

Tales of Symphonia Completion Guide

by Kildread2

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Completion Guide

made by Kildread2 (Kildread2@hotmail.com)

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1. Introduction

Well, the treasure chest checklist is primarily for Sheena's Treasure Hunter title, since many areas end up being locked later on in the game and for some reason the Katz WILL NOT retrieve Tethe'alla treasures, it can be a pain in the ass to have to restart over at 0.4% from completion (Which happened to me).

Another reason is for gamers out there wishing to complete the entire lists of monsters, items and such (It also helps to get a few of the titles). I'll point out the location of each item as well as the location of each monster. Won't bother with stats listing per item/monster, although I'll point out drop/steal items for each since it's related to item completion. This won't address sidequests and such unless they reward with you either specific items or titles.

2. Treasures

This section lists every treasure chest's contents, their location on the world map. Dungeon treasures will be listed in a checklist form, following will be a 'walkthrough' that will tell you how to get every treasure from the start of the dungeon, to it's end (I won't type out the solution to all puzzles, as this isn't intended to be anything but a guide to get all treasure chests).

*****SYLVARANT WORLD MAP*****

EX Gem Lv1 (Near Iselia House Of Salvation)- On the map, to the north west of the House of Salvation near Iselia. There's a dead end there with a forest before some mountains, the chest is right at the start of the forest, you see bits of it poking out.

Lemon Gel (Near Izlood)- Hard to pinpoint since there's no nearby landmarks, but anyway, at the exit of the Ossa Trail near Izlood, head up north along the mountain range following the forests, there will soon be a forest with a space of grasslands between the forest and the mountaint range on the left, the chest is hidden in there, completely surrounded by woods (You need to open it to see the chest at all)

EX Gem Lv2 (Near Palmacosta)- From Palmacosta, head south and follow the coast east. You'll soon start to head back up north with a mountain range close by, you'll see the chest along those areas.

Magic Mist (Near Hakonesia Peak)- From Hakonesia Peak, head to the right to near the water to find it.

Strike Ring (Near Balacruf Mausoleum)- From the Balacruf Mausoleum, head east while hugging the northern side of the island, you'll soon see the chest before the mountain range ends.

EX Gem Lv2 (Near Tower of Mana)- From the Tower of Mana, head up north to the small stretch of land pointing to sea, the treasure is on it.

Technical Ring (Near Tower of Mana)- From the left entry into Luin, head north past the bridge, to a cliff overlooking a beach, before coming up to the cliff, you'll spot the chest sitting on the grass (Don't hug the edges while heading north, or you'll miss it).

Red Savory (Near Balacruf Mausoleum)- Fly to the east of the island over the mountains and land right on the other side of those mountains, the chest is on the western side of this small strip of grass.

All-Divide (Near Palmacosta)- Fly from Palmacosta to the island to the northeast of it, land along the southern beach to find the chest where the grass begins.

Energy Tablets (Near Katz Village)- From Katz Village, head along the pass until the mountain range to the south ends, the chest is sitting right at its end.

Red Sage (Near Tower of Salvation)- Head to the south, a small patch of grass should outstretch to sea, the chest is sitting on it.

*****TETHE'ALLA WORLD MAP*****

Super Pellets (Near Temple of Darkness)- From the entrance to Fooji Mountains, head south to some type of corner with mountains, the chest is sitting there on the grass.

Anti-Magic Bottle (Near Meltokio)- From Meltokio, head southwest and check at the end of the road there leading into a dead-end surrounded with mountains, the chest is there.

Reverse Doll (Near Meltokio)- From Meltokio, head a few steps south, then go over to the west into a dead end with forests, the chest is hidden by trees in the corner there.

Rune Cape (Near SE Abbey)- From the pier leading to Toize Valley Mine, head to the east until you spot a stretch of grass going south to a beach area, the chest is on the tip of that grass area.

Sephira (Near Ozette)- From Ozette, fly to the east where a strange circle of forest is, land nearby and look in the forest in the northwest corner of the circle near mountains for the hidden chest.

EX Gem Lv4 (Empty islands north of Hot Springs)- In the very upper-left of Tethe'alla are some seemingly empty islands, land on the western one that's surrounded on all sides by cliffs, the chest is around the southern part of it.

Elven Boots (South of Latheon Gorge)- From Latheon Gorge, fly south across the water, land on the first island there to find the chest.

EX Gem Lv3 (Southeast of Altamira)- From Altamira, fly to the southeast to a small island with some grass surrounded by a beach, check on the eastern side for the chest.

Rare Pellets (SE corner of Tethe'alla)- Fly to the large southeast continent and land near the northeastern coast, the chest is there near the water line.

Revive Ring (Amongst the islands NE of Tethe'alla)- Fly to the empty islands to the northeast and land on the very small patch of grass south of the one with a mountain range, the chest on it.

*****SYLVARANT DUNGEONS*****

+++++++MARTEL'S TEMPLE+++++++

Item List:

- 1 Apple Gel
- 2 Life Bottles
- 250 Gald
- 1 Panacea Bottle
- Sorcerer's Ring

Walkthrough:

Once you've went in and received the Training Manual from Kratos, head to the right and follow the passageway to the very end. Go down the stairs there, fight the Golem and then go up the stairs to the left most of the platform you're on. Head to the dead-end of that passage for 3 chests containing 1 Apple, 1 Life Bottle and 250 Gald. Head back to the platform where you fought the golem. Kill another one of them and push the block in the middle-right hole. Kill another golem, then push the block down at the same place.

Head downstairs to the south and head around to the left so you come up to the left of the last block you pushed down. Push it to the right until it covers the gap there and cross it for a chest containing 1 Panacea Bottle on the platform past there. Return upstairs to the golems and kill another, this time push the block down the middle-left hole. Go back down and push it into the gap to the left of it. Cross it to get a chest containing a Life Bottle. Head back upstairs to the golems and kill another. Push the block down the upper-middle

hole. Kill a second golem and push the block down at the same place.

Head downstairs and push the block up one square to cover the gap, then continue on for the Sorcerer's Ring. Go back to where you first started this dungeon and go up to the barrier ahead. Use the Sorcerer's Ring to open the barrier and walk through to finish this dungeon.

+++++ISELIA FOREST+++++

Item List:

- 3 Apple Gel
- 1 Life Bottle
- 2 Orange Gel
- Leather Glove
- 500 Gald

Walkthrough:

From the entrance near Iselia, follow the path upwards to the right until you get to a crossroads to the left and right. Head down to the left (The path is somewhat obscured by a tree) for a semi-hidden chest containing 1 Apple Gel. Head back to the crossroads and head up to the right. Grab the chest containing 1 Life Bottle sitting in plain view when the path turns and continue upwards along the path. Go through the scene there and head to the left.

Head to the left of the main gate for another scene and go back to the entrance to this area, head into the dead-end to the right. Then jump up 2 steps, go to the right and jump up on another step to collect a chest containing 1 Orange Gel. Jump back down one step and jump up the one on the left for another scene. After all is done, you'll be back outside the ranch. Head upwards as far as you can, then head left for a chest containing 1 Apple Gel. Go back to where you turned left and head right this time.

Get the chest hidden by a tree in the dead end containing a Leather Glove, head back to where you entered this area and go to the right as soon as you can. Ignore the path down and continue to the right to a corner with a chest containing 1 Apple Gel, then head south. Cross the bridge to the right and collect the chests containing 500 Gald. Continue along the path and pass under the overhead branch you'll see. Head up the hill to the left and on the branch proper to collect the sack containing 1 Orange Gel. Go up to end this dungeon afterwards.

+++++SYLVARANT BASE (FIRST VISIT)+++++

Item List:

- 1 Beast Hide
- 1 Beast Fang
- 1500 Gald
- 1 Magical Cloth

Walkthrough:

From the cell, face towards the bars and hit the guard with Sorcerer's Ring. Head to the right and open the chest behind the desk there to recover your equipment. Go back to the starting cell and press the buttons to the left of the 2 cells that are still closed. Get the chest containing a Beast Hide in the

first cell, then head to the right all the way to the next screen. Watch the scene involving the puzzle, then use the device in this room to change the function of the Sorcerer's Ring.

Lure one of the robot enemies over the blue pad to the right of the room, then stun it with the Sorcerer's Ring. While it's stunned, repeat the same process with the pad on the left of the room to open the door on the left. Head through and go upwards when possible (If you kill the human enemy there, you'll get a Memory Gem, I don't know if those count for the item count, but here it is). In the next room, open the chest to the left for a Beast Fang (You can also examine the orangey device inside this room for an Item Shop), exit and head to the left when possible.

In the electricity puzzle room, use the Sorcerer's Ring to spin the central buttons so that the Green button faces the Blue dot on the right of the large gamecube. Head through the right door to a dead end with a chest containing 1500 Gald. Head back to the puzzle room and rotate the buttons so that the Red button faces the Red dot at the bottom. Head through the south door afterwards and grab the chest containing a Magical Cloth to the right. Head back to the puzzle room and rotate the buttons so that the Green button faces the green dot north of the gamecube, go through the north doorway afterwards. Follow the scenes leading to the end of this dungeon.

+++++TRIET RUINS+++++

Item List:

- 1 Life Bottle
- Bracelet
- 1 Apple Gel
- 1 Spirit Bottle
- Stiletto
- 1 Lemon Gel
- Savory
- 1000 Gald
- Mumei
- Circlet

Walkthrough:

Head down the stairs to the dungeon proper and go to the left until you reach an intersection. Go forward through the archway and head north following the path to a dead end with 2 chests containing 1 Life Bottle and a Bracelet. Head to the south of where you came in for a chest containing 1 Apple Gel. Also push the two grey blocks near the entrance in the chasm right across from the entrance to this area.

Exit by where you came in and head north until you see a Chest, beware as it's an hard Fake enemy, use Kratos and Genis' magic only to wound it, chances are physical attacks do no damage, you'll obtain a Spirit Bottle on victory. Go through the entrance to the left of there and head north, following the path until you see a small brown pillar with a chest on top, head down there and go up to the opening on the right to trigger a short scene with Raine.

Grab the nearby grey block and push it down this opening to reach the chest on the brown pillar containing a Stiletto, then use the Sorcerer's Ring to light up the torch shown during the scene with Raine. Head across the raised bridge to the new path you can access. Light up the torch you see there in plain view, then exit this area the same way you entered it. Backtrack back to the

intersection and head through the opening to the left again. Go across the two blocks you pushed down earlier and light up the torch now accessible via the bridge you raised up.

Go back to the intersection and head south this time. Use the Sorcerer's Ring to blow the rubble on top of the chest there and open it for 1 Lemon Gel. Head through the entrance visible from here (The bird enemy to the left of this area carries a Memory Gem) and go up the small stairs to the left. Light up the torch there and go to the rightmost part of this small area. Light up the torch shown in the small dead end there and exit this area. Backtrack to the intersection and head through the opening to the left again.

Go up on the two blocks you pushed earlier and head up the stairs from there. Collect the chest accessible at the top for a Savory and go to the end of the raised platform to the left of there for 2 chests containing 1000 Gald along with a Mumei. Head down the first flight of stairs and go across the raised platform there that you haven't been on yet. Go over the next one as well to get a chest containing a Circlet. Go back across the last raised platform and go through the warp there to end this dungeon.

+++++++OSSA TRAIL+++++++

Item List:

- Battle Staff
- 1 Apple Gel
- 1 Melange Gel
- 1 Orange Gel
- Fine Guard
- Black Silver
- 1 EX Gem Lvl
- Beast Fang

Walkthrough:

Go forward, past the silly scene and up the slope to the next area. Continue along the path and grab the chest containing a Battle Staff at the second instance of the path turning around. Head up to the next area and continue along the path some more. When the path starts going downhill, head south to a clearing with 2 chests containing 1 Apple Gel and 1 Melange Gel. Now go downhill to the next area and grab the chest containing 1 Orange Gel where the path bends for the 3rd time in this area.

Continue forward for a boss battle, afterwards, head inside the cave she came out from. Head to the left at the intersection and turn to the right at the next one. Grab the chest containing a Fine Guard at the very end, then head back to the first intersection of the cave. Go to the southeast from it and continue towards the south at the next intersection for a chest containing Black Silver at the end.

Head back to the first intersection of the cave and go to the north east to the next area. Ignore the black skull unless you feel up to the challenge (I beat him at level 15 the first time through Ossa Trail, barely), but grab the 2 chests (One is hidden behind the stack of crates) containing 1 EX Gem Lvl and a Beast Fang. Backtrack out of the cave and exit the area to the south to finish this dungeon.

+++++++PALMACOSTA RANCH+++++++

Item List:

- 4 Orange Gel
- 3 Life Bottle
- 2 Apple Gel
- White Silver
- Omega Shield
- Purple Card
- Blue Card
- Mage Cloak
- 1 EX Gem Lv2
- Red Card
- 1 Melange Gel
- 1 Panacea Bottle

Walkthrough:

Once you've obtained the keycard from Door, head to the left up to a terminal and input the code 3341 to open the door. Go inside and head to the left to a large room. Head up to the northeast and go up the stairs on the right of that room to the next area (The Desian enemy before the stairs carries a Memory Gem). Examine the device to change the function of the Sorcerer's Ring (Just a note, but you need to activate the Sorcerer's Ring to use warp pads and blue pillars in this dungeon, I'll only point out when to turn it on for items, not warps and pillars), go back to the previous area and to the very start of this area.

Turn on the Sorcerer's Ring and go to the dead end on the right. Examine the sparkle for 1 Orange Gel, then head to the large room on the left. Go up north to another dead-end and turn on the Sorcerer's Ring to reveal a spark containing 1 Life Bottle. Return to the large room to the south, Turn on the Sorcerer's Ring to reveal a spark in the upper-left corner containing 1 Orange Gel, then head northeast. Turn on the Sorcerer's Ring to reveal a spark near the stairs containing 1 Apple Gel. Go up the stairs and head through the doorway on the right of the room.

Turn on the Sorcerer's Ring, collect the spark to the north containing a White Silver and the one near the cube to the south containing an Omega Shield. Examine the blue pillar in the corner to create a bridge, cross it, watch the scene and fight the Desian there for the Purple Card. Turn on the Sorcerer's Ring, collect the sparkle containing 1 Orange Gel in the upper-right corner and then examine the blue pillar in the upper-left corner to create another bridge.

Cross it, turn on the Sorcerer's Ring and collect the spark containing 1 Life Bottle. Backtrack out this room, making sure you turn BOTH bridges off (This is very important for later). Once back to the device, hop on the warp pad up north and get ready for an annoying maze of recurring screens. But first, head through the doorway to the left to see a scene where you'll obtain the Blue Card, then go back out and through the doorway to the right.

Turn on the Sorcerer's Ring to see the hidden blocks and push them down the 4 holes along the path to the south of this platform. Make sure you collect the sparkle containing a Mage Cloak under the block in a deadend to the north after you pulled it out. Also collect the sparkle containing 1 EX Gem Lv2 where you pushed down the blocks, then examine the blue pillar to the right to create a bridge. Cross it and go down the nearby stairs to see a scene where you obtain the Red Card. Backtrack to the previous room by the entrance you used to get in (Make sure you turned off the bridge you created before doing so!) and hop on the warp pad to the north.

Turn on the Sorcerer's Ring, collect the sparkle containing 1 Melange Gel on the left catwalk and hop on the left warp pad. Hop on the warp pad to the north, turn on the Sorcerer's Ring and collect the sparkle containing 1 Apple Gel nearby. Hop on the warp pad to the north, go up the stairs (If they're not there, you forgot to turn off all the bridges), turn on the Sorcerer's Ring and collect the sparkle containing 1 Panacea Bottle there. Go back through the warp pad and go back through the next warp pad to the south.

Hop on the warp pad to the left in the next screen and hop on the warp pad to the south. Turn on the Sorcerer's Ring, collect the nearby sparkle containing 1 Life Bottle and go back through the same portal to the previous screen. Hop on the portal to the north, turn on the Sorcerer's Ring and collect the sparkle containing 1 Orange Gel near the portal on the left. Head through the portal there and hop on the next one to the north. Go through the one on the left to finally find Chocolat. After a battle+scene, go through the portal she shows you to end this dungeon.

+++++THODA GEYSER+++++

Item List:

- Mermaid's Tear
- White Silver
- 1 Orange Gel
- 1 EX Gem Lvl
- 1 Life Bottle
- 2 Circlet
- Stun Bracelet

Walkthrough:

After you crossed over the bridge of light into the dungeon proper, follow the path down a flight of stairs, then grab the chest containing a Mermaid's Tear in the corner there. Continue down to a larger area and exit to the next one by the lower-left exit. Head between the two pillars on the right to reach an area with 2 chests containing a White Silver and 1 Orange Gel. Head back to the previous area and check behind the northern pillar for a completely hidden chest containing 1 EX Gem Lvl.

Go to the left and use the Sorcerer's Ring to light up both torches next to the large stone slabs with flames engraved on them. Head back to the previous room and go to the very right of it to find 2 chests containing 1 Life Bottle and a Circlet. Examine the nearby device to change the function of the Sorcerer's Ring, then head to the lower-right exit. Go down the stairs and head to the right (The second Fish enemy in this area carries a Memory Gem), grabbing the 2 chests containing a Stun Bracelet and a Circlet that you'll see along the way.

Head down the next flight of stairs and go all the way to the left to the next area. Grab the nearby block and push it down towards the entrance you came out of so that it clicks with the differently-colored tile there. Head back to the device where you changed the Sorcerer's Ring's function and go to the exit on the lower-left. Head towards the scales to the left and use the Sorcerer's Ring on the brown pot on the right scale. Head all the way back to where you pushed the block in the doorway and continue forward to the next set of scales there.

