainbow-colored aura appears."              |    |     |     |     |       |           |  |
| Nova           | 60  | ---                                                                               | 1  | --- | --- | --- | ----- | -----     |  |
|                |     | Location: Genis' Initial Equipment, Iselia (shop)                                 |    |     |     |     |       |           |  |
|                |     | Description: "A wooden stick and ball attached with a string. not very powerful." |    |     |     |     |       |           |  |
| One World      | 680 | ---                                                                               | 14 | --- | --- | --- | ----- | -----     |  |
|                |     | Location: Green/Red Light Mini Game                                               |    |     |     |     |       |           |  |
|                |     | Description: "A powerful weapon. Symbolizes your quest to join the two worlds."   |    |     |     |     |       |           |  |
| Phantasmagoria | 600 | ---                                                                               | 0  | 50  | 10  | --- | ----- | -----     |  |
|                |     | Location: Luin (shop) [after being rebuilt]                                       |    |     |     |     |       |           |  |
|                |     | Description: "It's shifting, floating colored look like a vision from a dream."   |    |     |     |     |       |           |  |
| Shadow Dancer  | 416 | ---                                                                               | 8  | --- | --- | --- | ----- | -----     |  |
|                |     | Location: TC in Temple of Darkness                                                |    |     |     |     |       |           |  |
|                |     | Description: "A weapon that summons shadows from the darkness."                   |    |     |     |     |       |           |  |
| Shining Star   | 356 | ---                                                                               | 7  | --- | --- | --- | ----- | -----     |  |
|                |     | Location: TC in Temple of Lightning, Flanoir, Altamira (shops)                    |    |     |     |     |       |           |  |
|                |     | Description: "A weapon that sparkles and shines when swung."                      |    |     |     |     |       |           |  |
| Southern Cross | 550 | ---                                                                               | 11 | --- | --- | --- | ----- | -----     |  |
|                |     | Location: TC in Tower of Salvation (Tethe'alla)                                   |    |     |     |     |       |           |  |
|                |     | Description: "A weapon that that guides you to victory."                          |    |     |     |     |       |           |  |
| Thunderbolt    | 304 | ---                                                                               | 6  | --- | --- | --- | ----- | LIGHTNING |  |
|                |     | Location: TC in Meltokio Sewers                                                   |    |     |     |     |       |           |  |
|                |     | Description: "Shock the bad guys silly with this electrifying weapon."            |    |     |     |     |       |           |  |

\ Rods [Equipable to: Raine] \

| Name         | ATK | DEF                                                                                  | INT | ACC | EVA | LCK | EDEF  | EATK  |  |
|--------------|-----|--------------------------------------------------------------------------------------|-----|-----|-----|-----|-------|-------|--|
| Ancient Rod  | 364 | ---                                                                                  | 8   | --- | --- | --- | ----- | ----- |  |
|              |     | Location: TC in Temple of Earth, Altamira (shop)                                     |     |     |     |     |       |       |  |
|              |     | Description: "Ancient wisdom is said to be sealed in the gem on the top of the rod." |     |     |     |     |       |       |  |
| Battle Staff | 115 | ---                                                                                  | 2   | --- | --- | --- | ----- | ----- |  |

|                 |     |                                                                                                                                                                            |     |     |     |     |       |       |  |
|-----------------|-----|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-----|-----|-------|-------|--|
|                 |     | Location: TC in Ossa Trail, Palmacosta, Luin (shops)                                                                                                                       |     |     |     |     |       |       |  |
|                 |     | Description: "A staff good for bashing enemies."                                                                                                                           |     |     |     |     |       |       |  |
| Crystal Rod     | 640 | ---                                                                                                                                                                        | 12  | --- | --- | --- | ----- | ----- |  |
|                 |     | Location: Meltokio's Coliseum                                                                                                                                              |     |     |     |     |       |       |  |
|                 |     | Description: "A supreme rod used by an ancient mage."                                                                                                                      |     |     |     |     |       |       |  |
| Deck Brush      | 550 | ---                                                                                                                                                                        | --- | 50  | 20  | 30  | WIND  | ----- |  |
|                 |     | Location: Luin (shop) [after being rebuilt]                                                                                                                                |     |     |     |     |       |       |  |
|                 |     | Description: "A mystic brush protected by the spirit of wind."                                                                                                             |     |     |     |     |       |       |  |
| Earth Rod       | 192 | ---                                                                                                                                                                        | 3   | --- | --- | --- | ----- | EARTH |  |
|                 |     | Location: Asgard (Synthesis Shop)                                                                                                                                          |     |     |     |     |       |       |  |
|                 |     | Description: "A rod with the power of earth."                                                                                                                              |     |     |     |     |       |       |  |
| Gale Staff      | 268 | ---                                                                                                                                                                        | 5   | --- | --- | --- | ----- | WIND  |  |
|                 |     | Location: Meltokio, Sybak, Ozette, Mizuho (Synthesis Shops)                                                                                                                |     |     |     |     |       |       |  |
|                 |     | Description: "A staff with the power of wind."                                                                                                                             |     |     |     |     |       |       |  |
| Gem Rod         | 140 | ---                                                                                                                                                                        | 2   | --- | --- | --- | ----- | ----- |  |
|                 |     | Location: Palmacosta, Luin (Synthesis Shop), Asgard (shop)                                                                                                                 |     |     |     |     |       |       |  |
|                 |     | Description: "A rod decorated with a cheap gem on the top."                                                                                                                |     |     |     |     |       |       |  |
| Hanuman's Staff | 524 | ---                                                                                                                                                                        | 11  | --- | --- | --- | ----- | ----- |  |
|                 |     | Location: TC in Tower of Salvation (Tethe'alla)                                                                                                                            |     |     |     |     |       |       |  |
|                 |     | Description: "A staff that once belonged to a legendary hero."                                                                                                             |     |     |     |     |       |       |  |
| Heart of Chaos  | --- | ---                                                                                                                                                                        | 50  | -30 | --- | -30 | ----- | ----- |  |
|                 |     | Location: After obtaining all the other Devil's Arms, return to Abyssion at Flanoir. Afterwards, return to Hakonesia Peak and speak to Koton to obtain the Heart of Chaos. |     |     |     |     |       |       |  |
|                 |     | Description: "A cursed weapon that pulses with evil energy."                                                                                                               |     |     |     |     |       |       |  |
|                 |     | ATK increased depending on number of enemies killed                                                                                                                        |     |     |     |     |       |       |  |
| Holy Staff      | 436 | ---                                                                                                                                                                        | 9   | --- | --- | --- | ----- | LIGHT |  |
|                 |     | Location: TC in Remote Island Human Ranch                                                                                                                                  |     |     |     |     |       |       |  |
|                 |     | Description: "A staff blessed by the gods."                                                                                                                                |     |     |     |     |       |       |  |
| Phoenix Rod     | 316 | ---                                                                                                                                                                        | 6   | --- | --- | --- | ----- | FIRE  |  |
|                 |     | Location: TC in Gaoracchia Forest                                                                                                                                          |     |     |     |     |       |       |  |
|                 |     | Description: "A rod that draws its power from phoenix feathers."                                                                                                           |     |     |     |     |       |       |  |
| Rod             | 80  | ---                                                                                                                                                                        | 1   | --- | --- | --- | ----- | ----- |  |