Use the Sorcerer's Ring on the brown pot again and go back to the first set of scales. Head to the raised platform on the left and take the warp pad to end this dungeon.

+++++++BALACRUF MAUSOLEUM+++++++

Item List:

- 1800 Gald
- Beast Fang
- Iron Guard
- 2 Blue Ribbon
- Beast Hide
- EX Gem Lv2

Walkthrough:

From the entrance, head down to the left side of the mausoleum where a peddler is resting, open the chest behind him for 1800 Gald. Then, head inside the Mausoleum proper. Head to the right and open the chest there for a Beast Fang. Head back to the entrance and walk SLOWLY across the metallic floor on the left when the spikes are down. Go up the stairs to the north (A worm enemy on them holds a Memory Gem) and light up both torches at the top of the stairs with the Sorcerer's Ring.

Examine both murals near the torches, then push the block to the south off the edge. Go back down the stairs and push the block on the single different tile nearby to stop the wind. Head back across the spiked floor on the right and continue to the end, light up the torch there with the Sorcerer's Ring. Read up the nearby mural, then head back to the left. Heading north before the spiked floor. Time your movements so you don't get hit by the spikes along that corridor, once past those, head up the stairs on the left and examine the mural near the torch.

Keep following this path past the spikes to a blocked doorway, light up the torches on both sides with the Sorcerer's Ring to open it, but don't go through yet. Go down the stairs to the right and examine the mural there. Go south and push the block there on the tile to the right to stop both wind streams. Head up north from there for 2 chests containing an Iron Guard and a Blue Ribbon. Head all the way south from there and light up the torch at the end with the Sorcerer's Ring. Examine the nearby mural and open the chest containing a Beast Hide.

Go back to the opening you unblocked earlier and follow the path to the left of it down the stairs, light up the nearby torch with the Sorcerer's Ring and then examine the mural. Go back to the unblocked passage, examine the device under the door to change the Sorcerer's Ring function, then head through the unblocked passage. Use the Sorcerer's Ring to make the following fans spin in order: Red, Green, Yellow, White, Blue. Get the chest containing 1 EX Gem Lv2 inside the hole that opens in the right wall.

Use the Sorcerer's Ring to stop all the fans, then make them spin in the following order: Blue, Red, Yellow, White, Green. Grab the chest containing a Blue Ribbon in the hole that appeared in the left wall. Then use the Sorcerer's Ring to shut down all the fans and make them spin in the following order: Red, Yellow, Green, White, Blue. Open the door up north from this room to end this dungeon.

+++++++ASGUARD RANCH (FIRST VISIT)+++++++

Item List:

- Beast Hide
- White Robe
- Iron Bracelet

Walkthrough:

Once you're inside the perimeter proper, head to the right and grab the chest containing a Beast Hide in a dead-end amongst the crates. Go up north through the doorway and head through the next door to the upper-left. Watch the scene and then grab the nearby chest containing a White Robe. Go down south from there and follow this path to an intersection. Head left and then south to a chest containing an Iron Bracelet (The patrolling Desian near it carries a Memory Gem).

Go back to the intersection and go north to end this dungeon.

+++++ASGUARD RANCH (SECOND VISIT)+++++

Item List:

- Cleric's Hat
- Pellets
- Lamellar Leather
- 1 EX Gem Lv2
- Card Of Earth
- Stun Charm

Walkthrough:

Examine the boulder near the start to head in. After the scene, choose whoever you want to go on either team, then head to the upper exit on the left side. Go down the first corridor for a chest containing a Cleric's Hat, then head further to the left. Headdown the second corridor there for 2 chests containing Pellets and a Lamellar Leather. Examine the machine to the very left of this area and choose to shut it down. Head back to the previous room and go through the lower left exit.

Examine the device nearby to change the function of the Sorcerer's Ring and then head south. On the right conveyor belt, use the Sorcerer's Ring to hit all 3 white circles off to the left. Head to the left side of this room afterwards and repeat the process for the remaining 3 white circles. Go up north where you exited this dungeon the first time and go up the nearby conveyor belt.

Grab the chest containing 1 EX Gem Lv2 to the right of the doorway there and then go through the doorway. Head up north to the warp pad to switch to the other party. Head through the lower-right exit and go through the southern doorway after the battle. Go into the first small space between the crates to the right and push/pull the blocks out of the way so you can get to the next doorway.

Go north, following the path to a chest containing a Card Of Earth, then examine the blue tile. Go through the doorway to the left, watch the scene, then exit by the left entrance into the room. Grab the chest containing a Stun Charm and examine the blue tile. Then head back to the previous room. Exit by the southern entrance and go south to an intersection. Head down he path to the left all the way to a deadend. Fight the enemy there, head back to the intersection and go down the right path to fight another enemy, then you'll go

back to the other party. Head through the now-active warp pad to end this dungeon.

+++++TOWER OF MANA+++++

Item List:

- Armet Helm
- Boltzman's Book
- 2 EX Gem Lv2
- Lunar Guard
- Moon Robe
- Stinger Ring
- Iron Mail

Walkthrough:

After you chose your 3rd party member, go up the spiraling staircase to the very top (The 2nd enemy along the way holds a Memory Gem) and grab the chests containing an Armet Helm before going through the doorway there. Use the Sorcerer's Ring to burn the red curtain to the north, then push the block in this room into the very middle to open the next doorway. Go through it and examine the panel south of you to switch to the other party.

Head to the bookshelf in the left wall and examine it to find Boltzman's Book. Go through the northern entrance, burn the red curtain on the left with the Sorcerer's Ring and then push the block in this room into the very middle to open the next doorway. Go through it and use the Sorcerer's Ring to burn the red curtain on the left, then arrange the various blocks in the room to light up all the white balls on this floor (Too long to explain). Afterwards, go north and grab all 3 chests containing 1 EX Gem Lv2, a Lunar Guard and a Moon Robe.

Go through the northern doorway, grab the chest containing a Stinger Ring to the upper-right and head through the doorway on the right. Head through the southern exit and follow the spiraling staircase to the very top. Go through the entrance there, then through the doorway on the left and grab the 2 chests containing an Iron Mail and 1 EX Gem Lv2.

Cross the nearby bridge of light to switch the other party, Go across the nearby bridge and follow the path all the way up to the other party. Head through the nearby warp pad to end this dungeon.

+++++SYLVARANT BASE (SECOND VISIT)+++++

Item List:

- Straw Hat
- 1 EX Gem Lv2
- Protect Ring

Walkthrough:

Head to the right then upwards, following the path to the next area, then go through the next doorway on the right. Head up the nearby stairs, then down the next set of stairs and push/pull the 2 brown blocks there to create a bridge to the small platform with a grey block. Push the grey block down the platform (DO NOT push it on the blue tile yet), then use the two brown blocks to form a

birdge from the bottom-middle platform to the one on the right. Use the grey block to cover up the gap to the north of that platform.

Cross over the blocks to the 2 chests there containing a Straw Hat and 1 EX Gem Lv2. Go back down and push the grey block over the blue tile to open a new path. Push the 2 brown blocks to the left on a 4-squares brown platform, make sure both blocks for a vertical line to the right of it, then go towards the path you just opened. Examine the device nearby to change the function of the Sorcerer's Ring, then head downstairs.

Go to the right and push the grey block down into the moat to the south. Head to the left and use the Sorcerer's Ring to hit the pillar up north. Examine the console nearby and push the switch. Cross the bridge made by the brown blocks you pushed earlier and grab the hidden chest containing a Protect Ring behind the blue screen on the right. Use the Sorcerer's Ring to hit the blue pillar to the south of this platform, then head up on the platform, examine the console and push the switch.

Go north, down stairs into the now-empty moat, push the grey block down there to the left onto the blue tile. Head further left and use the Sorcerer's Ring to hit the blue pillar there. Go back out of the moat and exit this area by the southern doorway, you'll now be back unto familiar grounds from your first visit here. After the scene, go through the doorway on the left, then exit through the doorway to the very north to end this dungeon.

+++++REMOTE ISLAND RANCH+++++

Item List:

- Vajra
- Holy Staff
- Stone Charm
- 2 EX Gem Lv2
- Saffron
- 1 EX Gem Lv1
- Holy Cloak
- Minazuki
- 1 EX Gem Lv4
- Mythril Ax
- 2 EX Gem Lv3
- Mythril Greaves
- Revive Ring

Walkthrough:

Head north to the next screen, continuing north to the screen after that and walk around the platforms that light up to turn all the dots blue. Cross the bridge that came down and repeat the process with the large set of platforms. Cross the next bridge to th next area and examine the device to change the Sorcerer's Ring function. Use the elevator to go up and head out. Run around the room grabbing the 3 chests containing a Vajra, Holy Staff and Stone Charm hidden behind pillars, then push all the green switches around the room.

Go back in the elevator, head up and use the Sorcerer's Ring to begin this maze part, your goal is to reach the top point many floors up, once that's done, go in the doorway, through the next one on the right to the next part of this dungeon. You can cycle through colors for white warps by using the Sorcerer's Ring, I'll point out which colors to switch along the way when I point to switch, go through the warp afterwards. Switch the white circle to red and go

through, grab the chest containing 1 EX Gem Lv2 and go back to the previous room.

Switch the warp to green, grab the chest containing a Saffron and return to the previous room. Switch the warp to blue, then switch the next warp to red and use the device there to remove Lock 2. Go back to the previous room and switch the warp to blue. Switch the next warp to red, grab the chest containing 1 EX Gem Lv1 and return to the previous room.

Switch the warp to green and grab the chest containing an Holy Cloak to the left. Go up the stairs to the next warp, switch it to blue and grab the chest containing 1 EX Gem Lv2. Go back to the previous room and switch the warp to red. Grab the 2 chests on the right containing a Minazuki and 1 EX Gem Lv4. Switch the next warp to blue, grab the chest containing a Mythril Ax to the left and go all the way up to a device used to remove Lock 3.

Go to the next portal and switch it to red. Collect the chest containing 1 EX Gem Lv3, go back to the previous room and switch the portal to blue. Grab the chest containing Mythril Greaves to the right and go up to a chest containing a Revive Ring. Head back 3 rooms and switch the portal to green. Grab the chest containing 1 EX Gem Lv3 to the left and examine the device at the end to remove the last lock. Go back to the previous room and switch the portal to red. Head to the next portal, switch it to blue and switch the next one to green. Go through the doorway to the north, go up on the elevator and through the doorway on the right after that to end this dungeon.

+++++ISELIA RANCH+++++

Item List:

- Lovely Mittens
- Solar Spinner
- Cor Leonis
- Muramasa
- Rune Staff
- Ether Sword
- Rune Robe
- Rune Mail
- Rune Shield
- Aqua Greaves
- Rune Guard
- Hairpin
- Rune Gauntlet
- Rune Cloak
- Rune Circlet
- War Hammer
- Rune Helm

Walkthrough:

Head down the stairs inside the perimeter and examine the device there to change the function of the Sorcerer's Ring. Follow this path to see a scene where you choose a party (Just choose your best team, the other 4 will not fight anything), grab the hidden chest containing Lovely Mittens just along the southern wall and head north. Go to the left at the end for 3 chests containing a Solar Spinner, Cor Leonis and Muramasa, then head to the right for 2 chests containing a Rune Staff and an Ether Sword.

Head back to the room where you chose a party, use the Sorcerer's Ring on the

two blue pillars to the left and go through the doorway to the next area. After the scene, go down the stairs and through the doorway on the right. Continue following that path past some stairs to a chest containing a Rune Robe, then go up the stairs and head to the left. Use the Sorcerer's Ring on the 2 blue pillars next to the doorway, then go through the doorway and grab the 3 chests to the north containing a Rune Mail, Rune Shield and Aqua Greaves.

Head back out and go to the right. Head north when able and use the Sorcerer's Ring on the two pillars there. Go through the doorway and collect the 3 chests containing a Rune Guard, Hairpin and Rune Gauntlet to the north. Head back out and to the right. Go south and use the Sorcerer's Ring on the two pillars on the left so you can grab the 2 chests containing a Rune Cloak and Rune Circlet. Head back out and to the north.

Go down the stairs and head down the passageway to the right. Go through the doorway to the next area and grab the chest containing a War Hammer (The nearby desian enemy is carrying a Memory Gem). Use the Sorcerer's Ring on the pillar here, then head back to the previous room and go up north. Use the Sorcerer's Ring on the blue pillars there and head north through the doorway, then hop on the warp pad at the end to end this dungeon.

NOTE: After you start Disc 2, head back to Iselia Ranch and check to the left inside of the perimeter with a chest containing a Rune Helm, yes, it makes no sense to put it there after the dungeon, but it's there.

*****TETHE'ALLA DUNGEONS*****

+++++FOOJI MOUNTAINS+++++

Item List:

- 1 EX Gem Lv2
- Cool Orbit
- Black Onyx
- Card Of Fire
- Misty Robe

Walkthrough:

From the starting plateau, head down south to the next area and follow the path up to a bend in the road with a chest containing 1 EX Gem Lv2. Continue down the path all the way to an intersection, grab the chest containing a Cool Orbit to the north, then go right to the rock there. Grab the hidden chest behind the rock containing a Black Onyx and go north to grab another chest containing a Card Of Fire. Head back to the rock and go south, turn to the left along the partially-obscured path there.

Grab the chest containing a Misty Robe, then return to the previous path and head south to end this dungeon.

+++++MELTOKIO SEWERS+++++

Item List:

- 1 EX Gem Lv2
- Spirit Ring
- 1 EX Gem Lv3
- Great Ax

- Breastplate
- 1 EX Gem Lv1
- 2500 Gald
- Thunderbolt
- Card Of Lightning
- Elixir

Walkthrough:

Follow the path all the way to a device, use it to change the Sorcerer's Ring function and use it. While small, go across the thin ledge to the left and into the mousehole. Grab the bag containing 1 EX Gem Lv2, then return to the device and use the Sorcerer's Ring to go small. Go across the spider web and step on the blue tile to get back to regular size. Go up the stairs (The rat enemy there carries a Memory Gem) and follow the path to another flight of stairs. Go down it and grab the hidden chest containing a Spirit Ring under it. Head back up and go to the right. Examine the door for a scene and open the crate containing 1 EX Gem Lv3.

Head up the nearby stairs to the top and go forward to the machine for a scene. Use the Sorcerer's Ring, go through the mousehole on the left of the machine and grab the bag containing a Great Ax. Head back out, step on the blue tile and activate the machine. Grab the block it produces and push it down the second opening to the left of the platform (Counting from the top). Use the machine to produce a second block and push it down one of the openings to the south of the platform.

Have the machine produce another block and push it down the other opening to the south. Head down all the way to where you got the Spirit Ring, use the Sorcerer's Ring and cross the small path under the stairs all the way to a platform. Step on the blue tile then examine the wheel to open a door. Go back up and through the door you just opened. Go forward to the intersection, head left and down the stairs in the corner there. Use the Sorcerer's Ring, examine the floating box to head to the previous screen, step on the blue tile and examine the wheel there to open another door.

Use the Sorcerer's Ring, then jump across the edge of the floating box. From there, head all the way up to the door you just opened and go through. Use the machine to produce a block and push/pull it across the catwalk around this area (Use the spider webs to reposition yourself on the other side of the block). At the 2nd corner, push it off the ledge and head back to the previous room. Go through the first door you opened here and head down the stairs to the right. Go in the small area between the wall and the stairs to collect a chest containing a Breastplate.

Use the Sorcerer's Ring and follow the small path in the upper-right of this platform to an intersection. Turn to the left when able and step on a blue tile. Go up the stairs, use the Sorcerer's Ring and step between the bars. Once inside the cage, step on the blue tile and examine the panel to the right to open it. Head back to the previous screen and go through the second door you opened here. Have the machine produce another block and push it along the catwalks again. Push it off to the right at the 4th corner this time. Head back all the way to the cage you came out of earlier and push the block along the path to the middle of the cage.

Head back to the catwalks above (You know the way now), produce another block and push it along the catwalks, pushing it off to the right at the very last corner. Head back to the floor below and head to the right at the intersection. Follow the path up a metallic staircase and push/pull the block through the opening to the south of this platform. Use the Sorcerer's Ring and go through

the mousehole to the north of here. Grab the bag containing 1 EX Gem Lv1, head back out and go across the bridge you outstretched earlier.

Go down the stairs past it, use the Sorcerer's Ring and cross the small path to the right, going north to a platform. Step on a blue tile and examine the wheel to open a door. Head back and go through this door. Grab the chest to the left containing 2500 Gald, then head south down the stairs there. Go up the path to the right and use the Sorcerer's Ring. Go in the hidden mousehole to the right just under the bridge above, grab the bag containing a Thunderbolt and head back out. Go north and cross the small path to the left across the far wall.

Go in the mousehole under the section of bridge on this side, grab the bag containing a Card Of Lightning and head back out. Step on the blue tile to the south and go south to fight a miniboss battle. After the scene, head up the stairs and open the chest on the right to fight a Fake (Remember to use primarily magic against them). You'll get an Elixir after the battle, head up the nearby stairs and follow the path to a ladder. Use it to end this dungeon.

+++++GAORACCHIA FOREST+++++

Item List:

- Drain Charm
- Pretty Ribbon
- Phoenix Rod
- Witch's Robe
- Angel Bracelet
- Fafnir

Walkthrough:

Go north, fight the battle there and head up to a clearing with a device, examine it to change the Sorcerer's Ring function (Keep the meter filled to use it, there's plenty of sunlight spots, so I won't bother to tell you to refill it, especially since vines and such don't grow back ever). Go to the right to the next area afterwards, grab the chest containing a Drain Charm that's partially hidden by a tree to the lower-right of the intersection. Then head south to the next area. Use the Sorcerer's Ring to make a path north at the intersection, but continue south.

Go right at the next intersection, but use the Sorcerer's Ring on the bunch of herbs to the north just at this area's limits to reveal a chest containing a Pretty Ribbon. Go up north where you freed up a passage and use the Sorcerer's Ring to open up another path further north. Continue north until you see another bunch of herbs blocking a path to the left. Use the Sorcerer's Ring to pull them apart and go left back to the 4 ways intersection. Head north this time until you spot a bunch of herbs to the north.

Use the Sorcerer's Ring to reveal a chest containing a Phoenix Rod and head to the right to the next area. Go south until you see another path to the right blocked by plants. Use the Sorcerer's Ring on them as well as the bunch of herbs to the south of those to reveal a chest containing a Witch's Robe. Follow the path you just freed up until you see another bunch of herbs to the north in the next area. Use the Sorcerer's Ring on them to reveal a chest containing an Angel Bracelet, head down south afterwards and head to the right to the next area after passing a spot of sunlight.

Use the Sorcerer's Ring on the plants blocking the north passageway as well as on the nearby bunch of herbs to reveal a dark chest containing Fafnir (You

cannot collect it right now, but I'm pointing out this Devil's Arms location anyway, as well, take note that the skull enemy to the north carries a Memory Gem). Go southeast until you hit a bunch of plants again. Use the Sorcerer's Ring on them and continue on to the next area. Exit this area to the southwest again and keep going until you see a scene and fight a boss. Afterwards, exit to the south to end this dungeon.

+++++TOIIZE VALLEY MINE+++++

Item List:

- EX Gem Lv1
- Sage
- Crescent Ax
- Saint Rapier
- Sand Saber
- Iron Greaves
- Battlesuit
- Silk Robe
- Thunder Cape
- Super Pellets
- Evil Eye
- 1 EX Gem Lv3
- Inhibitor Ore

Walkthrough:

Head north, fight the Defense System, then head back to where it was. Check behind the mine cart near the entrance for an hidden chest containing 1 EX Gem Lv1, also head to the right of the defense system for another chest containing a Sage. Then head inside the mine proper. Go up and head to the right on the large platform. Turn on the machine there and hop on the moving platform to the right when it comes by. Use the Sorcerer's Ring to hit the switch north of the moving platform as you move past. You'll end up to the north of where you took off.

Hope on the elevator nearby (The cat enemy nearby carries a Memory Gem) and ride it all the way down. Head along the path and grab the hidden chest containing a Crescent Ax behind the mining carts along the way. Go south, then turn to the right at the bottom for a device, examine it to change the Sorcerer's Ring function and head back to where you turned. Go up the nearby slope and grab the chest containing a Saint Rapier to the south. Head north along this path to a dead-end with a chest containing a Sand Saber.

Return to the elevator and take it up, go to the left and use the Sorcerer's Ring to blast the boulder. Return to the device to return to normal function, make your way back to the moving platform and blast the switch with the Sorcerer's Ring as you move past again. Return to the device for the last time to switch to function for the Sorcerer's Ring back to bombs. Head back to the moving platform and go across to a small platform. Head through the entrance there to the next area.

There's lots of boulders in this area, so I'll assume you blow them up as soon as you see them since they never come back. Head up, then get the chest containing Iron Greaves in the dead-end to the left and continue north to an intersection. Go right and head down the nearby slope into a small area. Turn on the machine there and grab the chest containing a Battlesuit partially hidden by a pillar to the right. Go back to the intersection and follow the path to the left. Go down the small slope along the way, turn on the machine

and head back to the path, which you should keep following past a turn to the south to another slope.

Head down it, grab the chest containing a Silk Robe in the lower-right corner and talk to the little thing, give it whatever potion you want (You'll have to come back later if you can't). Go back up the slope and follow the path to the right past another intersection, past a rolling boulder trap. Do not touch the switch, instead, go up to the Bacura, lure it until it won't chase you anymore, then trigger the rolling boulder trap to smash it. Now ,use the switch to turn the boulder trap off and go over the floor plate, head to the left and take the elevator down below.

Go to the right, grab the chest containing a Thunder Cape along the way along with the chest containing Super Pellets at the very end. Examine the remains of the Bacura to find an Evil Eye and head back to the area the Bacura was guarding, go forward to the next area there. Go down the stairs before the bridge to a small platform with a chest containing 1 EX Gem Lv3. Head back up and cross the bridge. Blow all the crates up with the Sorcerer's Ring, then grab the chest containing Inhibitor Ore to end this dungeon.

+++++TOWER OF LIGHTNING+++++

Item List:

- Silver Guard
- 2 EX Gem Lv3
- Duel Helm
- Thunder Scepter
- Spirit Bottle
- 1 EX Gem Lv2
- Shining Star
- Battle Cloak
- Power Greaves

Walkthrough:

Head up north to an intersection with 3 paths north, go up the first one (starting from the left) and examine the device, do the same for the third one. Finally, do the same with the middle one, then go up the third one and examine the device again. Go walk over the button on the middle pathway now. Then follow the first pathway to a device, examine to change the Sorcerer's Ring function and go back to the main intersection.

Head to the right, go north at the end and use the Sorcerer's Ring on the blue blocks to remove them. Grab the chest containing a Silver Guard at the end there and return to the main intersection. Go up the middle path to the next area. Use the Sorcerer's Ring to remove the blue block ahead, then head all the way up to the top of this room to get rid of the blue block on the seal, afterwards, go through the entrance you unblocked down below. Head to the left and up the stairs there, then through the door at the top. Follow the path here to the next doorway at the top, then take the exit to the south.

Head to the right and use the Sorcerer's Ring to blow up the floating blue block off the platform, then activate the nearby device. Grab the chest containing 1 EX Gem Lv3, head to the left and use the Sorcerer's Ring to blow up the floating blue block there. Activate the device, grab the chest containing a Duel Helm and continue to the left. Use the Sorcerer's Ring to blow up the blue block there and head back to the right, using the Sorcerer's Ring another time to blow up yet another floating blue block.

Activate the device there, as well as the next one to the left, then grab the chest containing a Thunder Scepter and continue to the right to a doorway. Follow the path here along 2 flights of stairs, then go to the right to a deadend and grab the hidden chest containing a Spirit Bottle. Let yourself fall down, then go back through the north doorway and up the stairs to the left to collect the chest containing an EX Gem Lv2 Go down the stairs into the water and turn off the device there.

Go up the stairs to the left and use the device there to change the Sorcerer's Ring function. Head all the way back to the intersection in the first area of this level. Go to the left and use the Sorcerer's Ring to blow up the yellow blocks to the south. Grab the chest containing a Shining Star there and head go back to the next screen. Head up the left stairs and use the Sorcerer's Ring to dispose of the yellow block there. Head up the stairs to the right, blow up the yellow block on the seal there and head through the doorway to the right of this room.

Head up the path to the upper doorway and use the Sorcerer's Ring to blow up the floating yellow block on the left. Make your way to the console the device landed on and activate it. Now you need to go all the way back to the device you turn on after falling from platforms earlier, once you're there, go through the doorway on the right and all the way up to the next area. There will be several yellow blocks lining the walls. The electricity will start from the lower-right console and go up the wires, turning where there are yellow blocks, blow up the blocks necessary to make the electricity go up the 2nd wire from the left (The bird enemy around that area carries a Memory Gem).

Activate the console and a chest will drop to collect later. Then, blow up the yellow blocks necessary to make the electricity go up the 3rd wire from the left. Activate the machine afterwards to create a new path. Head down the slope and collect the chest containing a Battle Cloak. Head through the exit to the south and use the device there to change the Sorcerer's Ring function. Backtrack all the way to the intersection in the first area of this dungeon. Go to the right and use the Sorcerer's Ring to blow up the red blocks to the south. Grab the chest containing 1 EX Gem Lv3. Head back to the next area and go up the left staircase. Head through the doorway on the left and follow the path up to the next doorway.

Use the Sorcerer's Ring to blow up the floating red block, then grab the chest containing a Power Greaves. Make your way back through the dark area and go up the nearby stairs. Use the Sorcerer's Ring to blow up the red block on the seal and examine the seal to end this dungeon.

+++++TETHE'ALLA BASE+++++

Item List:

- 2 EX Gem Lv3
- 1 EX Gem Lv2
- Card Of Ice
- Silver Circlet
- Lightning Sword
- Dragon Tooth
- Silver Mail
- Aqua Cape
- Lavender
- Tomahawk Lance
- Beam Shield

Walkthrough:

Use the device here to change the Sorcerer's Ring function, then head through the south exit and go through the doorway on the left. Go north to the next area and follow the small path to the right, taking the doorway in this corridor. Grab the chest containing 1 EX Gem Lv3, fight the enemy here for the first part of the password and go back out. Go back to the area to the south, push/pull the block to stop the laser on the left (You need to do that often, it's obvious and the blue block is always near, so I'll assume you do so all the time) and go left. Head up through the first doorway for a chest containing 1 EX Gem Lv2, go back out and go through the 2nd doorway for a chest containing a Card of Ice. Go back out and back to the previous area to the right.

Head through the doorway to the right, all the way to the end of this passageway, then through a door and fight the enemy there to get the 2nd part of the password. Go back out, head north to the next area this time and grab the chest containing a Silver Circlet. Go through the doorway on the left, then the next one on the left after that. Fight the enemy walking around to the north for the last part of the password. Go up the nearby stairs and use the Sorcerer's Ring on blue pillar to the north of there. Go examine the console that light up to raise the lift.

Afterwards, backtrack all the way to the corridor outside of the room where you got the first password, then go to the north to the next area and follow the path to the lift you raised. Push/Pull the block on it so that it falls on the laser below (The robot enemy here carries a Memory Gem). Make your way back to the lower floor and head to the small area the laser was blocking to collect 2 chests containing a Lightning Sword and a Dragon Tooth. Head back out of this room and go through the doorway to the north.

Go up the stairs to the north for a chest containing a Silver Mail, then head back down. Push 2 blocks between the pillar and the stairs to the left, use the stairs to get on it and grab the chest containing an Aqua Cape hidden by the stairs. Push the blocks up north afterwards so they fill the gaps between the raised platforms next to the wall. Go up and cross them to reach a chest containing a Lavender. Also use the Sorcerer's Ring to hit the blue pillar behind it (Fire at it in diagonal).

Use the activated elevator to raise a block up to the upper level and push/pull it all the way to the right. Push it over next to the chest that contained a Silver Mail, then walk on it so you can hit the blue pillar south with the Sorcerer's Ring. Use the elevator you activated just now to raise a block all the way upstairs and push it down in front of the platform with a chest containing a Tomahawk Lance to the north. Head to the left afterwards, using the Sorcerer's Ring on the blue pillar past the elevator there.

Grab the chest containing a Beam Shield to the north, then activate the elevator to bring the block on it downstairs, push it in front of the pillar with a chest containing 1 EX Gem Lv3 to the right and exit this area. Go back in to reset the blocks and push one on the elevator to the right. Bring it upstairs and push it down to the north, right next to the wall so it fills the gap there. Cross it and use the elevator there to go up. Input the password into the console next to the door here and go through the open doorway to end this dungeon.

+++++TEMPLE OF EARTH+++++

Item List:

- Mythril Guard
- Mythril Circlet
- Bellebane
- 1 EX Gem Lv3
- Ancient Rod
- Bardiche
- 1 EX Gem Lv1
- Ghost Shell
- 1 EX Gem Lv2
- Mythril Bracelet
- Gates Of Hell

Walkthrough:

Examine the device to change the Sorcerer's Ring function and head up, use the Sorcerer's Ring to dispose of the stone pillars go through the scene afterwards and continue to the next screen (If he won't let you pass, you need to go to Toize Valley Mine with a Mizuho/Flanoir/Palma Potion to give to the gnomelette there so he'll let you pass). Go north to a sign, then use the Sorcerer's Ring near the southern edge to create a slope. Stand on the edge closest to the stone pillar on the left and use the Sorcerer's Ring to bring it down. Grab the chest containing a Mythril Guard and go back up the slope. head to the left until you see another path going down the right.

Follow it to the next screen and across the bridge for a chest containing a Mythril Circlet. Head back all the way to the intersection and go right again, but passing the slope this time to get to the next area. Cross the bridge and head up the slope on the left for a chest containing a Bellebane. Go back down and talk to the gnomelette there to see a scene, pick whoever you want (You need to get the Curry recipe from Tabatha to do this) and head further to the left afterwards to talk to yet another gnomelette.

Now you need to go through the falling puzzle 3 times to collect everything, when I say 'fall here', that means you must use the Sorcerer's Ring on whichever wood part I mentioned to fall down one or two levels. To begin with, fall down the first wood part, grab the chest containing 1 EX Gem Lv3 and fall down the next 3 wood parts. Next, fall down the middle one and grab the chest containing an Ancient Rod. Fall down the leftmost wood part, collect the chest containing a Bardiche and fall down the last wood part to the bottom.

Talk to the gnomelette near here and go through the passage (A note, once you've finished this temple, go back to Altessa's house and talk to the gnomelette there, return to the Earth Temple and go to the right instead of going in the passage, the gnomelettes will move aside and you can fetch the dark chest containing a Gates Of Hell). Return to the top of the falling puzzle and fall down the middle one this time. Fall down the next one, collect the chest containing a Ghost Shell and fall down the next wood part. Collect the chest containing 1 EX Gem Lv1 and fall down all the way to the bottom.

Once back at the top, go down the last wood part, along with the one after that, then collect the chest containing 1 EX Gem Lv2. Make your way down afterwards and go through the passage. This time, talk to the gnomelette there instead of returning to the fall puzzle. Make sure you stay a little ahead of the gnomelette as it goes forward and fight enemies before it reaches them. Don't go too far ahead as enemies there can respawn. Once it reaches the exit and goes in, follow it (Don't go in before it does).

Talk to it on the bridge of the next area and time your earthquakes with his own (Just hit the button as he reaches the peak of his jump), you'll fall down

below. Go up the slope to the south for a chest containing a Mythril Bracelet, then head to the seal north of where you fell down to end this dungeon.

+++++TEMPLE OF ICE+++++

Item List:

- Ancient Robe
- Defender
- Mythril Shield
- Ice Coffin
- Mythril Gauntlet
- Mythril Armor
- 1 EX Gem Lv2
- Celsius' Tear
- Rosemary
- 1 EX Gem Lv3

Walkthrough:

Head around to the other side of the stack of wood near the entrance and collect the 2 chests containing an Ancient Robe and a Defender. Head to the left to a small dead-end hiding a chest containing a Mythril Shield. Go north through the cave entrance, examine the device to change the Sorcerer's Ring function and follow the path south to a chest containing an Ice Coffin. Continue along the path, grabbing the chest containing a Mythril Gauntlet along the way and go up the slope to the left. Collect the chest containing a Mythril Armor at the top and go through the nearby entrance.

Go south, use the Sorcerer's Ring on the icicles to create a bridge and continue to another cave entrance. Once inside, grab the chest containing 1 EX Gem Lv2 and collect the Celsius' Tear nearby (You need the Penguinist Gloves in inventory). Head back to where you went up a slope, but this time go over the ice bridge to the right. Head south, use the Sorcerer's Ring on the icicles and push the ice block into the small stream to the left to create a bridge. Go up the small platform near the water source and examine it to freeze the lake.

Make your way to the small area to the left of the lake and collect the chest containing a Rosemary. Then, make your way to the northern exit from the lake and collect the chest containing 1 EX Gem Lv3. Head north to a puzzle, arrange the heads (Named in a clockwise order) in the following manner: Left, Down, Right, Right. Go through the opened doorway to end this dungeon.

+++++TEMPLE OF DARKNESS+++++

Item List:

- 2 EX Gem Lv2
- 1 EX Gem Lv3
- Headband
- Shadow Dancer
- 1 EX Gem Lv4

Walkthrough:

Once you've got the Blue Candle, follow the path further in and grab the chest containing 1 EX Gem Lv2 behind a pillar to the left of the bridge. Continue further to the next screen, head to the right past the scene to the next

screen. Head down the stairs and go into the light blue path on the wall. Use the device there to change the Sorcerer's Ring function and pull out the device the Sorcerer's Ring activated.

Head back to where the other block moved, use the Sorcerer's Ring on any light crystal you see so the shadow slimes follow you past them and go to the left end of this place. Head south, touch the shadow slime there and use the Sorcerer's Ring on the right block. Push it down as far as it goes, then use the Sorcerer's Ring on the left block. Pull it as far out as you can. Head back north, down the stairs on the right and grab the hidden chest on the right containing 1 EX Gem Lv3.

Head to the left (Not back up the stairs) and go south, push/pull the block to the right of this platform, then as far north as it can go to make the shadow slime on it disembark. Go touch it, use the Sorcerer's Ring on the nearby block, push it in as far as possible and head down the nearby slope (The skull enemy near it carries a Memory Gem). Watch all 3 shadow slimes take position, then head down the slope to the right to the next screen. Head back up, grabbing the chest containing a Headband hidden under the set of stairs.

Go up the stairs, through the doorway to the next area and head south to a chest containing a Shadow Dancer. Touch the shadow slime and make it cross the block. Head back to the device you used to change the Sorcerer's Ring and pull out the nearby block. Head back to the last shadow slime, touch it and head left. Pull out the left block to the south and go down the stairs on the right. Head down the slope afterwards and look at the shadow slime taking position. Head back to the Sorcerer's Ring device again and pull out the block another time. Head back out, up the stairs to the next area and to the left.