|                 |     |                                                                    |    |     |     |     |       |           |  |
|-----------------|-----|--------------------------------------------------------------------|----|-----|-----|-----|-------|-----------|--|
|                 |     | Location: Raine's Initial Equipment, Triet (shop)                  |    |     |     |     |       |           |  |
|                 |     | Description: "A simple rod made of oak."                           |    |     |     |     |       |           |  |
| Ruby Wand       | 212 | ---                                                                | 4  | --- | --- | --- | ----- | -----     |  |
|                 |     | Location: Hima, Luin (Synthesis Shop)                              |    |     |     |     |       |           |  |
|                 |     | Description: "A wand decorated with a ruby on the top."            |    |     |     |     |       |           |  |
| Rune Staff      | 472 | ---                                                                | 10 | --- | --- | --- | ----- | -----     |  |
|                 |     | Location: TC in Iselia Human Ranch, Heimdall, Flanoir (shops)      |    |     |     |     |       |           |  |
|                 |     | Description: "Mystical staff with a rune engraved into the metal." |    |     |     |     |       |           |  |
| Thunder Scepter | 336 | ---                                                                | 7  | --- | --- | --- | ----- | LIGHTNING |  |
|                 |     | Location: TC in Temple of Lightning, Flanoir, Altamira (shops)     |    |     |     |     |       |           |  |
|                 |     | Description: "A scepter with the power of thunder."                |    |     |     |     |       |           |  |

\ Cards [Equipable to: Sheena] \

| Name          | ATK | DEF                                                                       | INT | ACC | EVA | LCK | EDEF     | EATK  |  |
|---------------|-----|---------------------------------------------------------------------------|-----|-----|-----|-----|----------|-------|--|
| Acalanatha    | 720 | ---                                                                       | --- | --- | --- | --- | FIRE     | FIRE  |  |
|               |     |                                                                           |     |     |     |     | DARKNESS |       |  |
|               |     | Location: TC in Torent Forest                                             |     |     |     |     |          |       |  |
|               |     | Description: "A card with a picture of Acalanatha."                       |     |     |     |     |          |       |  |
| Asura         | 650 | ---                                                                       | --- | --- | --- | --- | -----    | ----- |  |
|               |     | Location: Flanoir (shop), Kuchinawa (drop)                                |     |     |     |     |          |       |  |
|               |     | Description: "A card with a picture of Asura."                            |     |     |     |     |          |       |  |
|               |     | Added dmg. to undead                                                      |     |     |     |     |          |       |  |
| Card of Earth | 240 | ---                                                                       | --- | --- | --- | --- | EARTH    | EARTH |  |
|               |     | Location: TC in Asgard Human Ranch, Meltokio, Mizuho (shops)              |     |     |     |     |          |       |  |
|               |     | Description: "A card with a picture of a mole. It is resistant to earth." |     |     |     |     |          |       |  |
|               |     | Added dmg. to plants                                                      |     |     |     |     |          |       |  |
| Card of Fire  | 270 | ---                                                                       | --- | --- | --- | --- | FIRE     | FIRE  |  |
|               |     | Location: TC in Fooji Mountains, Meltokio, Mizuho (shops)                 |     |     |     |     |          |       |  |
|               |     | Description: "A card with a picture of a bear. Resistant to fire."        |     |     |     |     |          |       |  |
|               |     | Added dmg. to beasts                                                      |     |     |     |     |          |       |  |
| Card of Ice   | 430 | ---                                                                       | --- | --- | --- | --- | ICE      | ICE   |  |
|               |     | Location: TC in Tethe'alla Base, Flanoir (shop)                           |     |     |     |     |          |       |  |
|               |     | Description: "A card with a picture of a wolf."                           |     |     |     |     |          |       |  |

|                   |     |     |     |     |     |     |           |                                                                                                                                                                                                                                                                            |  |
|-------------------|-----|-----|-----|-----|-----|-----|-----------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
|                   |     |     |     |     |     |     |           | Resistant to ice."                                                                                                                                                                                                                                                         |  |
|                   |     |     |     |     |     |     |           | Added dmg. to humans                                                                                                                                                                                                                                                       |  |
| Card of Lightning | 350 | --- | --- | --- | --- | --- | LIGHTNING | LIGHTNING                                                                                                                                                                                                                                                                  |  |
|                   |     |     |     |     |     |     |           | Location: TC in Meltokio Sewers, Mizuho (shop)                                                                                                                                                                                                                             |  |
|                   |     |     |     |     |     |     |           | Description: "A card with a picture of a mouse.<br>Resistant to lightning."                                                                                                                                                                                                |  |
|                   |     |     |     |     |     |     |           | Added dmg. to insects                                                                                                                                                                                                                                                      |  |
| Card of Water     | 175 | --- | --- | --- | --- | --- | WATER     | WATER                                                                                                                                                                                                                                                                      |  |
|                   |     |     |     |     |     |     |           | Location: Mizuho (shop)                                                                                                                                                                                                                                                    |  |
|                   |     |     |     |     |     |     |           | Description: "A card with a picture of a bird.<br>Resistant to water."                                                                                                                                                                                                     |  |
|                   |     |     |     |     |     |     |           | Added dmg. to aquatics                                                                                                                                                                                                                                                     |  |
| Card of Wind      | 380 | --- | --- | --- | --- | --- | WIND      | WIND                                                                                                                                                                                                                                                                       |  |
|                   |     |     |     |     |     |     |           | Location: Mizuho (shop)                                                                                                                                                                                                                                                    |  |
|                   |     |     |     |     |     |     |           | Description: "A card with a picture of a cat. Resistant<br>to wind."                                                                                                                                                                                                       |  |
|                   |     |     |     |     |     |     |           | Added dmg. to birds                                                                                                                                                                                                                                                        |  |
| Divine Judgment   | 810 | --- | --- | --- | --- | --- | -----     | -----                                                                                                                                                                                                                                                                      |  |
|                   |     |     |     |     |     |     |           | Location: Meltokio's Coliseum                                                                                                                                                                                                                                              |  |
|                   |     |     |     |     |     |     |           | Description: "A sacred weapon powerful enough to battle<br>the gods."                                                                                                                                                                                                      |  |
| Gates of Hell     | 0   | -40 | 10  | -20 | 60  | 10  | -----     | -----                                                                                                                                                                                                                                                                      |  |
|                   |     |     |     |     |     |     |           | Location: After talking to the Gnomelette at Altessa's<br>House, return to the Temple of Earth and go<br>to where the Dragon enemy is. Go all the way<br>E and talk to the Gnomelettes to make them<br>move. Go past them and get the Devil's Arm<br>from the black chest. |  |
|                   |     |     |     |     |     |     |           | Description: "A cursed card with a picture of a feather<br>from an evil black bird."                                                                                                                                                                                       |  |
|                   |     |     |     |     |     |     |           | ATK increased depending on number of enemies killed                                                                                                                                                                                                                        |  |
| Money Bag         | 760 | --- | --- | 10  | 10  | 50  | -----     | -----                                                                                                                                                                                                                                                                      |  |
|                   |     |     |     |     |     |     |           | Location: Luin (shop) [after being rebuilt]                                                                                                                                                                                                                                |  |
|                   |     |     |     |     |     |     |           | Description: "Fill it with coins and it packs a wallop."                                                                                                                                                                                                                   |  |
| Spell Card        | 135 | --- | --- | --- | --- | --- | -----     | -----                                                                                                                                                                                                                                                                      |  |
|                   |     |     |     |     |     |     |           | Location: Sheena's Initial Equipment, Mizuho (shop)                                                                                                                                                                                                                        |  |
|                   |     |     |     |     |     |     |           | Description: "Mysterious characters and patterns are<br>written on the card."                                                                                                                                                                                              |  |
|                   |     |     |     |     |     |     |           | Added dmg. to undead                                                                                                                                                                                                                                                       |  |
| Vajra             | 520 | --- | --- | --- | --- | --- | -----     | -----                                                                                                                                                                                                                                                                      |  |
|                   |     |     |     |     |     |     |           | Location: TC in Remote Island Human Ranch                                                                                                                                                                                                                                  |  |
|                   |     |     |     |     |     |     |           | Description: "A card with a picture of a Vajra."                                                                                                                                                                                                                           |  |
|                   |     |     |     |     |     |     |           | Added dmg. to undead                                                                                                                                                                                                                                                       |  |

|                                                |     |     |     |     |     |     |     |     |     |
|------------------------------------------------|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Yaksa                                          | 590 | --- | --- | --- | --- | --- | --- | --- | --- |
| -----                                          |     |     |     |     |     |     |     |     |     |
| Location: Heimdall (shop)                      |     |     |     |     |     |     |     |     |     |
| Description: "A card with a picture of Yaksa." |     |     |     |     |     |     |     |     |     |
| Added dmg. to undead                           |     |     |     |     |     |     |     |     |     |
| =====                                          |     |     |     |     |     |     |     |     |     |

\ Swords [Equipable to: Kratos and Zelos] \

| Name                                                                                  | ATK | DEF | INT | ACC | EVA | LCK | EDEF | EATK |       |
|---------------------------------------------------------------------------------------|-----|-----|-----|-----|-----|-----|------|------|-------|
| Aqua Brand                                                                            | 350 | --- | --- | --- | --- | --- | ---  | ---  | WATER |
| -----                                                                                 |     |     |     |     |     |     |      |      |       |
| Location: Sybak (shop, Synthesis Shop), Mizuho (shop), Ozette (Synthesis Shop)        |     |     |     |     |     |     |      |      |       |
| Description: "A magic sword with the power of water. The blade is always wet."        |     |     |     |     |     |     |      |      |       |
| Added dmg. to humans                                                                  |     |     |     |     |     |     |      |      |       |
| Baseball Bat                                                                          | 750 | -30 | --- | 40  | --- | -20 | ---  | ---  |       |
| -----                                                                                 |     |     |     |     |     |     |      |      |       |
| Location: Luin (shop) [after being rebuilt]                                           |     |     |     |     |     |     |      |      |       |
| Description: "Bottom of the ninth, bases loaded, two men out... it's all up to you."  |     |     |     |     |     |     |      |      |       |
| Ether Sword                                                                           | 590 | --- | --- | --- | --- | --- | ---  | ---  |       |
| -----                                                                                 |     |     |     |     |     |     |      |      |       |
| Location: TC in Iselia Human Ranch, Heimdall (shop)                                   |     |     |     |     |     |     |      |      |       |
| Description: "An indestructible sword made of a strange substance."                   |     |     |     |     |     |     |      |      |       |
| Added dmg. to humans                                                                  |     |     |     |     |     |     |      |      |       |
| Excalibur                                                                             | 800 | --- | --- | --- | --- | --- | ---  | ---  |       |
| -----                                                                                 |     |     |     |     |     |     |      |      |       |
| Location: Meltokio's Coliseum                                                         |     |     |     |     |     |     |      |      |       |
| Description: "A legendary sword that emits light. Once possessed by an ancient hero." |     |     |     |     |     |     |      |      |       |
| Flamberge                                                                             | 650 | --- | --- | --- | --- | --- | ---  | ---  | FIRE  |
| -----                                                                                 |     |     |     |     |     |     |      |      |       |
| Location: Kratos' Equipment when he rejoins you at Iselia Human Ranch                 |     |     |     |     |     |     |      |      |       |
| Description: "A sword with a blade that resembles a flame."                           |     |     |     |     |     |     |      |      |       |
| Added dmg. to humans                                                                  |     |     |     |     |     |     |      |      |       |
| Only Kratos is able to equip it                                                       |     |     |     |     |     |     |      |      |       |
| Ice Coffin                                                                            | 500 | --- | --- | --- | --- | --- | ---  | ---  | ICE   |
| -----                                                                                 |     |     |     |     |     |     |      |      |       |
| Location: TC in Temple of Ice, Altamira (shop)                                        |     |     |     |     |     |     |      |      |       |
| Description: "A sword made of ice as clear and pure as crystal."                      |     |     |     |     |     |     |      |      |       |
| Added dmg. to humans                                                                  |     |     |     |     |     |     |      |      |       |
| Laser Blade                                                                           | 710 | --- | --- | --- | --- | --- | ---  | ---  | LIGHT |
| -----                                                                                 |     |     |     |     |     |     |      |      |       |
| Location: TC in Welgaia, Flanoir (Synthesis Shop)                                     |     |     |     |     |     |     |      |      |       |
| Description: "A sword made of light using ancient technology."                        |     |     |     |     |     |     |      |      |       |