Push in the block there as far as you can, then head back to the area where the shadow slimes are waiting. Go up the slope there, head to the left and follow the path south to where you made a block fall. Follow the small path to the right up to the last shadow slime, which you should now lead to where the others are. Once that's done, make sure all of them are following you, then head north and down the slope to the right to the next area.

During this long descent, always make sure the shadow slimes are all sticking close to you, then follow this path to an intersection which you should go past without turning to the next intersection after that. Head to the south for a chest containing 1 EX Gem Lv2 and return to the intersection. Head to the right this time for a chest containing 1 EX Gem Lv4 and go back to the intersection. Follow it north this time to another intersection and head to the left there, following that path all the way to the bottom to end this dungeon (Remember, all 5 shadow slimes must be with you).

+++++YMIR FOREST+++++

Item List:

- Resist Ring
- Solar Guard
- Gladius
- Crystal Shell
- Blue Seed
- Maid's Hairband
- White Seed
- Ymir Fruit

Walkthrough:

Head north, grab the chest containing a Resist Ring behind the tree and examine the device to change the Sorcerer's Ring function. Head along the wooden path to the right, go south when able and hop on the stump to the left. Use the Sorcerer's Ring and grab the chest containing a Solar Guard. Head north, grab the chest containing a Gladius behind the tree and follow the wooden path to the left to the next area. Follow the first turn to the left to another area, hop on the stump there and use the Sorcerer's Ring.

Go back to the previous screen and head to the right. When you stop to notice something, grab the chest containing a Crystal Shell behind the tree ahead, then hop on the stump on use the Sorcerer's Ring. Grab the Blue Seed that fell down and go back to the left. Head up north when able and go up the branch connecting with the path. Follow the upper path all the way to the next screen. Continue following it to a save point, grab the chest containing a Maid's Hairband behind the nearby tree and talk to the elf to the north. Afterwards, make your way to the device at the start of the level and plant the Blue Seed next to the red flower to the left.

Go back to the previous screen and hop on the lily to the left of the wooden path. Use the Sorcerer's Ring, then go collect the chest containing a White Seed that fish pushed to shore. Head back to the device and plant the white seed next to the blue flower you planted earlier. Head up the branch to the right and jump on th branch off to the right of the wooden path. Use the Sorcerer's Ring and push the crate off the side. Use the Sorcerer's Ring again to return, head down the branch to the right and follow the path north to the next screen. Head to the right, going north when able and go up the branch to the left along the path.

Follow the path up to a branch to the left, jump on it and use the Sorcerer's Ring. Head to the right, hop on the stump and use the Sorcerer's Ring. Head back to the previous screen via the white plant and go to the right. Head down the branch in the corner and go across the floating box to the right. Hop on the stump and use the Sorcerer's Ring. Find your way to the stump a little south and to the left of here, hop on it and use the Sorcerer's Ring. Afterwards, hop on the lily to the right of there and use the Sorcerer's Ring on it.

Make your way to the stump near where the fruit is now, hop on it and use the Sorcerer's Ring. make your way to the lily to the south of here, hop of it and use the Sorcerer's Ring. Head to the next screen via the wooden path to the left (Upper exit, not lower). Hop on the lily there and wait until the fish in the water starts heading north, when it does, use the Sorcerer's Ring so the fish heads south where the rock was previously.

Go back to the device at the start of the level and hop on the lily to the left of there. Use the Sorcerer's Ring and finally go collect the Ymir Fruit that you can now access. Head back to the elf to end this dungeon.

+++++++LATHEON GORGE+++++++

Item List:

- 3 EX Gem Lv4
- Rare Pellets
- 2 EX Gem Lv3
- Diablos
- Star Cap
- Rare Shield

- Toroid
- Flare Greaves
- Elixir
- Draupnir
- Battle Pick
- Mana Leaf Herb

Walkthrough:

Head up north from the start for a chest containing 1 EX Gem Lv4, then head to the right and go south. Examine the device to change the Sorcerer's Ring function and head north a little further ahead for a chest containing Rare Pellets. Head up the nearby slope and use the Sorcerer's Ring in front of the plant to get blown to the left (From now on, when I mention to fly somewhere, use that method). Go up north and stock up on Kirimas from the tree. Head back to where you landed and feed one to the plant. Fly to the lower-right and follow the path here across a bridge to the right to the next area.

Go to the very right for a chest containing 1 EX Gem Lv3, then go up the slope to the south. Head along the path to the left for a chest containing 1 EX Gem Lv3, then head down the slope to the south for a dark chest containing a Diablos (Nebilim's Key needed). Head to the right to the very end and give the plant there a Kirima. Fly north using the plant to the south and follow this path to a tree. Stock up on Amangos and continue up to the next screen.

Go north, then to the left for a chest containing 1 EX Gem Lv4 and give a Kirima to the nearby dead plant. Fly off the ledge to the left using the larger plant and give a Kirima to the nearby dead plant. Fly to the north with it and grab the chest containing a Star Cap to the left. Fly back to the island using the plant on the right and fly to the lower-right using the southern plant. Grab the chest containing a Rare Shield to the south and fly to the south using the plant there. Head up the slope to familiar ground.

Go back to where you flew down the cliff to the bottom of the waterfall and head up the slope to the right, give a Kirima to the dead plant there, then fly to the left using the southern plant. Fly further to the left via the plant on higher ground, fly to the upper-left via the nearby plant and fly down south from there. Give a Kirima to both plants there and fly off the edge to the south. Grab the chest containing 1 EX Gem Lv4 nearby and fly off the ledge via the nearby plant.

Make your way back to the area where you flew down the ledge, fly to the upper-left like you did the first time, but this time, give an Amango to the plant on the right. Fly to the south afterwards and then go give an Amango to the flower in the lower-right corner of this area. Then fly to the upper-right. Feed a Kirima to the plant along the way up, then fly to the lower-right via the highest plant and fly to the left. Go up the slope and fly to the right.

Fly to the right again, give a Kirima to the nearby plant and grab the chest containing a Toroid to the right. Head to the left, grab the chest containing Flare Greaves and fly to the south. Make your way back up to the screen you fell down from and fly to the right again, this time you'll make it up. Give a Kirima to the plant there and fly to the left. Give a Kirima to the plant there, head inside the cavern and grab the chest there to fight the last Fake enemy in the game, which will earn you an Elixir.

Head up along the slopes to the very top for a chest containing a Draupnir (The slug enemy along the way carries a Memory Gem). Head back down, then follow the path to the left. Exit the cave to the south and give a Kirima to the plant there. Fly to the right three times and give a Kirima to the plant there. Head

up the slope to the right and give a Kirima to both plants on either side of the bridge. Then fly towards the north via the one on the right side of the bridge. Go left to the house afterwards and grab the chest to the south for a Battle Pick.

Go inside the house and talk to the elf there. Go south through the opened path after the scene and fly to the right. Head inside the cave to fight a boss and collect the Mana Leaf Herb. Head inside the house afterwards and talk to the elf to end this dungeon.

+++++TOWER OF SALVATION (FIRST VISIT)+++++

Item List:

- 2 EX Gem Lv3
- 1 EX Gem Lv4
- Rare Guard
- Holy Robe
- Laser Blade
- Nagazuki
- Dragon Fang
- Energy Tablets
- Holy Circlet
- Elevator Key
- 1 EX Gem Lv2

Walkthrough:

Head down the stairs to the left and grab the chest containing 1 EX Gem Lv3 near the south wall. Go along the passageway to the left until you see a doorway along the wall, go through to the weightless room. Make your way to the doorway marked with orange lights to the right and follow that path. Grab the chest containing 1 EX Gem Lv4 to the south and examine the device with a red light to open some doors. Head back to the weightless room and go back through the doorway to the left.

Head along the path to the south here to collect a chest containing a Rare Guard, go back to the left afterwards all the way to the stairs you first used to get down here, follow the path to the south and go through the doorway there. Follow the path to the right and grab the chest containing a Holy Robe to the left along the way. Continue further south to a larger room with some machinery to the south, grab the chest containing 1 EX Gem Lv3 to the left and continue further ahead to the next area.

Go through the doorway to the left to the next area, then head further to the left to the area after that and go south when first able for a chest containing a Nagazuki. Head south at the second opportunity for a chest containing a Laser Blade and continue further to the left. Examine the device with a blue light to open some more doors and head back to where you got your last Ex Gem Lv3, head a bit to the right and go up north through the now-opened passageway for a chest containing a Dragon Fang.

Go back all the way to the weightless room and make your way to the elevator near the middle of the room to the left. Go up and make your way to the doorway up north marked with orange lights. Follow this path to an intersection and head to the right for a chest containing Energy Tablets. Go back to the intersection and follow the path south to the next area. Make your way to the elevator to the south of the room, go down and use the elevator to the left to go further down. Make your way to the doorway marked with orange lights to the

right from there.

Grab the chest containing a Holy Circlet there and also grab the Elevator Key in the shining blue light. Make your way back to the first set of stairs that led to this dungeon and follow the path to the north. Head through the doorway on the right, keep going to the right until you see another doorway, examine the black device to the left of it to use the Elevator Key, then head through the doorway. Go down on the elevator, then exit to the left.

In the room with machinery there, grab the chest containing 1 EX Gem Lv2 to the left and continue along the path to the north to the next area. Take the warp pad here to end this dungeon.

+++++TOWER OF SALVATION (SECOND VISIT)+++++

Item List:

- Diamond Shell
- Ogre Ax
- Hanuman's Staff
- Southern Cross
- Heavenly Robe
- Energy Tablets
- Star Mail
- 2 EX Gem Lv4
- Phoenix Cloak
- Star Guard
- 2 EX Gem Lv3
- Shaman Dress
- Star Helm
- Star Shield
- Star Circlet
- Star Gauntlet
- 1 EX Gem Lv2
- Star Bracelet
- Spirit Bottle

Walkthrough:

Follow the path north past the intersection, use the Sorcerer's Ring on the roots blocking the path and continue north to the next area. Go down the stairs to the north, collect the chest containing a Diamond Shell and head back up the stairs. Jump on the bridge a bit to the right and head to the other side. Go through the doorway there, head to the south along the path until you reach an intersection and head to the right.

Use the Sorcerer's Ring 3 times on the roots there to remove them and collect the 3 chests containing an Ogre Ax, Hanuman's Staff and Southern Cross in the area behind them. Go back to the intersection and follow the path north. Use the Sorcerer's Ring on the 2 bunch of roots along the way and go up the stairs at the end to the next area. Go up the next set of stairs to the next area and use the Sorcerer's Ring on the roots there. At the next intersection, head south for a chest containing a Heavenly Robe, go back to the intersection and head north afterwards.

At the next intersection, go north, use the Sorcerer's Ring on the roots there and collect the chest containing Energy Tablets before going back to the intersection and heading to the right. Go north when able, use the Sorcerer's Ring on the roots along the way and collect the 2 chests containing a Star Mail

and 1 EX Gem Lv4. Go back to the previous intersection and head south this time all the way to the next area.

Grab the chest containing a Phoenix Cloak and use the Sorcerer's Ring on the roots hanging to the right until the boulder falls on the bridge below. Head back to the previous screen and all the way to the screen before that. Go south and use the device on the wall to the open door. Continue to the first intersection of the level and head north to the next area. Head down the stairs and go up the bridge to the middle-right floor this time. Grab the chest containing a Star Guard, go up the nearby stairs and hop on the warp pad.

Head down the stairs here for a scene followed with a battle, after all that, head to the north for a chest containing 1 EX Gem Lv3, then head to the south for a chest containing a Shaman Dress. Head back to the warp pad you came out of and hop on the next one nearby. Follow the spiraling staircase all the way down and cross the bridge in the middle for a scene. Afterwards, head north and turn to the right able. Grab the chest containing a Star Helm to the south on the 2nd platform (Hidden behind debris) and continue to the right all the way to a warp pad, hop in.

Walk forward for a scene, afterwards go north along the path to an intersection. Go to the south, grab the hidden chest containing a Star Shield there and continue along this path to a warp, hop in. Follow this path to a door for another scene, afterwards, head up north once and go to the right 2 times. Collect the chest containing a Star Circlet hidden there and head north to an intersection. Follow the path on the left to an hidden chest containing 1 EX Gem Lv3, go back to the intersection and go to the right to a warp pad. Don't hop in, instead, follow the path south to a chest containing a Star Gauntlet, go back to warp pad and hop in afterwards.

Go north to an intersection, head left for a chest containing 1 EX Gem Lv2 and go to the right for a chest containing a Star Bracelet. Go north of the intersection for a scene, afterwards, head to the right and go north when able for a chest containing 1 EX Gem Lv4. Go back to the intersection and continue to the right all the way past the warp pad until the next intersection. Go to the right there for a hidden chest containing a Spirit Bottle, then go back to the warp pad and hop in.

Go to the north for another scene and examine the sword in the wall to end this dungeon.

+++++TORENT FOREST+++++

Item List:

- Stardust
- Crystal Dagger
- Acalanatha
- Angel's Tear
- Mana Protector
- 2 EX Gem Lv4
- 1 EX Gem Lv3
- Warlock Garb
- Shield Ring

Walkthrough:

(In this dungeon, you're supposed to use the Sorcerer's Ring on stumps and follow the wierd squirrel coming out, I think you don't need to do this, so

I'll just point out the way) From the entrance, head north to an intersection, go to the left up a slope, and follow this path to the left to another intersection. Collect the chest containing a Stardust to the south and return to the first intersection of this dungeon. Go to the right past the first intersection, follow the upper path afterwards for a chest containing a Crystal Dagger.

Head back a bit to the left and follow the path to the north to the next area. Grab the chest containing an Acalanatha in the dead end to the left and go to the right afterwards. Follow the path to the right, grabbing the chest containing an Angel's Tear that you'll see along the way, then exit to the next area on the right. Continue to the right until you're at a lake (The flower enemy to the north carries a Memory Gem), stand to the right of the lake and exit via the north path to reach the next area.

At the intersection, go to the left to the next one and head to the south for a chest containing a Mana Protector. Go to the north afterwards for a chest containing 1 EX Gem Lv4, go back to the first intersection of this area and head to the right. Continue to the right at the next intersection and turn north when able for a chest containing 1 EX Gem Lv3. Continue to the right past the next intersection for a chest containing 1 EX Gem Lv4, go back to the previous intersection and head to the south.

Go to the right past the next intersection all the way to behind the waterfall for 2 chests containing a Warlock Garb and a Shield Ring. Go back to the previous intersection and head south to the next area. Head north and turn to the right at the second opportunity to reach the next area. Continue along this path to end this dungeon.

+++++DERRIS-KHARLAN+++++

Item List:

- 1 EX Gem Lv2
- 2 EX Gem Lv3
- Golden Helm
- Magical Ribbon
- 2 EX Gem Lv4

Walkthrough:

Head to the right for a chest containing 1 EX Gem Lv2 and continue to the north for a chest containing 1 EX Gem Lv3. Go south to the next intersection and head up the next path to the right to the next area. Grab the chest to the north containing a Golden Helm and head to the left. Once you come to an intersection, go to the left to another intersection, which you should follow to the north. Grab the chest containing a Magical Ribbon there and head back 2 intersections. Go to the right this time.

Head to the south at the next intersection for a chest containing 1 EX Gem Lv4, head back to the intersection and go north this time. At the next intersection, take note of the round blue circle to the north, I'll tell you to return here later, head to the right for now and grab the chest to the north containing 1 EX Gem Lv4. Go to the south afterwards and grab the chest containing 1 EX Gem Lv3 at the next intersection.

Return to the blue circle and cross it for a scene. Step on the warp pad after that and head north for another scene. Afterwards, hop on the blue warp pad to end this dungeon.

++++++VINHEIM++++++

Item List:

- Energy Tablets
- Prism Guard
- Shield Ring
- Demon's Seal
- Future Stone
- 1 EX Gem Lv4
- Mortality Cloak
- Spirit Bottle
- Ninja Sword
- Elemental Guard
- Past Stone
- Elixir
- Blue Shield
- Sacred Stone

Walkthrough:

Head through the doorway on the right and kill the floating angel enemy to the very left of this area. Go through the doorway on the right and grab the chest containing Energy Tablets. Go back to the previous area and head up the stairs to the top and go through the doorway on the right. Grab the chest containing a Prism Guard behind the couch and go back out. Go through the doorway on the left and go through the next doorway on the opposite side to the left. Head in the next doorway to the left and grab the chest containing a Shield Ring.

Head back out and go up the stairs to an intersection. Head up the stairs to the left, through the doorway there to grab a chest containing a Demon's Seal. Head back to the previous area and go up the stairs to the right, heading through the doorway there. Follow the path to another doorway you should head through and grab the chest containing a Future Stone there. Go back 3 screens, go across the long bridge back to the right side and go through the doorway there you haven't been in yet.

Head down the stairs to the left for an EX Gem Lv4 and then go back up, passing by the doorway you came in from. Go past another doorway and go through the next one you see after that. Grab the 2 chests containing a Mortality Cloak and a Spirit Bottle in here (One is hidden behind the couch), go back out and continue going upstairs. Go through the orange doorway you'll see and go to the left.

When you see the cloudy purple sky, go into the corner where the wall and fence meet (You can't see in the corner) for a hidden chest containing a Ninja Sword, head to the very left of this place to another corner where another hidden chest containing an Elemental Guard is present. Continue following this path and go through the doorway you'll see at the end.

Head down to the left, go through the first doorway you see and kill the angel enemy there. Grab the chest containing a Past Stone that appears, exit this room and resume going down the stairs here. Go through the next doorway you see, grab the chest containing an Elixir and head back out. Continue going down the stairs, go past all the doorways to the very bottom for a chest containing a Blue Shield. Go back up and go through the first doorway you see.