|                 |     |                                                                                                                                                                                                                                         |     |     |     |     |       |           |       |
|-----------------|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----|-----|-----|-----|-------|-----------|-------|
|                 |     | Added dmg. to humans                                                                                                                                                                                                                    |     |     |     |     |       |           |       |
| Last Fencer     | 920 | ---                                                                                                                                                                                                                                     | --- | --- | --- | --- | ----- | -----     |       |
|                 |     | Location: Drops Seles (Zelos' sister) at Meltokio's Coliseum                                                                                                                                                                            |     |     |     |     |       |           |       |
|                 |     | Description: "A sword forged from a rare ore."                                                                                                                                                                                          |     |     |     |     |       |           |       |
| Lightning Sword | 470 | ---                                                                                                                                                                                                                                     | --- | --- | --- | --- | ----- | LIGHTNING |       |
|                 |     | Location: TC in Tethe'alla Base, Flanoir (shop)                                                                                                                                                                                         |     |     |     |     |       |           |       |
|                 |     | Description: "Electricity runs through the blade of this sword."                                                                                                                                                                        |     |     |     |     |       |           |       |
|                 |     | Added dmg. to humans                                                                                                                                                                                                                    |     |     |     |     |       |           |       |
| Long Sword      | 85  | ---                                                                                                                                                                                                                                     | --- | --- | --- | --- | ----- | -----     |       |
|                 |     | Location: Kratos' Initial Equipment, Triet (shop)                                                                                                                                                                                       |     |     |     |     |       |           |       |
|                 |     | Description: "A sword made with 3 feet of iron."                                                                                                                                                                                        |     |     |     |     |       |           |       |
|                 |     | Added dmg. to humans                                                                                                                                                                                                                    |     |     |     |     |       |           |       |
| Sand Saber      | 440 | ---                                                                                                                                                                                                                                     | --- | --- | --- | --- | ----- | EARTH     |       |
|                 |     | Location: TC in Toize Valley Mine                                                                                                                                                                                                       |     |     |     |     |       |           |       |
|                 |     | Description: "Sand pours from this sword with every swing."                                                                                                                                                                             |     |     |     |     |       |           |       |
|                 |     | Added dmg. to humans                                                                                                                                                                                                                    |     |     |     |     |       |           |       |
| Silver Sword    | 265 | ---                                                                                                                                                                                                                                     | --- | --- | --- | --- | ----- | -----     |       |
|                 |     | Location: Asgard, Luin (Synthesis Shops), Meltokio (shop)                                                                                                                                                                               |     |     |     |     |       |           |       |
|                 |     | Description: "A silver sword with a finely crafted blade."                                                                                                                                                                              |     |     |     |     |       |           |       |
|                 |     | Added dmg. to undead                                                                                                                                                                                                                    |     |     |     |     |       |           |       |
| Soul Eater      |     | ---                                                                                                                                                                                                                                     | -50 | -50 | -30 | -30 | -30   | -----     | ----- |
|                 |     | Location: NW of Triet. Speak with the person outside the Inn and near the dog at the oasis area. Afterwards, go NW of Triet and enter the glowing ring of light besides the mountain. Defeat the Sand Worm and receive the Devil's Arm. |     |     |     |     |       |           |       |
|                 |     | Description: "A sword known to devour the souls of its victims."                                                                                                                                                                        |     |     |     |     |       |           |       |
|                 |     | ATK increased depending on number of enemies killed                                                                                                                                                                                     |     |     |     |     |       |           |       |
| Steel Sword     | 160 | ---                                                                                                                                                                                                                                     | --- | --- | --- | --- | ----- | -----     |       |
|                 |     | Location: Palmacosta, Luin (Synthesis Shops, shops), Asgard                                                                                                                                                                             |     |     |     |     |       |           |       |
|                 |     | Description: "A simple sword made of steel."                                                                                                                                                                                            |     |     |     |     |       |           |       |
|                 |     | Added dmg. to humans                                                                                                                                                                                                                    |     |     |     |     |       |           |       |

\ Axes [Equipable to: Presea] \

○-----○

/ Name | ATK | DEF | INT | ACC | EVA | LCK | EDEF | EATK |

|                |                                                                                |     |     |     |     |     |       |       |
|----------------|--------------------------------------------------------------------------------|-----|-----|-----|-----|-----|-------|-------|
| Bahamut's Tear | 920                                                                            | --- | --- | --- | --- | --- | ----- | ----- |
|                | Location: Meltokio's Coliseum                                                  |     |     |     |     |     |       |       |
|                | Description: "A powerful ax that can even annihilate the legendary dragon."    |     |     |     |     |     |       |       |
| Bardiche       | 520                                                                            | --- | --- | --- | --- | --- | ----- | ----- |
|                | Location: TC in Temple of Earth, Altamira (shop)                               |     |     |     |     |     |       |       |
|                | Description: "A weapon with a jagged blade. Tears enemies apart."              |     |     |     |     |     |       |       |
|                | Added dmg. to plants                                                           |     |     |     |     |     |       |       |
| Battle Ax      | 360                                                                            | --- | --- | --- | --- | --- | ----- | ----- |
|                | Location: Sybak (shop)                                                         |     |     |     |     |     |       |       |
|                | Description: "An ax designed specifically for use in battle."                  |     |     |     |     |     |       |       |
|                | Added dmg. to plants                                                           |     |     |     |     |     |       |       |
| Battle Pick    | 700                                                                            | --- | --- | --- | --- | --- | ----- | ----- |
|                | Location: Heimdall (shop), TC in Latheon Gorge, Flanoir (shop, Synthesis Shop) |     |     |     |     |     |       |       |
|                | Description: "A hammer with superior destructive power."                       |     |     |     |     |     |       |       |
|                | Added dmg. to plants                                                           |     |     |     |     |     |       |       |
| Crescent Ax    | 450                                                                            | --- | --- | --- | --- | --- | ----- | LIGHT |
|                | Location: TC in Toize Valley Mine                                              |     |     |     |     |     |       |       |
|                | Description: "An ax with a blade in the shape of a crescent moon."             |     |     |     |     |     |       |       |
|                | Added dmg. to plants                                                           |     |     |     |     |     |       |       |
| Diablos        | ---                                                                            | --- | --- | -20 | -20 | -20 | ----- | ----- |
|                | Location: On the S of the second area of Latheon Gorge.                        |     |     |     |     |     |       |       |
|                | Description: "Chaos can be heard pulsing within this weapon."                  |     |     |     |     |     |       |       |
|                | ATK increased depending on number of enemies killed                            |     |     |     |     |     |       |       |
| Francesca      | 330                                                                            | --- | --- | --- | --- | --- | ----- | ----- |
|                | Location: Presea's Initial Equipment, Meltokio (shop)                          |     |     |     |     |     |       |       |
|                | Description: "An iron ax that's easy to handle."                               |     |     |     |     |     |       |       |
|                | Added dmg. to plants                                                           |     |     |     |     |     |       |       |
| Gaia Cleaver   | 999                                                                            | --- | --- | --- | --- | --- | ----- | EARTH |
|                | Location: Talk to the man in Ozette at Lv 80 of higher.                        |     |     |     |     |     |       |       |
|                | Description: "A special ax with the power of the spirit of earth."             |     |     |     |     |     |       |       |
| Great Ax       | 390                                                                            | --- | --- | --- | --- | --- | ----- | ----- |
|                | Location: TC in Meltokio Sewers                                                |     |     |     |     |     |       |       |
|                | Description: "A mighty ax held with both hands."                               |     |     |     |     |     |       |       |
|                | Added dmg. to plants                                                           |     |     |     |     |     |       |       |