A bunch of blocks will appear and a portal will activate, head to the right of

the room to produce the same effect with more blocks, start with the left portal. Drag the blocks through the portal and over to the opening/switch to the right in the following order (You know you got it right if the block doesn't vanish): Black, Deep Blue, Red, Purple. Afterwards, go for the right portal and drag the blocks in the portal to the opening/switch to the left in the following order: Yellow, Green, Light Blue, White.

The purple forcefield should vanish, collect the final chest in the game containing the Sacred Stone. Head back to the main room and up the stairs ahead, fight the black dragon there and open the double doors. Head through, see the scene, then head back and save, all sidequests that should be opened are at this point. So go do them or head for the final boss.

3. Titles Per Character

How to collect the titles for each character, listed per title, the requirement for obtention as well as a specific area to collect it (when applicable). I've listed the characters in the order which you obtain them during the course of the game, and the titles themselves are listed in the same way as they are in the status screen. Feel free to e-mail me about corrections or additional details, I'll make sure to update the guide accordingly.

Take note that I've listed the way I've obtained all those titles, so those methods do work. As well, I've listed in parenthesis the stats that each title increases per level up (Not by exact amounts as I cannot verify those), absence of parenthesis means the title makes no change, usually a costume title.

For titles obtained for actions in battle, you should always control the character who will get the title.

*****LLOYD*****

Swordsman- Default Title for Lloyd

Drifting Swordsman (HP, STR, DEF)- Obtained automaticly after being banished from Iselia.

Eternal Swordsman (HP, STR, DEF, ACC)- Obtained automaticly once the Eternal Sword merges with Lloyd's Material Blade.

Gourmet King (DEF, INT, EVA)- Once Lloyd has mastered all 24 recipes in the game (No empty stars on any), make him your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the character ready to receive the title for him to appear).

Nobleman- Make sure you obtain Zelos' "Princess Guard" title once you've obtained the Mana Leaf from Latheon Gorge. Then, after fetching a doctor in Flanoir to cure Altessa, return to Meltokio and speak to Sebastian in Zelos' Mansion. This will trigger the dinner party event. Go back to the castle alone to fetch Lloyd' formal attire. (If you went outside with Kratos in Flanoir, you MUST do this event before going to the Tower of Salvation)

Arrgh, Me Hearties- After fetching a doctor in Flanoir to cure Altessa, head to Luin. You need to have rebuilt the city to a certain amount, it was fully rebuilt for me at that point in the game. Head to the pier near the fountain

and talk to the pirate standing on the gangway to the ship. Accept to buy the boat, then leave Luin. Go back into town and talk to Aifread again in the same area. Accept the new proposal he makes to obtain the costume.

Beach Boy- After fetching a doctor in Flanoir to cure Altessa, head to Altamira and talk to the woman standing in front of the stairs to the hotel. She'll ask you to find her 4 daughters, head to the beach on the left and talk to the small boy (Yes, it's a boy character who's actually a girl...) near the bottom of the area. Use the elemental railway to go to the amusement park afterwards and talk to the girl right next to where you get off. Head back to the woman in front of the hotel, talk to her and return to talk a 2nd time to the girl in the amusement park, that will make her move. Head inside the hotel and up to the 2nd floor. Talk to the little girl near the sign with Zelos as your onscreen character and she'll go back to her mother. Head to the beach afterwards and talk to the little girl near the circle bar to the bottom of the screen, she'll go back now that you got the other 3. Talk to the mother in front of the hotel and then head inside. Talk to the receptionist to get the Beach Boy costume. If you chose Kratos in Flanoir, just use him instead of Zelos for the 3rd kid, it works just as well, however you shouldn't choose him when changing because he does NOT get a swimsuit costume.

Gentle Idealist (TP, DEF, INT)- Obtained automatically after talking to the chief of Mizuho.

Peeping Tom (INT, EVA)- After fetching a doctor in Flanoir to cure Altessa, head to the Hot Springs (they're located on the island to the north of the Earth Temple) and talk to the pastor to see a scene. After that, talk to the pastor again and choose 'Females'. Another scene will play out involving Zelos and Lloyd will get this title. (Since the scene involves Zelos, you should do this before going to the Tower of Salvation if you went outside with Kratos in Flanoir)

Midlife Crisis (TP, INT)- After killing Rodyle on the Remote Island Ranch, head to Triet and talk to the man standing near the stairs to the inn. Agree to play the minigame, you have to remember in which order the men will walk up to the screen. Each time one reaches the bottom line, the game will zoom on them, remember a strange feature about them (Some examples are, bald with green pants, bald with blue pants, mohawk or afro haircut, etc). Play and complete up to Stage 5 to gain 1980 Gald. Talk to the man a 2nd time after winning the minigame once, then choose the unlocked High-Speed Mode option at the bottom. You'll play stages 6 to 10, same number of people, except the game runs faster this time. Play and win up to stage 10 and you'll receive another 1980 Gald along with the Midlife Crisis title. (A note about this, if you ask for your record and then say you'll play, you'll be playing only the first 5 stages, not High-Speed mode). You might also need to have a minimum of 100 people identified.

Sword Of Swords (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can finally enlist into the Colisseum battles in Meltokio. Win the Advanced Single Class with Lloyd to obtain this title. With Lloyd you shouldn't have many problems. Make sure you equip some type of TP regeneration item on him and can cook Miso Stew after a battle to replenish your help between battles. For the Dragon Knight, stand at midway from him and guard, if he does anything but rise in the air, backstep out of the way. If he rises, run under him and turn around, as soon as he falls down, execute your best combo on him repeatedly. Personally, using 3 hits + Raining Tiger Blade worked until he died and he never turned around. (I did it at level 65 with the Paper Fan weapon)

Tactical Leader (TP, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you

can finally enlist into the Colisseum battles in Meltokio, fight through Beginner Single Class to have access to party battles. Win Advanced Party Battle to gain this title for Lloyd. You get 3 characters to fight 5 battles against slightly more powerful enemies. My suggestions would be Lloyd (Of course), Presea and Raine. Using those characters and my standard battle strategy (Raine put on Healing, Presea & Lloyd rushing in) worked at level 67.

Grand Swordsman (HP, STR, DEF)- Obtained automaticly at level 20.

Master Swordsman (HP, STR, DEF, ACC)- Obtained automaticly at level 40.

Holy Sword (DEF, EVA)- Obtained automaticly at level 100.

Combo Newbie (STR, ACC)- Execute a 10 hits combo in battle, can easily be done with a Sword Rain tech against naything with enoguh HP to live through all the hits. (Make sure you control Lloyd for it)

Comboist (TP, STR, ACC)- Execute a 30 hits combo in battle, I got that one on the dragon inside the Earth Temple (You'll be fighting dragons a lot for the combo titles!). I had Raine on Hold Position, Presea on regular settings, Genis using spells At Once with everything but Cyclone locked and Lloyd with Raining Tiger Blade. Go up to the dragon, make sure Genis is in the process of casting Cyclone (He casts nothing else if you locked all but that). Once Presea hits the dragon once or twice, start a 3 hits combo, then do Raining Tiger Blade. Genis should finish casting Cyclone during that time so he keeps racking up the hits after Lloyd's combo is over. Just execute another Raining Tiger Blade just before the Cyclone spell ends to finish up the 30 hits. The thing that can make ou fail is if the dragon decides to spin his tail around, making you fly away and missing the combo, other attacks are always evaded if you stand right next to it.

Combo Expert (HP, TP, STR, ACC)- Execute a 60 hits combo in battle, I got that one while trying for a 100 hits combo, you'll likely end up getting it in the same way in a failed attempt, just use the strategy for the 100 hits one.

Combo Master (TP, AC)- Execute a 100 hits combo in battle, for that one I used a party of Colette, Raine and Genis. Colette was set to At Once with all her skills but Hammer Rain locked (If you have the Para Ball skills, just lock everything but Torrential ParaBall, it *should* work just as well, but I haven't play-tested it with paraballs). Have Raine on Hold Position so she doesn't try anything and Genis set to At Once will all his spells locked except Cyclone. Make sure you have a full Unison bar and put the follow attacks for neutral position: Cyclone for Genis, Ray for Raine, Hammer Rain for Colette, Raining Tiger Blade for Lloyd. Start the battle, again, the thing that can make you fail is if the dragon decides to do his tail attack in the middle of your moves. As the battle starts, Genis will start casting Cyclone and Colette will rush in to Hammer Rain the dragon. As soon as the hammers hit the dragon, start a 3 hits combo and do a Raining Tiger Blade. Colette should be doing another Hammer Rain near the end of it (She keeps spamming them on At Once with only that skill enabled), which should keep the combo going as Lloyd recovers from his move. Just do another Raining Tiger Blade immediatly, Genis' Cyclone should kick off during that move. As soon as the cyclone ends, have Lloyd do a last Raining Tiger Blade, which you must interrupt before he ends it. Just tap Z near the end of the move to trigger the Unison Attack (You're right next to the dragon so it shouldn't miss). Let go of the control stick and tap the buttons so that the following characters act IN ORDER during the attack: Raine, Genis, Colette, Lloyd. The counter should be reaching in the 80s or so at the end of the Unison Attack, if you set up the correct moves for neutral position, Raine and Genis will cast Prism Stars (Ray + Cyclone), which will rack up 30 surefire hits, going above the 100 limit.

Tetra Slash (HP, STR)- Execute 3 normal attacks followed with a combo, you'll normally gain that one on your first battle. Just go up to an enemy, tap attack 3 times while holding forward, then hit special attack for a Demon Fang or any other move. In the event that this doesn't work, make sure you employ 3 different normal attacks, like Forward + A, followed by down +A, followed by neutral + A and a tech like Demon Fang (Thanks to Nephelim for this information).

Brave Soul (HP, STR, DEF, EVA)- From the very start of the game to winning the battle VS Yuan & Botta in Tethe'alla Base, you must not run from any battles. You'll get the title if Lloyd is fighting the battle VS Yuan & Botta after winning it.

Lone General (DEF, EVA)- Give party commands with everyone else but Lloyd dead. A prime area for this is anywhere with enemies that give Poison status effects. Like the Meltokio sewers, have Lloyd hang back while the other characters get slaughtered, once everyone is dead (Might take more than one battle), start making the menu pop up and use the D-Pad to issue about 5~10 different party commands (Resuming battle between each command so Lloyd says something). After that, kill the remaining enemies to get the title.

Boorish General (TP, INT)- Give about 10 shortcut commands in one battle. I used Lloyd & Colette for this one. Put everyone else on Hold Position and create a C-Stick Shortcut for Item Thief or Item Rover. Then keep issuing it repeatedly, when you think you've given enough, have Lloyd kill the enemies. (Take note that Item Thief/Rover deals some damage, so you should go against enemies with enough HP to withstand those hits)

Gung Ho (HP, TP, DEF)- When you fight Rodyle in the Remote Island Ranch, fight him with characters whose combined level total is less than 148, that means a maximum of 36 per character. The EXP given by Rodyle himself does not count, as I've gotten it with people at 147 after the Rodyle fight (Although this might be false as it's possible the Dragons' EXP pushed me past the 145 mark ,and that battle happens right after Rodyle, as such, you should make your limit 35 level per character). Lloyd MUST fight this battle.

According to TreborSelbon, the 145 combined level cap is not quite correct, he did various tests and got it with 145, 146, 147, but at 148 could never get the title, so one could assume 148 is the limit, again, there might be other factors involved, but this would explain why I got it when my characters went up to 147 after battle.

Eternal Apprentice (HP, STR, DEF, EVA, ACC)- From the very start of the game up to the battle with Kilia, never change Lloyd's weapon from the starting Wooden Blade to obtain the title after winning over Kilia. Lloyd must also be fighting in the battle with Kilia to obtain the title, I personally never used anyone but Lloyd up to that point for the title, so I don't know if you need to always fight with him in the party.

Berserker (HP, STR, ACC)- Fight about 256 battles on Hard or Mania. Some people say you need to do them in consecution, but I've gotten the title by switching to Hard during the Meltokio Sewers, then switching to Normal for the Sword Dancer 2, before going back to Hard in Ozette. Got it outside Ozette while powering up recipes. There's no real strategy for this one except fighting repeatedly.

*****COLETTE*****

Fledgling Chosen- Default title for Colette.

Spiritua Reborn (HP, STR, EVA)- Obtained automaticly just before meeting the king of Meltokio a second time (That's on Disc 2).

Klutz (HP, STR, ACC)- At the start of the game, wait until you have Colette and Genis in your party proper and examine the strange hole at the back of the classroom, to the left.

Charismatic Chef (DEF, INT, EVA)- Once Colette has mastered all 24 recipes in the game (No empty stars on any), make her your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the character ready to receive the title for him to appear).

Fair Lady- Colette's formal attire, obtained at the same time as Lloyd's "Nobleman", once in the dinner party room, just talk to her to get the title, she should be in the back corner to the right of the room. (You can only talk to 3 party members here, you can also choose to have her wait for you on the upper balcony)

Maid- After going to Flanoir to fetch a doctor for Altessa, head back to the castle in Meltokio, go into the right area of it and go up the stairs, look for 2 maids in the corner there, approach them to trigger the scene that will earn you the title. You don't need to talk to anyone before hand, however that side-event and costume are completly unavailable if you went out with Kratos in Flanoir, even if you try to before Zelos leaves.

Mermaid- Obtained at the same time as Lloyd's "Beach Boy" title, once Lloyd has changed, the game will make you choose another character to get a swimsuit, in addition, 2 additionnal characters will have swimsuits based on higher relationship scores. (So choose someone you don't get along with for completion)

Ill-Fated Girl (HP, DEF)- Obtained automaticly in Sybak's research academy the first time you visit it.

Dog Lover- (INT, EVA, ACC)- Talk to all the dogs in the game with Colette as your onscreen character (She must have her voice for it to work, I believe, as she names them all individually). 1 is inside Iselia (Can get it on Disc 2), 1 is outside the Iselia House Of Salvation, 1 is outside near the fortune teller's tent in Triet, 1 is near the entrance of Izlood, 2 are in Palamacosta (1 outside near the building Dorr is in and another one near the food shop, I believe, you need to get them before the beginning of Disc 2), 1 outside the Palmacosta House of Salvation, 1 is outside at the Thoda Boat Dock, 1 is at the landing for the Thoda Geyser (Get it before Disc 2), 2 are in Asguard (One in the starting screen, one somewhere outside near Linar's place), 1 outside the Asguard House Of Salvation, 2 in Hima at the starting screen, 2 in Meltokio (1 in the slums and another at the main plaza), 2 in Sybak (1 in the main area and 1 close the Academy's entrance), 1 in Mizuho's main area, 2 in Ozette (Both in main area, get them as soon as you have access), 2 in Flanoir (1 near food shop and another in the main area), 2 in Altamira (1 in the main area in daytime and another on the casino pathway at nighttime), 2 in Exire (One near a child with his mother and another close to the Elder's house), 2 in Heimdall (1 gotten by going under the house to the north of the first area, and another by going under the Elf Elder's house), 1 in rebuilt Luin (Should be available around the 3rd or 4rth stage of the construction and will be around permanently then).

Ironing Board (HP, DEF)- Gotten at the same time as Lloyd's "Peeping Tom" title.

Turbo Waitress (DEF, INT)- Complete the waitress minigame in Palmacosta, the

only way to miss out on this title is to get absolutly no order correctly (Thanks to Nephelim for this information).

Super Girl (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can enlist in the Colisseum. Complete the Advanced Single Class event at the Colliseum with Colette. The only way I found to win it easily was to put a Spirit Symbol on Colette, make her learn ParaBall or it's upgraded versions and use only that in every fight. Make sure to guard against the 4rth opponent if he shoots ice balls, as well, you should use the paraball against the dragon knight only during his fireball attacks or when he lands from doing his firebreath attack.

Chosen (TP, INT, ACC)- Obtained automaticly at level 20.

Tiny Angel (STR, INT, ACC)- Obtained automaticly at level 40.

Angelic Maiden (HP, DEF)- Obtained automaticly at level 100.

Little Pickpocket (HP, STR, DEF)- Use Item Thief 400 times, technically it should be obtained if you use Item Rover 400 times, but I got it with only Item Thief with that many uses. Item Rover was at 53 uses. Additionally, it would seem that the title is obtained once the COMBINED TOTAL of uses from both Item Rover and Item Thief reaches 400 (Thanks to Nephelim for that specification).

Oblivious (HP)- Go into battle and get Colette poisoned, finish the battle without curing it. Then get into a 2nd battle while poisoned and finish that one as well without curing the poison to get the title. (Colette must be alive during both battles, just poisoned at the start and end of the 2nd battle)

Single-Minded (TP, ACC)- Use only one tech during one battle, at least 10 times. For that one, just go where there are good HP enemies, put something like Ray Thrust for all your special techs and keep hammering B until everytihng is dead.

Self-Control (DEF, INT)- Don't use a single tech for one battle, might have minimum amount of normal attacks required. Whatever the case, get in a fight with a Wyvern or Drake (Like in the coliseum) and keep using normal attacks, as long as it's on the ground, it will never fight back, and each attack ensures he stays there.

Don't Run! (TP, EVA)- The best way to get that one is to stay immobile, not using the control stick any, and using whatever techs you want. That works even once Colette has her Angel Wings (That's when I got it, but you might have to at least hit one enemy from there).

Friendship First (HP, TP, STR, DEF, INT, EVA, ACC)- From the very beginning of the game to winning the fight against Iubaris, do not allow a single character in your party to die. Since Colette HAS to fight against Iubaris, you'll get the title automaticly if you met that requirement.

*****GENIS*****

Magic User- Default title for Genis.

Honor Roll (INT, ACC)- Once you reach Palmacosta, head inside the school/university and you'll be challenged by 2 students, accept the challenge and go to the first room on the 2nd floor. If Lloyd gets 2 answers right on his test, Genis will equal with Mighty at 398, if Lloyd has all 3 answers right, Genis will get a perfect score of 400. You get the title no matter the result

(Thanks to Nephelim for this information). All 3 questions should be obvious, but the answers in order are "Guardian", "Acceleration due to gravity" and "I don't know."

Friend (STR, DEF)- When you go to the Sybak library to find out information about Colette's illness, Mithos will return to Altessa's house and tell you to go to Meltokio without him. Ignore that and go back to Altessa's place, Raine will get sick and the party will split up to get doctors. When Genis and Mithos leave to get Raine's medicine, choose to follow them to get the title.

Little Chef (DEF, INT, EVA)- Once Genis has mastered all 24 recipes in the game (No empty stars on any), make him your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the character ready to receive the title for him to appear).

Easter Sunday- Formal attire obtained at the same time as Lloyd's "Nobleman" title, once you're inside the dinner party itself, talk to Genis who should be standing to the right of the room for the title (You can only talk to 3 party members there, but you can also choose for him to wait for you on the upper balcony).

Katz Katz Katz- After fetching a doctor in Flanoir to cure Altessa, head to the Meltokio Slums to witness a scene of someone chasing a Katz. After it, go to the item shop in the area to the left of the main entrance of Meltokio and talk to the Katz receptionist inside. Afterwards, leave the city and go to Sylvarant, head to the Katz Village on the island in the upper left of Sylvarant and talk to the Elder Katz at the top (He spins around). He'll give you a costume, head back to the Meltokio Slums to get the title.

Beach Comber- Obtained at the same time as Lloyd's "Beach Boy" title, once Lloyd has changed, the game will make you choose another character to get a swimsuit, in addition, 2 additional characters will have swimsuits based on higher relationship scores. (So choose someone you don't get along with for completion)

Brotherly Love (HP, DEF)- After coming back from Martel's Temple near the beginning of the game, stop by the school and talk to Raine with Genis in your party to get that title.

Item Collector (HP, STR)- After filling up all parts of the Collector's Book at 100% (Will need at least 3 playthroughs), go see Koton at Hakonesia Peak and you'll obtain this title. You likely have to wait until Koton reacts to the Collector's Book, but I have no clue when he starts doing so.

Figurine Collector (STR, DEF)- Once you've filled the Figurine Book (In other words, have stolen/acquired the ungodly number of different pellets needed to produce 288 figurines), go see Harley in Asguard, talk to him for the title.

Strategist (HP, STR)- On the Grand Elemental Bridge near Meltokio, talk to the blue Katz looking out to sea on the 2nd or 3rd screen (Starting from Meltokio) with Genis in your party to play the Red Light, Green Light minigame. The goal is to reach the end before any of the other kids, you can walk forward or to the side and block other people so they walk back a bit. The most effective strategy I found is to just hammer on A to walk forward and hit Start as soon as the blue Katz starts turning (Doing that will prevent you from being sent back if you were finishing a step when he turned), for the 3rd stage, start by walking to either side, as the other nearby kids have the tendency to both try and block you.

Another effective strategy submitted by Nephelim is to hammer A as the round starts, once the box pops up, hit Start, it will keep filling up even if no one can move, as soon as the box finishes emptying, select No and press A once to start moving, hit Start just as Genis starts going forward and even if the Katz turns around, the menu pop-up will prevent him from telling you to head back, it's a bit slower than just playing the game, but overall my trial of that tactic led to better results than just hoping you don't get hit by the random walking AI.

Ultimate Kid (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can enlist in the Colisseum. Win the Advanced Single Class event at the Colisseum with Genis. The only way I found to win as Genis is to use the Randomizer skill (Equip Ex-Skills Tough and Rythm) along with the Meteor Storm spell, then hammer B and X with Meteor Storm (See "Mana Master" title on how to get that) set as the neutral spell until it casts. Otherwise his poor HP and inability to fight hand-to-hand will make him die pretty quickly.

Mana Master (TP, INT, EVA, ACC)- Once you've obtained the Derris Emblem in Derris-Kharlan, opened the double doors and witnessed the final scene inside, backtrack outside to the world map and head back to Heimdall. Head to the small park to the right of the main area and witness the scene there to learn Meteor Storm and earn this title.

Sorcerer (HP, TP, ACC)- Obtained automatically on level 20.

Warlock (HP, TP, INT, ACC)- Obtained automatically on level 40.

Experimental (HP, STR, ACC)- Switch weapon 5 times or more in battle. Just go in battle against anything with everyone else on Hold Position, make Genis switch his weapon to something else 5 times, then resume battle as normal to get the title. (You can just use 1 different weapon and switch between that and your normal weapon 5 times)

Study Harder! (EVA, ACC)- Use an elemental spell on an immune enemy 10 times in one battle. Yes, the enemy needs to be IMMUNE to the used element. Examples are the fire/wind/water Element enemies, which are immune to their named elements or the lightning/fire birds. You can find Fire birds or elements in the Triet Ruins, Wind Element in the Balacruf Mauseleum, Aqua Element in the Thoda Geyser and Lightning birds in the Lightning Tower. Just go in battle with everyone on Hold Position and have Genis cast a novice spell of the immune element 10 times (Make sure it connects, each time it does, Genis will say "What the heck?"), then win the battle to get the title.

Dependent (DEF, INT)- Win a battle without doing a damned thing. That means you can't move, guard, cast, attack or even receive damage. I don't know if it works against low level enemies, but I only obtained the title by playing a battle while controlling Genis, but not even touching the controller during battle, he only got the title if no enemy hit him.

Magic Cycle (TP, INT)- Use a spell of every basic element at least once in one battle. At least one fire, one water, one earth, one lightning and one ice spell. Light and dark aren't elements. There might be more to this title as I obtained it automatically after my long fight with the Sword Dancer 1.

I Hate Gels! (HP, TP, STR, DEF, INT, EVA, ACC)- From the very start of the game up to the first battle against Pronyma on Fooji Mountains, do not use ANY gels, that counts both for battles and outside battles. Life bottles and whatever else are permitted though. Genis HAS to participate in the battle against Pronyma to get the title, even if you meet the requirements, you won't get it unless he fights with you against her (Thanks to Gyrad and Nephelim for this

information).

*****RAINE*****

Teacher- Default title for Raine.

Archeological Mania (TP, INT)- Obtained automaticly after opening up the Triet Ruins.

Grand Healer (TP, STR, DEF)- Obtained automaticly after getting the Unicorn Horn.

Passable Chef? (DEF, INT, EVA)- Once Raine has "mastered" (Note the quotes) all 24 recipes in the game (No empty stars on any), make her your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the character ready to receive the title for him to appear).

Glamorous Beauty- Raine's formal attire, obtained at the same time as Lloyd's "Nobleman", once in the dinner party room, just talk to her to get the title, she should be in the back corner to the right of the room. (You can only talk to 3 party members here, you can also choose to have her wait for you on the upper balcony)

Maiden- After fetching a doctor in Flanoir to cure Altessa, head back to Asguard in Sylvarant and go up to the dais where you fought the Windmaster. Go through the scene to get the title. (If you went out with Kratos in Flanoir, make sure you accomplish this BEFORE going to the Tower of Salvation, otherwise you won't be able to).

No, Not the Sun!- Obtained at the same time as Lloyd's "Beach Boy" title, once Lloyd has changed, the game will make you choose another character to get a swimsuit, in addition, 2 additionnal characters will have swimsuits based on higher relationship scores. (So choose someone you don't get along with for completion)

Sisterly Love (STR, ACC)- Obtained automaticly after entering Triet once you've completed the Triet Ruins.

Monster Collector (TP, INT)- Once you've filled the Monster List 100% (Meaning you have every entries, the game doesn't care if you have all the ????? spots filled out), head to Triet Desert at the start of Disc 2 (or anytime after that point), Nova's Caravan should be around the mountains south of Sylvarant Base. Go there and talk to Nova to receive the title.

Gladiator Queen (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can enlist in the Colisseum. Win the Advanced Single Class event at the Colisseum with Raine. The only way I found to win as Raine is to use the Quick Spell skill (Equip Ex-Skills Neutralizer, Spell Save and Happiness) along with the Photon spell, then hammer B and X with Photon setas the neutral spell. You need to pray you dispose of the velocidragon quickly in the first fight, then jsut focus on healing before killing the rider. the following 3 fights shouldn't pose a problem, but I never found a way to beat the Dragon Knight as Raine except praying that her Quick Spell skill kicks in quickly enough to kill the Dragon Knight before it corners her (After each casting, the dragon knight can take half a step before Raine can moves from her casting position). Better strategies would be appreciated.

Researcher (HP, INT)- Obtained automaticly at level 20.

Professor (HP, STR, INT, EVA)- Obtained automaticly at level 40.

Wisewoman (HP, INT)- Obtained automaticly at level 100.

Item Keeper (DEF, EVA)- During one battle, use the same item 5 times. Just make sure that when you go in the menu, you choose Raine as the user. Then use something like an Apple Gel, five times. Works best against low level enemies, have everyone go on Hold Position, take an hit, use Apple Gel, take hit, Apple Gel, repeat 5 times, then end battle.

Crimson Rose (INT, EVA)- As Raine, use a fighting party of 4 females, you can do this around the point where you need to go through the Meltokio Sewers, just put Raine as the first character, and the rest being Sheena, Presea and Colette, then win a battle for the title.

Never Say Never (HP, DEF)- Have Raine die and revive at least 5 times in one battle. Just go in battle with rather strong enemies, put everyone but Raine on Hold Position and watch her get ripped to shreds, as soon as she dies, use a Life Bottle, and repeat until the fifth Life Bottle, once she's back up, win the battle for the title (She must be alive at the end of the battle to get it).

Survivor (HP, TP, STR, DEF, INT, EVA, ACC)- Have everyone except Raine dead, and win a battle. The best way to pull this off is to control Raine, go somewhere where there are poison enemies and wait for the rest of the party to die (Might take a few battles). Once they're all dead, run away, don't revive your fighting party and go somewhere with easy enemies (You should wait on this title until you have the Rheairds and can travel between Sylvarant and Tethe'alla, then go to Iselia for the easy battle). Have Raine kill them with her staff to get the title.

*****KRATOS*****

Mercenary- Default title for Kratos.

Traitor (TP, DEF, INT)- Obtained automaticly when Kratos joins you for the Iselia Ranch.

Dad (INT, EVA, ACC)- Obtained during a skit just as you exit Dirk's House after the scene where Kratos gains the "Judgment" title. You can only obtain it if you went out with Kratos in Flanoir.

Gourmet Master (DEF, INT, EVA)- Once Kratos has mastered all 24 recipes in the game (No empty stars on any), make him your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the character ready to receive the title for him to appear). You can only obtain it if you went out with Kratos in Flanoir (Since you cannot have access to Altamira with him otherwise).

Judgment- Kratos' only costume, you get this one automaticly if you chose to go out with Kratos in Flanoir when you're looking for a doctor for Altessa, he'll get it when he joins up with your party at Dirk's House. You can only obtain it if you went out with Kratos in Flanoir.

Conqueror (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can enlist in the Colisseum. Win the Advanced Single Class event at the Colisseum with Kratos. Since he's a good swordsman and has a First Aid spell, it shouldn't be too hard, he's not as agile as Lloyd so you can't just

overpower some enemies with constant normal attacks. But otherwise, just use your best combos from up close (Light Spear derivatives can be pretty good). You can only obtain it if you went out with Kratos in Flanoir (Since you cannot have access to the Meltokio Arena with him otherwise).

Magic Swordsman (HP, TP, INT)- Obtained automaticly at level 20.

Battle God (HP, STR, INT)- Obtained automaticly at level 40 (He's likely not going to be in your party then, but he'll gain it at the next battle he fights with you).

War God (HP, INT, ACC)- Obtained automaticly at level 100.

Tetra Slash (HP, STR)- Same as Lloyd's title of the same name, control Kratos, then do a 3 hit forward combo on an enemy and end it with a demon fang for the title. In the event that this doesn't work, make sure you employ 3 different normal attacks, like Forward + A, followed by down +A, followed by neutral + A and a tech like Demon Fang (Thanks to Nephelim for this information).

*****SHEENA*****

Mysterious Assassin- Default title for Sheena.

Summoner (TP, INT)- Obtained automaticly after forming a pact with Volt.

Elemental Summoner (TP, INT, ACC)- Obtained automaticly after forming a pact with about 6 summon spirits (Likely Undine, Sylph, Efreet, Gnome, Celsius and Volt).

Master Summoner (TP, INT, ACC)- Obtained after forming a pact with Maxwell, not sure on this but oyu might need to have a pact with all the other summon spirits, which I think is necessary to even battle Maxwell.

You Look Great!- Sheena's formal attire, obtained at the same time as Lloyd's "Nobleman", once in the dinner party room, just talk to her to get the title, she should be in the back corner to the right of the room. (You can only talk to 3 party members here, you can also choose to have her wait for you on the upper balcony)

Successor- After curing Colette's illness (Might be available before going to Derris-Kharlan for the Mana Fragment), head to Mizuho and go through the events regarding Kuchinawa's duel. You can decide to win or lose, it doesn't really matter for the title, as you'll get it after the battle. But if you want to win assuredly, make sure Sheena's about level 60 or so, with a strong weapon (I had the Money Bag), get close to Kuchinawa, guard his attack then do a 3 hit combo followed by whatever seal you want (I used Mirage Seal Pinion) to deal some damage, guard his counter, repeat until death. As long as you don't get hit properly, you'll deal lots more damage to him than he does to you.

Queen Of The Beach- Obtained at the same time as Lloyd's "Beach Boy" title, once Lloyd has changed, the game will make you choose another character to get a swimsuit, in addition, 2 additionnal characters will have swimsuits based on higher relationship scores. (So choose someone you don't get along with for completion)

Master Cook (DEF, INT, EVA)- Once Sheena has mastered all 24 recipes in the game (No empty stars on any), make her your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the

character ready to receive the title for him to appear).

Treasure Hunter (STR, DEF, INT)- After you've collected every single treasure chest in the game, go to the Katz Village and make Sheena your onscreen character. Talk to the blue Katz sleeping near the inn to receive the title, if you're not at 100%, you missed a treasure chest, or something unearthly happened and you need to fly around all the Katz places to do an missed item check, then have the mrecover it to receive.... absolutly nothing. It happened to me at 0.4% on my 2nd playthrough.

WOW!- Obtained at the same time as Lloyd's "Peeping Tom" title.

Rose of Battle (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can enlist in the Colisseum. Win the Advanced Single Class event at the Colisseum with Sheena. She runs about as fast as Lloyd and hits rather well if you give her one of her best weapons, get a combo you're comfortable with like Life Seal + Demon Seal and use that through the battles. Making sure to have a Miso Stew in between if you need it.

Acrobat (HP, STR, DEF)- Obtained automaticly at level 40.

Ultimate Summoner (HP, DEF)- Obtained automaticly at level 100.

Chicken (TP, INT, EVA)- Control Sheena and make her run from battle 50 times. On the 51th battle, win it to get the title.

Indecisive (HP, DEF)- In one battle, choose to escape and cancel it three times. Just wait for the escape meter to empty completly between each escape command, then win the battle to get the title (Don't actually escape from it).

Party Comboist (STR, ACC)- In one battle, trigger 2 Unison Attacks. Just make sure Sheena has the Lucky Unison EX-Skill equipped (Taunt and Personal), then go into a random battle. Do one Unison Attack, if the meter empties, restart, otherwise, trigger another then win the battle for the title (Both Unison attacks must connect to something, of course and yes, you can use regular attacks, you just need to trigger 2 Unison attacks in one battle).

Combo Conductor (HP, STR, ACC)- Use only Unison Attacks to win a battle. This one is simple, wait until you have the Rheairds in Sylvarant, then go back to Martel's Temple and get into a fight with a Clay Golem, use a single Unison Attack to dispose of it.

Another way to earn this title submitted by Nephelim is to control Sheena and head into battle with a full Unison Attack bar as well as the Taunt EX-Skill equipped. Execute an unison attack on one enemy, then keep using taunt until you can use another unison attack, continue doing so until victory. This won't work VS enemies liek the beetles that can damage themselves.

*****PRESEA*****

Taciturn Girl- Default title for Presea.

Mature Kid (HP, TP, ACC)- The first time you go to Ozette and Presea runs home, go see Presea at her home, then head back to the first screen of the village and head up to the Item Shop to see a scene with Wells, defend her then. Continue to play along the plot until you're collecting items to cure Colette's illness, during or after that (Might be as soon as you clear the Remote Island Ranch or Iselia Ranch), head to Altamira and walk up to the tombstone in the main area to meet Wells again and get the title.

Empty Soul (HP, TP, STR, DEF, INT, EVA, ACC)- Go through the Devil's Arms sidequest and meet Abyssion in the Shadow Temple. Defeat him in battle and you'll get the title in the scene afterwards.

Master Chef (DEF, INT, EVA)- Once Presea has mastered all 24 recipes in the game (No empty stars on any), make her your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the character ready to receive the title for him to appear).

Little Madam- Presea's formal attire, obtained at the same time as Lloyd's "Nobleman", once in the dinner party room, just talk to her to get the title, she should be in the back corner to the right of the room. (You can only talk to 3 party members here, you can also choose to have her wait for you on the upper balcony)

Dream Traveler- After getting the Mana Leaf from Latheon Gorge, head to Altamira and go to the President's Office of Lazareno company, witness the scene and you'll get this title (and costume).