|                                                                                   |     |     |     |     |     |     |       |           |
|-----------------------------------------------------------------------------------|-----|-----|-----|-----|-----|-----|-------|-----------|
| Halberd                                                                           | 560 | --- | --- | --- | --- | --- | ----- | -----     |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Location: Altamira (shop, Synthesis Shop)                                         |     |     |     |     |     |     |       |           |
| Description: "An excellent weapon. Combines attributes of a hatchet and a spear." |     |     |     |     |     |     |       |           |
| Added dmg. to plants                                                              |     |     |     |     |     |     |       |           |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Mythril Ax                                                                        | 590 | --- | --- | --- | --- | --- | ----- | -----     |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Location: TC in Remote Island Human Ranch                                         |     |     |     |     |     |     |       |           |
| Description: "An ax made of mythril, a metal with mysterious power."              |     |     |     |     |     |     |       |           |
| Added dmg. to plants                                                              |     |     |     |     |     |     |       |           |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Ogre Ax                                                                           | 830 | --- | --- | --- | -20 | -20 | ----- | -----     |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Location: TC in Tower of Salvation (Tethe'alla)                                   |     |     |     |     |     |     |       |           |
| Description: "An ax with a blade as big as an ogre."                              |     |     |     |     |     |     |       |           |
| Added dmg. to plants                                                              |     |     |     |     |     |     |       |           |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Pow Hammer DX                                                                     | 900 | --- | --- | 30  | --- | 20  | ----- | -----     |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Location: Luin (shop) [after being rebuilt]                                       |     |     |     |     |     |     |       |           |
| Description: "Makes a fun squeaking noise when it hits someone."                  |     |     |     |     |     |     |       |           |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Strike Ax                                                                         | 780 | --- | --- | --- | --- | --- | ----- | LIGHTNING |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Location: Flanoir (Synthesis Shop)                                                |     |     |     |     |     |     |       |           |
| Description: "An ax bearing the power of the spirit of lightning."                |     |     |     |     |     |     |       |           |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Tomahawk Lance                                                                    | 490 | --- | --- | --- | --- | --- | ----- | -----     |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Location: TC in Tethe'alla Base, Flanoir (shop)                                   |     |     |     |     |     |     |       |           |
| Description: "An ax that strikes down foes with deadly accuracy."                 |     |     |     |     |     |     |       |           |
| Added dmg. to plants                                                              |     |     |     |     |     |     |       |           |
| -----                                                                             |     |     |     |     |     |     |       |           |
| War Hammer                                                                        | 630 | --- | --- | -5  | --- | --- | ----- | -----     |
| -----                                                                             |     |     |     |     |     |     |       |           |
| Location: TC in Iselia Human Ranch, Heimdall (shop)                               |     |     |     |     |     |     |       |           |
| Description: "An enormous hammer designed for powerful attacks."                  |     |     |     |     |     |     |       |           |
| Added dmg. to plants                                                              |     |     |     |     |     |     |       |           |
| -----                                                                             |     |     |     |     |     |     |       |           |

\ Grieves [Equipable to: Regal] \

O-----O

| / Name                                                 | ATK | DEF | INT | ACC | EVA | LCK | EDEF  | EATK  |
|--------------------------------------------------------|-----|-----|-----|-----|-----|-----|-------|-------|
| Apocalypse                                             | --- | -20 | --- | -20 | --- | --- | ----- | ----- |
| -----                                                  |     |     |     |     |     |     |       |       |
| Location: N building in main area of Welgaia.          |     |     |     |     |     |     |       |       |
| Description: "A cursed weapon with a dark, evil aura." |     |     |     |     |     |     |       |       |
| ATK increased depending on number of enemies killed    |     |     |     |     |     |     |       |       |
| -----                                                  |     |     |     |     |     |     |       |       |
| Aqua Greaves                                           | 590 | 10  | --- | --- | --- | --- | ----- | ----- |