First-Timer At Sea- Obtained at the same time as Lloyd's "Beach Boy" title, once Lloyd has changed, the game will make you choose another character to get a swimsuit, in addition, 2 additional characters will have swimsuits based on higher relationship scores. (So choose someone you don't get along with for completion)

Paw Mania (TP, INT)- Obtained during a skit on the world map when you need to go to the Lightning Temple. (Get this skit BEFORE going to the Lightning Temple, as the skit involves Corrine and she's no longer around after the Lightning Temple).

Deadly Flower (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can enlist in the Coliseum. Win the Advanced Single Class event at the Coliseum with Presea. She can hit hard, but most of her attacks can be slow or leave her open. Nevertheless, her defense should cushion the damage you get in battle, which you should remove with Miso Stew in between fights. I used the Mass Devastation + Fiery Infliction combo in most fights and it worked pretty well.

Axman (HP, TP, DEF)- Obtained automatically at level 40.

Bursting Girl (HP, STR)- Obtained automatically at level 100.

Fragile Shield (HP, DEF)- Presea must be the victim of a Guard Break 10 times in one battle, this is simple, just put everyone on Hold Position, go into a battle with weak enemies and guard while facing away from the enemy. Each time the enemies hit Presea's back, they provoke a guard break. After the 10th one, win the battle for the title.

Lone Girl (DEF, INT, EVA)- Fight a battle with 3 males. Just put 3 of the male characters plus her in one fighting party and win one battle.

Associate (DEF, INT)- Fight one battle with Presea, Sheena, Regal and Zelos in the fighting party. You can get that one as soon as Regal joins in Mizuho.

Hunter (STR, ACC)- You need to kill the same monster 5 times, it never worked for me but in one instance, I fought the Dragon found in the Earth Temple 6 consecutive times and had Presea get the kill on it 4 times, for the 5th time, Lloyd killed it by accident, but the battle after I got Hunter by having Presea

get the kill. (You know who got the kill by the after-battle quote, the one who says something got the kill, the camera also zooms on them).

*****ZELOS*****

Magic Swordsman- Zelos' default title.

Princess Guard (STR, DEF)- Once you've gotten the Mana Leaf from Latheon Gorge, head over to Meltokio and talk to Sebastian in Zelos' mansion, head back to the castle, talk to people. Afterwards, go to the Grand Tethe'alla Bridge and watch the scenes there. Afterwards, make your way over to Gaorrachia Forest. Go through the dungeon to the very end and you'll fight a battle. After the battle, Zelos gains this title.

Gigolo (HP, TP, STR, DEF, INT, EVA, ACC)- Using Zelos as your onscreen character, talk to all the women on the list included in this FAQ as soon as you can, afterwards, wait until heimdall gets blown up, then go to Meltokio and talk to Sebastian in Zelos' Mansion (Again, with Zelos as your onscreen character) to receive the title. You might need to have accomplished the "Princess Guard" side-event for it to work. Since the time where you obtain the title is after Heimdall gets blown up, you can't obtain this title if you chose to go out with Kratos in Flanoir.

Gourmet Prince (DEF, INT, EVA)- Once Zelos has mastered all 24 recipes in the game (No empty stars on any), make her your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the character ready to receive the title for him to appear).

Narcissist- Zelos' formal attire, obtained at the same time as Lloyd's "Nobleman", once in the dinner party room, just talk to him to get the title, he should be in the back corner to the right of the room. (You can only talk to 3 party members here, you can also choose to have him wait for you on the upper balcony)

Masked Swordsman- After speaking with Seles in the SE Abbey, go to the entrance of Zelos' mansion in Meltokio to see a scene where he obtains this title.

Pickup Artist- Obtained at the same time as Lloyd's "Beach Boy" title, once Lloyd has changed, the game will make you choose another character to get a swimsuit, in addition, 2 additional characters will have swimsuits based on higher relationship scores. (So choose someone you don't get along with for completion)

Idiot Chosen (STR, EVA)- After talking to the chief of Mizuho for the first time, walk about Mizuho until a skit pops up (Name is Mizuho, a mystical village" or something similar), you'll obtain the title at the end of that skit. Some people have reported getting the skit outside on the world map, but I obtained it while in Mizuho without leaving it the first time I went there.

Grand Champion (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can enlist in the Colisseum. Win the Advanced Single Class event at the Colisseum with Zelos. Just follow the same strategies as with Kratos and you should have an easy time, Zelos is a little faster on his feet than Kratos overall, so movement shouldn't be an issue.

Gleaming Knight (HP, TP, STR, INT)- Obtained automatically at level 40.

Elegant Swordsman (HP, DEF)- Obtained automatically at level 100.

Tetra Slash (HP, STR)- In a single battle, execute a three hit combo and end it with any tech, yes, just like Kratos' and Lloyd's title by the same name. In the event that this doesn't work, make sure you employ 3 different normal attacks, like Forward + A, followed by down +A, followed by neutral + A and a tech like Demon Fang (Thanks to Nephelim for this information).

Casanova (DEF, INT, EVA)- Put Zelos as the first player character and fill in the other 3 slots with either Presea, Raine, Colette or Sheena. Then fight one battle to obtain the title at the end of it.

Gilgamesh (HP, TP, STR, DEF)- Equip Zelos with the Excalibur, Golden Helm, Golden Armor, Blue Shield and Jet Boots. Then go into one battle and win for the title. I doubt it matters, but I was controlling Zelos when I got it. Since all the items are obtained in late game, you won't be able to obtain the title if you go out with Kratos in Flanoir.

Commander-in-Chief (TP, INT)- Control Zelos in one battle and make the menu pop-up, issuing a D-Pad command every time until it makes about 10 or so that Zelos gives (He says something after each). Win the battle afterwards for the title.

Loudmouth (TP, INT)- Go into a battle against weak enemies, controlling Zelos while everyone else is on Hold Position. Whenever an enemy gets close to hit you, start casting a spell, ANY spell. The enemy will interrupt it and Zelos will say something. Repeat the process about 50 times, then win the battle to obtain the title.

Another way to obtain this title submitted by Nephelim is to control Zelos, make the menu pop-up, issue a D-Pad order and then remove the menu, he'll say something each time you do that, after you reach 50 times, just win the battle to earn the title. Just don't forget to put everyone else on Hold Position beforehand.

*****REGAL*****

Convict- Default title for Regal.

El Presidente (STR, DEF, INT)- Obtained automatically when Regal meets with the projection of ALicia on top of the Lazereno Building in Altamira.

Eternal Sinner (TP, EVA, ACC)- After seeing the scene where Vharley dies in the Meltokio Sewers, head back to Altamira and talk to George in the President's Office in the Lazereno Company building. You'll get the title then.

True Chef (DEF, INT, EVA)- Once Regal has mastered all 24 recipes in the game (No empty stars on any), make him your onscreen character and go to the 3rd floor of the Altamira Hotel, check to the left of the area for the Wonder Chef, talk to him for the title. (You need to come on the third floor as the character ready to receive the title for him to appear).

Dandy- Regal's formal attire, obtained at the same time as Lloyd's "Nobleman", once in the dinner party room, just talk to him to get the title, he should be in the back corner to the right of the room. (You can only talk to 3 party members here, you can also choose to have him wait for you on the upper balcony)

God Of The Kitchen- After forming a pact with Origin, head to Meltokio and go up to the stairs in front of the castle. Go towards the two people on the left of them to trigger a scene which will get you this title (and costume).

Swimmer- Obtained at the same time as Lloyd's "Beach Boy" title, once Lloyd has changed, the game will make you choose another character to get a swimsuit, in addition, 2 additional characters will have swimsuits based on higher relationship scores. (So choose someone you don't get along with for completion)

Paw Dandy (TP, INT)- Obtained during a skit on the world map, the time at which it's available has always been rather vague, but I know I got it by walking around on the world map before completing the Earth Temple (I had done the puzzles inside, but had exited just before fighting Gnome).

King Of The Coliseum (HP, TP, STR, DEF, INT, EVA, ACC)- After meeting Seles in the SE Abbey, you can enlist in the Coliseum. Win the Advanced Single Class event at the Coliseum with Regal. I suck with using Regal, I barely ever used him as the character I controlled, so I don't have many great strategies, however, I did win by using the Spirit Symbol and constantly using the Mirage move to get behind opponents so I could use a combo, use mirage, use a combo, repeat ad infinitum.

Battle Artist (HP, STR, ACC)- Obtained automatically at level 40.

Perfect Battler (HP, STR)- Obtained automatically at level 100.

Testosterone (INT, EVA)- Fight one battle with 4 male characters in the party. You can get this as soon as he joins.

Potion King (STR, DEF, ACC)- In one battle, have him use 5 potions on himself (Palma, Mizuho, Syrup, Acuity, Guard, Flare and whatever other kind there is, at least 5 of any kind must be used on him).

Way Of The Jungle (HP, DEF, EVA)- Just win a fight against low-level enemies to get the title, unaware of any other requirement.

Pratfall King (HP, DEF, EVA)- Regal must be knocked down at least 5 times in one battle. Just go into fights against the Boxer Iris enemies in Gaoracchia forest, kill everything but one iris, then put everyone but Regal on Hold Position, then wait for the Iris to do an uppercut, sending Regal flying. Repeat 5 times to get the title once you win the battle. (You must NOT recover in the air, you need to land flat on the ground so he has to get back up).

4. Monster Locations

The location of every monster in the game, pointed out by where I encountered them, not just pasted from the ingame monster list. Feel free to e-mail additional areas where you can encounter them. As well, I listed possible item drops and stealables (In parenthesis is the item type). The order IS NOT alphabetical, but following the # order in the monster book so you can easily find which monster you're missing.

Take note that every monster, except bosses (And rare monsters like the Sand Worm, Sliver, Gentleman), can be encountered randomly inside the Cursed Book in Sybak.

1 - TORRENT

Drops: Apple Gel (Tools), Apple (Food)

Stealable: Apple (Food)

Locations: Flower enemy inside Torent Forest past Heimdall.

2 - ORCROT

Drops: Red Bellebane (Tools)

Locations: Crawling worm enemy inside Ymir Forest.

3 - MARCROID

Drops: Melange Gel (Tools), Mushroom (Food)

Locations: Bipedal walking enemy on the world map, you need to trigger the encounter in a forest to possibly fight it (I've had more luck near Asgard/Luin).

4 - MINICOID

Drops: Apple Gel (Tools), Mushroom (Food)

Stealable: Orange Gel (Tools)

Locations: Common enemy in the forest near Iselia, also part of the Marcroid group near Luin/Asgard. Flower enemy in Iselia Forest.

5 - TENTACLE PLANT

Drops: Lettuce (Food), Cabbage (Food)

Locations: Flower enemy inside Ossa Trail, likely Iselia Forest as well. Also a common enemy on the world map near Izlood or Iselia, encountered in forest terrain.

6 - MOCKING PLANT

Drops: Cabbage (Food), Cucumber (Food)

Locations: Flower enemy inside the Tower of Salvation (2nd visit).

7 - MANDRAGORA

Drops: Cabbage (Food)

Stealable: Cabbage (Food)

Locations: Flower enemy inside Ossa Trail, also common inside forest terrain near Izlood.

8 - ALRAUNE

Drops: Red Savory (Tools), Radish (Food)

Locations: Flower enemy inside Torent Forest past Heimdall.

9 - INSECT PLANT

Drops: Melange Gel (Tools)

Stealable: Melange Gel (Tools)

Locations: Rare encounter, hop on Noishe outside Asguard or Luin and walk around in forest areas, get into encounters only with IMMOBILE bipedal enemies, those are the only ones I could encounter them from.

10 - CARNIVOROUS PLANT

Drops: Red Sage (Tools)

Locations: Rare encounter inside Torent Forest, from a flower enemy.

11 - BOMB PLANT

Drops: Mushroom (Food), Lavender (Tools)

Locations: Flower enemy inside the Tower of Salvation (2nd visit).

12 - BOMB SEEDLING

Drops: Mushroom (Food)

Locations: Part of the Bomb Plant group, once it lost a bit of HP, it will spit 4 of those guys out.

13 - PUMPKIN TREE

Drops: Lemon Gel (Tools), Onion (Food)

Stealable: Lemon Gel (Tools)

Locations: Flower enemy inside Gaoracchia Forest. Also common in the forest areas near Ozette.

14 - BELLPEPPER HEAD

Drops: Mystic Herb (Tools), Bell Pepper (Food)

Stealable: Mystic Herb (Tools)

Locations: Flower enemy inside Torent Forest past Heimdall.

15 - BOXER IRIS

Drops: Bellebane (Tools), Cucumber (Food)

Locations: Flower enemy inside Gaoracchia Forest. Also a common encounter near Ozette or Alatamira on the world map.

16 - EVIL ORCHID

Drops: Grapes (Food)

Locations: Flower enemy inside the Tower of Salvation (2nd visit).

17 - POISON LILY

Drops: Red Lavender (Tools)

Locations: Flower enemy inside Latheon Gorge.

18 - WOLF

Drops: Beef Strips (Food)

Stealable: Beast Fang (Tools)

Locations: Common encounter on the world map near Iselia or Izlood, also common in Iselia Forest.

19 - NIGHT RAID

Drops: Beast Hide (Tools), Pork (Food)

Stealable: Beast Fang (Tools)

Locations: Common encounter on the world map near Meltokio. Cat enemy in Fooji Mountains on first visit.

20 - BEAR

Drops: Beast Fang (Tools), Beast Hide (Tools)

Stealable: Beast Hide (Tools)

Locations: Cat enemy inside Ossa Trail. Sometimes encountered in the forest areas near Izlood.

21 - EGG BEAR

Drops: Beef Strips (Food), Juicy Meat (Food)

Stealable: Beast Fang (Tools)

Locations: Sometimes encountered in the forest areas near Meltokio. Cat enemy in Fooji Mountains during first visit.

22 - RABBIT

Drops: Carrot (Food), Beast Hide (Tools)

Locations: Common encounter on the world map near Iselia. Cat enemy in Iselia Forest.

23 - HARE

Drops: Pork (Food)

Stealable: Beast Hide (Tools)

Locations: Common encounter in the forest areas near Meltokio. Cat enemy in Fooji mountains on first visit.

24 - BIGFOOT

Drops: Life Bottle (Tools), Tofu (Food)

Locations: Cat enemy inside the Ice Temple.

25 - SIDEWINDER

Drops: Egg (Food)

Locations: Common enemy on the world map near Iselia, near Triet and also near Izlood.

26 - VIOLENT VIPER

Drops: Egg (Food), Chicken (Food)

Locations: Rat enemy inside the Meltkio Sewers, also possible to encounter on the world map near Sybak, but I only saw it once.

27 - MANTICORE

Drops: Lemon Gel (Tools)

Stealable: Lemon Gel (Tools)

Locations: Cat enemy inside the Temple of Darkness.

28 - CHIMAERA

Drops: Rune Bottle (Tools), Beef (Food)

Stealable: Rune Bottle (Tools)

Locations: Cat enemy in Fooji Mountains on SECOND visit.

29 - LOBO

Drops: Beast Hide (Tools), Super Pellets (Tools)

Stealable: Super Pellets (Tools)

Locations: Cat enemy inside Ice Temple.

30 - SASQUATCH

Drops: Juicy Meat (Food)

Locations: Enemy in the Intermediate Single Class in the Meltokio Arena, doubt it's possible to encounter elsewhere as all the data shows up without using a Magic Lens.

31 - BOAR

Drops: Pork (Food), Milk (Food)

Locations: Baby boar enemy inside Ymir Forest. Also a possible encounter on the world map near Heimdal or the House of Salvation on that continent.

32 - BABY BOAR

Drops: Pork (Food)

Locations: Baby boar enemy inside Ymir Forest. Also a possible encounter on the world map near Heimdal or the House of Salvation on that continent.

33 - BASILISK

Drops: Beef (Food), Pellets (Tools)

Locations: Common encounter inside the Toize Valley Mine, also rather common on the world map near that location.

34 - SEWER RAT

Drops: Cheese (Food)

Locations: Rat enemy inside the Meltokio Sewers.

35 - SEWER RAT

Drops: Cheese (Food)

Stealable: Cheese (Food)

Locations: Rat enemy inside the Meltokio Sewers encountered only if you get in a fight while small (Sorcerer's Ring effect in this dungeon).

36 - ARMABOAR

Drops: Beef Strips (Food)

Locations: Rare encounter inside Ymir Forest, usually from a baby boar enemy.

37 - ZOMBIE

Drops: Apple Gel (Tools), Black Quartz (Tools)

Locations: Skull enemy in Martel's Temple, common encounter on the world map near Meltokio. Skull enemy in Fooji Mountains on second visit.

38 - GHOUL

Drops: Super Pellets (Tools)

Stealable: Super Pellets (Tools)

Locations: Skull enemy in Gaoracchia Forest.

39 - DEMON

Drops: Melange Gel (Tools), Brass (Tools)

Locations: Cat enemy in Fooji Mountains on SECOND visit.

40 - ARCH DEMON

Drops: Miracle Gel (Tools)

Locations: Skull enemy inside the Cursed Book in Sybak Library.

41 - SKELETON

Drops: Apple Gel (Tools)

Stealable: Ring Mail (Armor (Body))

Locations: Skull enemy inside Balacruf Mausoleum.

42 - GOLD SKELETON

Drops: Melange Gel (Tools), Yellow Quartz (Tools)

Stealable: Melange Gel (Tools)

Locations: Skull enemy inside Temple Of Lightning.

43 - UNDERTAKER

Drops: Pineapple Gel (Tools), Rune Bottle (Tools)

Stealable: Rune Bottle (Tools)

Locations: Skull enemy inside Gaoracchia Forest.