|                 |                                                                         |    |     |     |     |     |       |       |
|-----------------|-------------------------------------------------------------------------|----|-----|-----|-----|-----|-------|-------|
| Iron Greaves    | 440                                                                     | 8  | --- | --- | --- | --- | ----- | ----- |
|                 | Location: TC in Toize Valley Mine                                       |    |     |     |     |     |       |       |
|                 | Description: "Greaves made of iron."                                    |    |     |     |     |     |       |       |
|                 | Added dmg. to immaterials                                               |    |     |     |     |     |       |       |
| Kaiser Greaves  |                                                                         |    | --- | --- | --- | --- | ----- | ----- |
|                 | Location: Meltokio's Coliseum                                           |    |     |     |     |     |       |       |
|                 | Description: "The one who wears this weapon holds the title of Kaiser." |    |     |     |     |     |       |       |
| Leather Greaves | 400                                                                     | 5  | --- | --- | --- | --- | ----- | ----- |
|                 | Location: Regal's Initial Equipment                                     |    |     |     |     |     |       |       |
|                 | Description: "Greaves made of leather."                                 |    |     |     |     |     |       |       |
|                 | Added dmg. to immaterials                                               |    |     |     |     |     |       |       |
| Mythril Greaves | 570                                                                     | 10 | --- | --- | --- | --- | ----- | ----- |
|                 | Location: TC in Remote Island Human Ranch                               |    |     |     |     |     |       |       |
|                 | Description: "Greaves made of mythril, a metal with mysterious power."  |    |     |     |     |     |       |       |
|                 | Added dmg. to immaterials                                               |    |     |     |     |     |       |       |
| Power Greaves   | 460                                                                     | 5  | --- | --- | --- | --- | ----- | ----- |
|                 | Location: TC in Temple of Lightning, Flanoir (shop)                     |    |     |     |     |     |       |       |
|                 | Description: "Reinforced greaves that increase strength."               |    |     |     |     |     |       |       |
|                 | Added dmg. to immaterials                                               |    |     |     |     |     |       |       |
| Venom           | 480                                                                     | 8  | --- | --- | --- | --- | ----- | ----- |
|                 | Location: Dropped by Winged Dragon at The Nest of Flying Dragons        |    |     |     |     |     |       |       |
|                 | Description: "A weapon made with venomous snake fangs."                 |    |     |     |     |     |       |       |
|                 | Added dmg. to immaterials                                               |    |     |     |     |     |       |       |

```

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~( ) ~~~~~) ( ) ~
)( 15] Multimedia ( ) s1500 )(
~( ) ~~~~~) ( ) ~
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In this section, I'll write down about the soundtracks, the lyrics for both the GCN and the PS2 openings; as well as some info, differences about the 4 OVA's that came out in Japan. If this wasn't my guide, it may be my favorite part of the whole guide. Please note, that the section of the OVA's has SPOILERS, so read under your own risk...

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=====
----- 15.1] Game Lyrics ~~~~~ s1501 -----
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~~~ ~~~~~ ~~~



Ano ne, kimi ga moshimo kanashinde ita nara  
Issho ni naite ageru KARA  
Soshite, boku ni dekiru nani yori mo taisetsu na  
KOTOBA ga afureteku

Hanarete kara kizuitanda  
Atarimae de daiji na KOTO  
Suki ni naru to nasakenakute  
Mijime na TOKO ienai ne  
Kimi no koto bakari kangaeteru...

Ano ne, kimi ga moshimo kanashinde ita nara  
Issho ni naite ageru kara  
Ano ne, kimi ga sugoku ureshii kao wo shitara  
Hohoende agetai  
Ano ne, kimi ga moshimo michi ni mayotta nara  
Issho ni nayande ageru ne  
Soshite, boku ni dekiru nani yori mo taisetsu na  
KOTOBA wa aishiteru

Futoshita toki fuan ni naru  
KOKORO no naka uzu wo maite  
Shinjitakute kurushiku naru  
Demo ima nara wakarunda  
Tsutatetai omoi sagashite ita...

Dakara, kimi ni itsumo ooki na nukumori to  
Yasashisa wo zenbu agetai  
Ima no boku no te ni wa hokoreru mono nai KEDO  
Zutto sobani itai  
Dakara, kimi no ude ni dakaeta shiawase wo  
Nakusanai you ni negau ne  
Soshite, boku ni dekiru nani yori mo taisetsu na  
KOTOBA ga afureteku

Ano ne, kimi ga moshimo kanashinde ita nara  
Issho ni naite ageru KARA  
Ano ne, kimi ga sugoku ureshii kao wo shitara  
Hohoende agetai  
Ano ne, kimi ga moshimo michi ni mayotta nara  
Issho ni nayande ageru ne  
Soshite, boku ni dekiru nani yori mo taisetsu na  
KOTOBA wa aishiteru

=====  
====-- 15.2] Soundtrack ~~~~~ s1502 -----  
=====

This is a little section in which I wrote the songs of the Soundtracks (4 discs total). IT IS worth buying it or downloading it (I downloaded it, before buying it). So, if you find errors in the names (there may be a lot, since most of the names are from the Japanese OST, written in Romaji), please e-mail me to let me know.

Disk 1 - Memories of Sylvarant

- 01 Tales of Symphonia
- 02 A Prologue
- 03 Old familiar scent of Iselia

- 04 Lloyd
- 05 Colette
- 06 Genis
- 07 Raine
- 08 Kratos
- 09 Unsatisfied desire
- 10 Standing the pain
- 11 Overcome
- 12 Dirk, I'm home
- 13 Talk about Sylvarant
- 14 The land of Sylvarant
- 15 Full Force
- 16 Won the battle
- 17 Rest of the Heart
- 18 Desert flower
- 19 The struggle to survive
- 20 Rovers
- 21 Along the beach
- 22 Harbor town
- 23 Town of a wind and ruins
- 24 Untold despair
- 25 Water Symphony
- 26 Water Symphony -Despair-
- 27 Have a sweet dream

Total time: 56:32

Disk 2 - Memories of Sylvarant

- 01 Romany caravan
- 02 Venturers' colony
- 03 Search a seal ~Sylvarant~
- 04 Escape from the enemy base
- 05 Lloyd ~Ocarina Version~
- 06 Colette ~It is sad~
- 07 Raine -Relical Mode!-
- 08 The tower
- 09 Confusion
- 10 An appearance
- 11 Delightful day
- 12 Behind us
- 13 In the ashes
- 14 Deep fear
- 15 On the edge!
- 16 Off-key
- 17 Moonlight
- 18 A wood carving star
- 19 Shining dew
- 20 The grudge
- 21 Fatalize
- 22 On the tight rope
- 23 New one world
- 24 On the hill that night
- 25 Floating in the air
- 26 Nobody knows

Total time: 50:06

Disk 3 - Memories of Tethe'alla

- 01 Far from our world
- 02 The Kingdom City of Meltokio
- 03 Darkside of Meltokio
- 04 A selfish want
- 05 Tethe'alla Castle
- 06 Presea
- 07 Zelos
- 08 Walking on Tethe'alla
- 09 Like a glint of light
- 10 Academic city
- 11 Secret from the blue sky
- 12 Regal
- 13 Trip on the ship
- 14 Sheena
- 15 Shinobi life
- 16 Anchoret
- 17 Underground passage
- 18 Dry trail
- 19 In the shadowy woods
- 20 Deepest woods
- 21 Dance in the sunshine
- 22 A snow light
- 23 AVIATORS ~Rhea-bird~
- 24 Rest of the heart -Sanctuary-
- 25 Serenade of ekces
- 26 Forest of the Treant
- 27 Firing
- 28 A breakdown
- 29 Zelos ~Serious Arrange~
- 30 Mithos
- 31 Encounter with Renegades
- 32 Eternal Oath

Total time: 70:18

Disk 4 - Memories of Tethe'alla

- 01 Judgment of MANA
- 02 Spirits whisper
- 03 Fun with Idol!
- 04 Fighting the spirit
- 05 Search a seal ~Tethe'alla~
- 06 The law of battle
- 07 The end of a thought
- 08 Keep your guard up!
- 09 Beat the angel
- 10 The edge of nowhere
- 11 A sign
- 12 Be invoked
- 13 Derris-Kharlan ~Appear~
- 14 Derris-Kharlan ~Fear~
- 15 Derris-Kharlan ~Shrine~
- 16 Derris-Kharlan ~Requiem~
- 17 Keen-edged blade
- 18 Last battle ~Will~
- 19 Last battle ~Decision~
- 20 Hidden Sorrow

- 21 It can waver and fight
- 22 Final Destination
- 23 Harmony
- 24 Revival
- 25 Ending staff roll
- 26 Thank for all

Total time: 62:42

~~~ Total Time (4 CD's): 3:59:38

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----- 15.3] OVA's ~~~~~ s1503 -----
=====
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I recommend you playing through the game before watching the OVA's.

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-----~
~~~ Differences Between Game and OVA's ~~~
-----~

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Before you start reading, let me tell you that all this valuable info came from Wikipedia. I'd like to thank whoever wrote this down. I checked all these and they are absolutely true. After watching the OVA's 3 times, I discovered most of them, but this guy (or girl?) found even more. If you ever see this, e-mail me to say this was your work.

```

~~~ ~~~~~ ~~~
+~ ~~ Disc 1 ~~ +
~~~ ~~~~~ ~~~

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1. Lloyd gives Colette a pendant at the very beginning of the OVA as a birthday present. In the game, he does not finish the pendant in time, so he gives it to her at a much later point (after the Fire Seal).
2. Colette is already at the Martel Temple prior to the Oracle. In the game, Colette is in the Iselia schoolhouse before she sneaks out to the temple with Lloyd and Genis.
3. Raine allows Genis and Lloyd to go with her to the temple to check up on Colette, but in the game, she orders everyone to stay in the classroom.
4. In the game, Botta makes an appearance at Iselia's Temple of Martel. The OVA suggests that he does not appear at the building. Botta makes his initial appearance in episode 4, although he does not make a contribution to the storyline.
5. Kratos is presumably hired by the priests before the beginning of the OVA to assist in Colette's journey. In the game, Kratos is just a wandering mercenary who was hastily hired to compensate the deaths of Colette's original consort.
6. In the animation, it is shown that Kratos does not have an Exsphere equipped, whereas in the game he does.
7. There is no mention of Marble in the OVA.
8. Unlike in the game, the angel Remiel does not purport to be Colette's true

father. This is one of the many subplots that were omitted from the OVA to significantly cut down time.

9. A Desian soldier, spying on the Martel Temple skirmish, sees Lloyd using his Exsphere, which causes the Desians to attack Iselia. In the game, the attack is provoked when Genis and Lloyd violate the non-aggression treaty between Iselia and the Desians by trespassing at the Iselia Human Ranch.
10. The non-aggression treaty is mentioned in the OVA by Genis, though only once.
11. Dirk joins the battle after Iselia is set ablaze in the OVA. Lloyd battles Forcystus instead of the mutated Marble, while Dirk fights the Desian forces. In the game, Dirk made no known contribution to the prevention of Iselia's attack.
12. Forcystus is severely wounded, if not killed, by a ray of light that bursts forth from Lloyd's Exsphere. In the game, he is injured by Marble's self-sacrifice. Lloyd also does not battle Forcystus until a later point in the plot.
13. In the game, Lloyd and Genis are banished from Iselia, following the incident with Forcystus. There is no evidence of such a banishment in the OVA.
14. Lloyd's pet, Noishe, makes a minor appearance in a stable at Dirk's house in the OVA. In the game, Noishe plays a more important role, allowing the player to ride him across the world.
15. The Exsphere is only used in times of desperation; it is treated like a terrible power that shouldn't be used. In the game, the Exsphere is active as long as it is equipped; it is treated as a power-enhancer.
16. Phaidra, Colette's grandmother, is never mentioned in the animation, nor is she seen at Martel Temple. She can be seen, however, in the crowd of villagers during the razing of Iselia.

~~~ ~~~~~ ~~~  
+~~ ~~~ Disc 2 ~~~ ~-+  
~~~ ~~~~~ ~~~

1. It can be implied that some desert village was destroyed before Colette and the others arrived there.
2. Lloyd and Genis manage to catch up with the Chosen's party. In the game, Lloyd is captured and taken to the Renegade base. Lloyd is eventually rescued and reunited with the rest of the party. In the animation, neither the Renegades nor Yuan, their leader, have yet appeared.
3. There is no evidence of events that take place in Izoold and Palmacosta in the game occurring in the animation.
4. Colette collapses after receiving her wings; she is later taken to a doctor. In the game, Colette doesn't pass out from receiving her wings until the group leaves the Triet Ruins. Though it is suggested that the party take Colette to a doctor, Kratos reminds them that Colette must undergo a trial before becoming an angel.
5. The party's first encounter with Sheena is not at the Ossa Trail, but at the



Balacruf Mausoleum. In the game, this is actually their second encounter.

6. Zelos is with Sheena outside Gaoracchia Forest, discussing her assassination mission, but takes no action regarding Sheena's attempts on the Chosen's life. He is later seen at Meltokio Castle, proclaiming that he knew Sheena didn't have the guts to kill Sylvarant's Chosen.
7. Sheena's initial appearance was at Palmacosta to assassinate Colette in her sleep. Unlike the OVA, she first appeared as a clumsy assassin at the Ossa Trail in the game.
8. The party apparently heads straight to the Balacruf Mausoleum without visiting Asgard and defeating the false Summon Spirit of Wind. In the game, this was necessary in order to enter the mausoleum.
9. Magnius is confronted in the Balacruf Mausoleum. In the game, he is confronted long before this in the first initial visits to Palmacosta, where he invades the town because the Governor-General has been reluctant to send him tribute. The Desians are never encountered in the Balacruf Mausoleum, and possibly not in any other of the Seals.
10. Magnius is not confronted and killed, like in the game, but instead defeated when he surrounds the Balacruf Mausoleum with Desians, though the party does not fight him. Instead, Colette sings a mysterious angel song that weakens (or perhaps kills) Magnius' soldiers. This attack is likely Sacrifice- which can be made clear by the fact that Colette is knocked unconscious after completing the attack.
11. Sheena guides the party out through an underground sewer beneath Balacruf Mausoleum. She subsequently attacks the party in a more secluded area of the sewer. This sewer does not exist in the game.
12. One detail included in the animation is that Colette does not fight the Seal guardians (she is protected by Raine instead). In the game, Colette is required to be in the party during these battles.
13. The animation begins taking the so-called "hard path" in the game, which is the route that has Balacruf Mausoleum before the Palmacosta region events.
14. In the animation, Magnius is shown in the Asgard region, outside the Balacruf Mausoleum. In the game, however, he appears in the Palmacosta region.

~~~ ~~~~~ ~~~  
+~ ~~~ Disc 3 ~~~ ~-+  
~~~ ~~~~~ ~~~

1. In the OVA, Lloyd finds out that Colette has lost her senses when she is holding the cup and singing; in the game, Lloyd tricks Colette with a hot cup of coffee to find out that she cannot feel things.
2. In the game, the party decides to steal Desian uniforms in order to sneak into the Asgard Human Ranch. This does not occur in the OVA.
3. Lloyd duels Kvar in a hall at the Asgard Human Ranch in which prisoners are getting their Exspheres harvested. In the game, this hall does not exist; instead, the humans are processed through assembly lines and machines, ending in box-like containers.

4. Kratos kills Kvar by stabbing him; in the game, Lloyd and Kratos fight together to defeat the Grand Cardinal. In addition, Kratos merely stabs Kvar once; in the game, he strikes Kvar no fewer than three times.
5. There is no mention of the Tower of Mana, for it says in the episode that the Seal of Water is the final seal.
6. Lloyd finds out about Colette losing her voice when they are alone. In the game, the party finds out immediately after leaving the Tower of Mana.
7. Sheena's Shikigami (Guardian) transported Lloyd and the group away from the Human Ranch in the game, whereas it slaughtered the Desians when they were caught in the courtyard in the animation.
8. Sheena did not remain with the party in the animation.
9. Lloyd had his Exsphere to battle the Water Seal's guardian in the game; due to an internal conflict about whether using his Exsphere was ethical, Lloyd did not use it to battle the Seal's guardian in the animation.
10. In the animation, there is a boat at the dock of Thoda Geysler. There is no mention of the washtubs that appear in the game.

~~~ ~~~~~ ~~~  
 +-~ ~~~ Disc 4 ~~~ ~-+  
 ~~~ ~~~~~ ~~~

1. In the animation, the party acquires money from the local church to pay for the dragon ride to the Tower of Salvation; in the game, the dragon ride is free.
2. Lloyd takes back the pendant he gave to Colette before their journey began. This does not happen in the game, as Lloyd gives her the pendant much later.
3. Lloyd does not know of the existence of Tethe'alla before the Tower of Salvation in the animation. Even so, he chooses Colette's life over the Regeneration. In the game, he cannot bear to lose Colette and initially attempts to convince her not to complete the regeneration.
4. In the game, Lloyd meets Yuan in the Renegades' Base; in the animation, Lloyd, Raine, and Genis meet him in a forest near the Tower of Salvation, disguised as a Renegade soldier.
5. In the OVA, Kratos and Colette leave the night before to go to the Tower of Salvation without telling Lloyd or the others. In the game, everyone leaves at the same time, although Kratos and Colette arrive first.
6. Instead of battling Lloyd, Genis, Raine, and Sheena (as he does in the game), Kratos duels with Yuan outside of the Tower of Salvation.
7. In the animation, the interior of the Tower of Salvation is a giant pillar with a transparent blue staircase circling it, leading up to the main altar. In the game, a narrow pass suspended in endless, luminescent space leads the way to a teleporter directly to the altar.
8. In the game, Raine realizes that the hundreds of floating coffins around them contain the corpses of every Chosen before Colette. There is no mention of this in the animation, despite the coffins being present.

9. Mithos Yggdrasill does not descend from Derris-Kharlan, so Lloyd's party remains unaware of his existence.
10. When Colette loses her spirit in the game, her angel wings are visible, her Cruxis Crystal is gone, and her eyes are red. When she loses her spirit in the OVA, she is floating in midair, her eyes become cloudy, and her Cruxis Crystal is still intact.
11. The fight with Remiel begins when he is attacked by Genis and Raine; in the game, Lloyd provokes the fight.
12. Yuan kills Remiel in the OVA after Lloyd is knocked unconscious by falling debris; in the game, Remiel dies from the wounds Lloyd's party inflicted during their battle.
13. In the game, a spiteful Kratos lets Remiel die from his wounds. In the animation, he expresses his displeasure when he discovers that Yuan has killed him.
14. In the game, Lloyd is knocked unconscious by Mithos Yggdrasill; in the animation he is hit by falling debris while attempting to save Colette.
15. In the game Lloyd is sent flying into a pillar, knocking it down, which leads to a stunning revelation later on; this doesn't happen in the animation.
16. In the animation, Sheena mysteriously vanishes after the destruction of the Asgard Human Ranch; she only reunites with Lloyd's group in the Renegades' Base. This does not happen in the game, as Sheena is already with the party.
17. While preparing the Rheairds for transportation, Sheena reveals Tethe'alla's existence. The game reveals this fact much earlier, before the group reaches Luin.
18. At the end of the episode, Regal Bryant is shown looking up at the sky near some mountains. In the game, Regal would have still been in prison at this point.
19. At the end of the episode, Presea is shown without a Key Crest. Although she has one in the game, it is not made from the correct material.

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~~( )~~~~~) (~~~~~( )~~
)(      16] Latest Update      ( )      s1600      )(
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= Version Raine (May 3rd, 2010)

- One of the last updates of this guide. I haven't received any more feedback, so looks like I already covered everything.

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~~( )~~~~~) (~~~~~( )~~
)(      17] Closing      ( )      s1700      )(
~~( )~~~~~) (~~~~~( )~~
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## 1. People

- Kratos15354: For remembering me about the store that opens at Flanoir after picking between Zelos and Kratos.
- Alejandro Matos: For letting me know about the Magic Lens the kid in the school at the beginning of the game gives you. Also for some tips I should add about how to obtain the certain titles.
- Christopher Hartson: For telling me of a second way to exit Niflheim.
- r\_mage: For his Monster List guide, which I took some of the locations of some enemies.
- MysticWeirdo: For his awesome Treasure Hunting guide, which helped me find some items I missed of some areas.
- SinirothX: Huge motivational help. I started writing for GameFAQ's thanks to him and his Final Fantasy VII and X extremely detailed guides.
- Gbness: This is the last but not least of my huge motivational help. Just like with AIex, I hope to write as much guides as him and AIex.
- YouTubes: To all the GameFAQers that do YouTube (PeTeRL90, ZoopSoul, BSulphur, Snow Dragon, Blueberry Buttface, Split Infinity). For having a blast while we make a fool out of ourselves.
- Motoi Sakuraba: For composing the amazing music for this amazing game.
- The following people that made, with their voices, the characters come to life:

Lloyd - Scott Menville  
Colette - Heather Hogan  
Genis - Colleen O'Shaughnessy  
Raine - Kari Wahlgren  
Kratos - Cam Clarke  
Sheena - Jennifer Hale  
Presea/ Corrine - Tara Strong  
Zelos - Shiloh Strong  
Regal - Crispin Freeman  
Mithos - Brianne Siddall  
Yggdrasill/ Gnome - James Arnold Taylor  
Maxwell - Steve Stanton  
Martel - Kim Mai Guest  
Yuan - Chris Edgerly  
Noishe - Debi Derribery  
Rodyle - Daran Norris  
Origin - Robin Atkin Downes

- Raul and Eduardo: Just for being my best friends and always being there for me, in the good and bad moments.
- You: For having the patience of reading through the whole guide.

## 2. Websites

- www.gamefaqs.com: For hosting my guide.
- www.neoseeker.com: For hosting my guide.
- www.supercheats.com: For hosting my guide.
- www.tales-central.com: For hosting my guide.
- www.namco-bandai.com: For providing the info of the characters.
- www.abysalchronicles.com: For being one, if not the best Tales of... website out there. Also for hosting my guide.

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----- 17.2] Final Words ~~~~~ s1702 -----
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Well, this is the end of my Tales of Symphonia guide and if you liked it please check my future guides, as well the ones that are already uploaded, which are for the following games (yes, I DO have everything planned for the future):

1. Tales of Symphonia (GCN) DONE
2. Jericho (360) DONE
3. Tales of Legendia (PS2) [In progress]
4. Tales of the Abyss (PS2) DONE
5. Devil May Cry (PS2) DONE
6. Tales of the Abyss Enemy Database (PS2) DONE
7. Jericho Monster List (360) DONE
8. Jericho Achievements (360) DONE
9. Castlevania: Portrait of Ruin (DS) [In progress]
10. Metal Gear Solid 3: Snake Eater (PS2) DONE
11. Lloyd Irving Character FAQ (GCN) [In progress]
12. Devil May Cry 3: Dante's Awakening (PS2) DONE
13. Devil May Cry 3: Dante's Awakening Special Edition (PS2) DONE
14. Pokemon Platinum (DS) [In progress]
15. Soma Bringer (DS) [In progress]. Might take this one down, but still unsure
16. Dragon Quest VIII (PS2)
17. Shin Megami Tensei: Devil Survivor (DS) DONE
18. Kingdom Hearts 358/2 Days (DS) [In progress]
19. Tales of Eternia (PSP)
20. Sands of Destruction (DS) DONE
21. Yu-Gi-Oh! 5D's Tag Force 4 (PSP) DONE
22. Dante's Inferno (PSP) DONE
23. Dante's Inferno Judas Coins Locations (PSP) DONE
24. Dante's Inferno Boss FAQ (PSP) DONE
25. LittleBigPlanet (PSP) DONE

Please check these games if you have any doubts in one future. So, with all this said and done, I bid you farewell!