44 - COFFINMASTER

Drops: Pineapple Gel (Tools), Sage (Tools)

Locations: Skull enemy inside Temple of Darkness.

45 - LIVING ARMOR

Locations: 15th floor boss of the Cursed Book in Sybak Library.

46 - SPECTER

Drops: Black Quartz (Tools)

Locations: Skull enemy inside Tower of Mana.

47 - PHANTASM

Locations: Skull enemy inside Derris-Kharlan first area.

48 - DEATH

Drops: Lemon Gel (Tools), Pineapple Gel (Tools)

Locations: Skull enemy inside Derris-Kharlan first area.

49 - GRIM REAPER

Drops: Apple Gel (Tools), Kirima (Food)

Stealable: Black Quartz (Tools)

Locations: Skull enemy inside Tower of Mana.

50 - GHOST

Drops: Apple Gel (Tools), Panacea Bottle (Tools)

Locations: Skull enemy inside Martel's Temple. Also a common encounter on the

world map near Meltokio. Skull enemy in Fooji Mountains on second visit.

51 - PHANTOM

Drops: Black Silver (Tools), Panacea Bottle (Tools)

Locations: Skull enemy inside Gaoracchia Forest.

52 - LAMIA

Drops: Apple Gel (Tools), Orange Gel (Tools)

Stealable: Orange Gel (Tools)

Locations: Skull enemy inside Temple of Lightning.

53 - MEDUSA

Drops: Panacea Bottle (Tools)

Stealable: Panacea Bottle (Tools)

Locations: Skull enemy inside Cursed Book in Sybak Library.

54 - DOOM GUARD

Drops: Black Quartz (Tools)

Stealable: Miracle Gel (Tools)

Locations: Skull enemy in the first area of Derris-Kharlan.

55 - PHANTOM KNIGHT

Drops: Miracle Gel (Tools)

Stealable: Rare Pellets (Tools)

Locations: Skull enemy in the first area of Derris-Kharlan.

56 - HELL KNIGHT

Drops: Force Ring (Accessory)

Locations: 10th floor boss inside the Cursed Book in Sybak Library.

57 - SAMAEL

Drops: Spirit Bottle (Tools), Fine Pellets (Tools)

Stealable: Spirit Bottle (Tools)

Locations: Skull enemy in the first area of Derris-Kharlan.

58 - PHARAOH KNIGHT

Drops: Anti-Magic Bottle (Tools), Miracle Bottle (Tools)

Stealable: Miracle Bottle (Tools)

Locations: Skull enemy in the Temple of Darkness.

59 - GOLEM

Drops: Apple Gel (Tools), Yellow Quartz (Tools)

Stealable: Yellow Quartz (Tools)

Locations: Puzzle enemy in Martel's Temple.

60 - ROCK GOLEM

Drops: Melange Gel (Tools), Guard Bottle (Tools)

Stealable: Guard Bottle (Tools)

Locations: Flying enemy surrounded by 4 spinning crystals in Toize Valley Mine.

61 - CLAY GOLEM

Drops: Yellow Quartz (Tools), Supper Pellets (Tools)

Locations: Flying enemy surrounded by 4 spinning crystals in Toize Valley Mine.

62 - GENTLEMAN

Drops: Miracle Gel (Tools)

Stealable: Miracle Gel (Tools)

Locations: Rare encounter on the world map near Altamira, hop on Noishe and walk around the island getting in encounters only with IMMOBILE bipedal enemies, they also must be standing on grass.

63 - LIVING DOLL

Drops: Energy Tablets (Tools), Milk (Food)

Locations: Skull enemy in Tower of Mana.

64 - EVIL TEDDY

Locations: Enemy in Advanced Party Battle in the Meltokio Arena, probably impossible to encounter elsewhere.

65 - LIVING SWORD

Drops: White Silver (Tools)

Stealable: White Silver (Tools)

Locations: Flying enemy with 4 crystals spinning around it in the Tower of Mana.

66 - MELTING POT

Drops: Panacea Bottle (Tools)

Locations: Flying enemy with 4 crystals spinning around it in Balacruf Mausoleum.

67 - BROWN POT

Drops: Apple Gel (Tools), Panacea Bottle (Tools)

Locations: Bird enemy in Triet Ruins.

68 - FIRE ELEMENT

Drops: Red Quartz (Tools)

Locations: First encountered when entering the Triet Ruins, then as a flying enemy with 4 crystals spinning around it inside the dungeon proper.

69 - GARGOYLE

Drops: Life Bottle (Tools), White Silver (Tools)

Stealable: Black Silver (Tools)

Locations: Flying enemy with 4 crystals around it in Balacruf Mausoleum.

70 - NEVIROS

Drops: Lemon Gel (Tools), Saffron (Tools)

Locations: Flying enemy with 4 spinning crystals surrounding it in Temple of Earth.

71 - ICE WARRIOR

Drops: Blue Quartz (Tools), Beef (Food)

Stealable: Blue Quartz (Tools)

Locations: Bug enemy in Ice Temple.

72 - FIRE WARRIOR

Drops: Magic Lens (Tools), Red Quartz (Tools)

Stealable: Red Quartz (Tools)

Locations: Flying enemy with 4 crystals spinning around it in Triet Ruins.

73 - THUNDER SWORD

Drops: Brass (Tools)

Stealable: Brass (Tools)

Locations: Bird enemy in Temple of Lightning.

74 - FAKE

Drops: All-Divide (Tools)

Stealable: All-Divide (Tools)

Locations: One chest inside Triet Ruins, one chest in Meltokio Sewers and one chest inside Latheon Gorge.

75 - WATER ELEMENT

Drops: Aqua Quartz (Tools), Pellets (Tools)
Stealable: Aqua Quartz (Tools)
Locations: Flying enemy with 4 crystals around it in Thoda Geyser

76 - WIND ELEMENT

Drops: Green Quartz (Tools), Apple Gel (Tools)
Locations: Flying enemy with 4 crystals spinning around it in Balacruf Mausoleum.

77 - EARTH ELEMENT

Drops: Yellow Quartz (Tools)
Stealable: Yellow Quartz (Tools)
Locations: Slug enemy inside Temple of Earth.

78 - HAMMER KNUCKLE

Drops: Brass (Tools)
Stealable: Brass (Tools)
Locations: Robot enemy inside Tower of Salvation (First Visit).

79 - MURDER

Drops: Metal Sphere (Tools)
Stealable: Metal Sphere (Tools)
Locations: Robot enemy inside Tower of Salvation (First Visit).

80 - PERFECT MURDER

Drops: Mythril (Tools)
Stealable: Mythril (Tools)
Locations: Robot enemy inside Tower of Salvation (First Visit).

81 - RAYBIT

Drops: White Silver (Tools)
Locations: Robot enemy inside Sylvarant Base, Tethe'alla Base, Palmacosta Ranch, Asguard Ranch, Iselia Ranch.

82 - CYBIT

Drops: Orange Gel (Tools), Apple Gel (Tools)
Stealable: Melange Gel (Tools)
Locations: Robot enemy inside Tower of Salvation (First Visit).

83 - THIEF

Drops: Magical Cloth (Tools), Rice (Food)
Locations: Common encounters in Triet desert, near Izlood (grass), near Palmacosta (On roads). Human enemy in Ossa Trail.

84 - ROGUE

Drops: Magical Cloth (Tools), Miso (Food)
Locations: Common encounter on the world map near Meltokio, near Flanoir and near Sybak. Also the first enemy of the Beginner Single class event at the Meltokio Arena.

85 - SOLDIER

Drops: Lid Shield (Armor (Arm)), Rice (Food)
Stealable: Pasta (Food)
Locations: Common encounter on roads near Palmacosta, Asguard and Luin.

86 - DUELIST

Drops: Barley Rice (Food), Lid Shield (Armor (Arm))
Locations: Mini-boss battle during the event for Zelos' "Princess Guard" title. Also found on roads near the House of Guidance to the south east of Heimdall. Fought in the special battle in the arena to rescue Kate as well as the 2nd

match of Beginner Single Class.

87 - WARRIOR

Drops: Panyan (Food), Barley Rice (Food)

Locations: Common enemy on roads near Asguard or Luin.

88 - HEAVY ARMOR

Drops: Panyan (Food)

Locations: Mini-boss battle during the event for Zelos' "Princess Guard" title. Also found on roads near the House of Guidance to the south east of Heimdall.

89 - DRAGON RIDER

Drops: Barley Rice (Food), Pasta (Food)

Locations: Common encounter on the world map near Asguard or Luin (On grass), also the first fight in the Advanced Single Class event in Meltokio Arena.

90 - ARCHER

Drops: Roll (Food)

Stealable: Magic Lens (Tools)

Locations: Common enemy on roads near Palmacosta, Asguard and Luin. Human enemy in Ossa Trail.

91 - RANGER

Drops: Rice (Food)

Locations: Common enemy on the world map near Meltokio, near Sybak and near Flanoir.

92 - WITCH

Drops: Orange Gel (Tools), Bread (Food)

Stealable: Orange Gel (Tools)

Locations: Common encounter on the roads near Asguard and Luin. Human enemy in Ossa Trail.

93 - SORCERESS

Drops: Orange Gel (Tools), Bread (Food)

Stealable: Orange Gel (Tools)

Locations: Common encounter on the world map near Meltokio, near Sybak and near Flanoir. Fought in the special battle in the arena to rescue Kate.

94 - SORCERER

Drops: Shell Bottle (Tools), Magic Lens (Tools)

Locations: Common encounter on the roads near Asguard.

95 - DRUID

Drops: Savory (Tools), Fine Pellets (Tools)

Locations: Skull enemy in the Temple of Darkness.

96 - OGRE

Drops: Beef (Food), Pork (Food)

Locations: Fight with bipedal enemies on grass to the left of Luin on the world map.

97 - BEAST OGRE

Drops: Beef (Food), Pork (Food)

Locations: Common encounter near Ozette.

98 - WHIP MASTER

Drops: Apple Gel (Tools)

Stealable: Apple Gel (Tools)

Locations: Mini-boss battle at the entrance of Iselia Ranch near the start of

the game. Encountered frequently during non-avoidable battles. Common encounter in Palmacosta Ranch, Asguard Ranch, Iselia Ranch, Remote Island Ranch.

99 - BOWMAN

Drops: Orange Gel (Tools)

Stealable: Orange Gel (Tools)

Locations: Encountered frequently during non-avoidable battles. Common encounter in Sylvarant Base, Tethe'alla Base. Common encounter in Palmacosta Ranch, Iselia Ranch, Remote Island Ranch.

100 - SPEARMAN

Drops: Melange Gel (Tools)

Stealable: Melange Gel (Tools)

Locations: Common encounter in Asguard Ranch, Iselia Ranch, Remote Island Ranch.

101 - FOOT SOLDIER

Drops: Apple Gel (Tools)

Stealable: Apple Gel (Tools)

Locations: Mini-boss battle at the entrance to Martel's Temple. Common encounter in Sylvarant Base, Tethe'alla Base.

102 - COMMANDER

Drops: Pineapple Gel (Tools)

Locations: Part of the enemy groups guarding the passwords in Tethe'alla Base.

103 - CARDINAL KNIGHT

Locations: Fought in a miniboss battle on the Grand Tethe'alla Bridge when Raine & Genis are captured, as well as another miniboss battle when first entering Gaoracchia Forest, and another upon returning to Ozette with Inhibitor Ore, and yet another at the Otherwordly Gate.

104 - COMMANDER KNIGHT

Drops: Energy Tablets (Tools)

Locations: Fought in a miniboss battle in Ozette as you return with Inhibitor Ore as well as another miniboss battle at the Otherwordly Gate.

105 - EVIL WARRIOR

Drops: Lemon Gel (Tools)

Stealable: Lemon Gel (Tools)

Locations: Common encounter in Sylvarant Base (Second Visit only), Tethe'alla Base.

106 - CONVICT

Locations: Mini-boss battle inside the Meltokio Sewers.

107 - EVIL SORCERER

Drops: Melange Gel (Tools)

Stealable: Melange Gel (Tools)

Locations: Encountered in Palmacosta during Cacao's execution. Common encounter in Palmacosta Ranch, Asguard Ranch, Iselia Ranch, Remote Island Ranch.

108 - ANGEL SPEARMAN

Drops: Lemon Gel (Tools)

Locations: Angel enemy in the Tower of Salvation (Second Visit).

109 - ANGEL SWORDIAN

Drops: Pineapple Gel (Tools)

Locations: Fought in a miniboss battle at Altessa's House once Colette underwent treatment for illness, also during a miniboss battle in the Tower of Salvation on 2nd visit if you went out in Flanoir with anyone BUT Kratos. Angel

enemy in the Tower of Salvation (Second Visit).

110 - ANGEL COMMANDER

Drops: Miracle Gel (Tools)

Locations: Fought in a miniboss battle at Altessa's House once Colette underwent treatment for illness. Angel enemy in the Tower of Salvation (2nd Visit).

111 - ANGEL ARCHER

Drops: Life Bottle (Tools)

Locations: Angel enemy in the Tower of Salvation (Second Visit).

112 - HAWK

Drops: Chicken (Food), Egg (Food)

Locations: Common encounter on the world map near Iselia. Bird enemy on Ossa Trail.

113 - STORM CLAW

Drops: Lemon Gel (Tools)

Stealable: Rune Bottle (Tools)

Locations: Bird enemy in Ymir Forest.

114 - AXE BEAK

Drops: Chicken (Food), Lemon (Food)

Locations: Bird enemy in Ossa Trail.

115 - DODO

Drops: Chicken (Food), Egg (Food)

Stealable: Egg (Food)

Locations: Bird enemy in Ymir Forest.

116 - HARPY

Drops: Chicken (Food), Green Quartz (Tools)

Stealable: Magic Lens (Tools)

Locations: Common encounter on grass near Asguard.

117 - FEATHER MAGIC

Drops: Orange Gel (Tools), Egg (Food)

Locations: Bird enemy in Ice Temple.

118 - FIRE BIRD

Drops: Red Quartz (Tools), Life Bottle (Tools)

Stealable: Life Bottle (Tools)

Locations: Bird enemy in Triet Ruins.

119 - LIGHTNING BIRD

Drops: Purple Quartz (Tools)

Locations: Bird enemy in Temple of Lightning.

120 - PENGUINIST

Drops: Penguinist Quill (Accessory)

Stealable: Penguinist Quill (Accessory)

Locations: Common encounter on the world map near Flanoir, also from penguin enemies in Ice Temple.

121 - PENGUINER

Drops: Mizuho Potion (Tools), Palma Potion (Tools)

Locations: Encounter near the Katz Village.

122 - BLACK BAT

Drops: Chicken (Food), Fine Pellets (Tools)

Locations: Common encounter on the world map near Meltokio. Bird enemy in Fooji Mountains on first visit.

123 - COCKATRICE

Drops: Apple Gel (Tools), Chicken (Food)

Stealable: Chicken (Food)

Locations: Common encounter on the world map near Asguard and Luin.

124 - RED BAT

Drops: Beast Fang (Tools)

Stealable: Energy Tablets (Tools)

Locations: Bird enemy in Toize Valley Mine.

125 - GIANT BEE

Drops: Panacea Bottle (Tools), Acuity Bottle (Tools)

Locations: Common encounter on the world map near Iselia. Worm enemy in Iselia Forest.

126 - KILLER BEE

Drops: Life Bottle (Tools), Red Saffron (Tools)

Locations: Worm enemy in Ymir Forest.

127 - SCORPION

Drops: Panacea Bottle (Tools)

Stealable: Panacea Bottle (Tools)

Locations: Common encounter near Triet. Worm enemy in Triet Ruins.

128 - SCARLET NEEDLE

Drops: Anti-Magic Bottle (Tools)

Stealable: Anti-Magic Bottle (Tools)

Locations: Common encounter on the world map near Toize Valley Mine.

129 - WOODS WORM

Drops: Melon (Food)

Locations: Common encounter in the forest areas near Palmacosta, Asguard and Luin.

130 - TROPICAL WORM

Drops: Apple Gel (Tools), Mystic Herb (Tools)

Locations: Bug enemy in Gaoracchia Forest. Also common in the forest areas near Ozette.

131 - SAND WORM

Drops: All-Divide (Tools)

Stealable: All-Divide (Tools)

Locations: Part of the Devil's Arms quest, appears to the northwest of Triet as a circle of glowing light once you've talked to the necessary people in Triet.

132 - SLIVER

Drops: Rune Bottle (Tools)

Stealable: Rune Bottle (Tools)

Locations: Rare encounter near Flanoir, hop on Noishe and walk around getting into fights only with IMMOBILE bipedal monsters.

133 - MANTIS

Drops: Lemon Gel (Tools)

Locations: Common encounter near Meltokio and near Sybak.

134 - RED MANTIS

Locations: Common encounter on the world map near Toize Valley Mine and near Ymir Forest.

135 - SPIDER

Drops: Magic Lens (Tools), Apple Gel (Tools)

Stealable: Panacea Bottle (Tools)

Locations: Common encounter in the forest areas near Iselia on the world map.

Worm enemy in Martel's Temple and Iselia Forest.

136 - ARACHNID

Drops: Onion (Food)

Stealable: Shell Bottle (Tools)

Locations: Worm enemy in Balacruf Mausoleum.

137 - GIANT BEETLE

Drops: Kirima (Food), Cabbage (Food)

Stealable: Cabbage (Food)

Locations: Common enemy near Palmacosta, Izlood, Asguard and Luin.

138 - GOLD BEETLE

Drops: Lemon Gel (Tools), Onion (Food)

Stealable: Onion (Food)

Locations: Common encounter near Altamira.

139 - GRASSHOPPER

Drops: Apple Gel (Tools)

Locations: Common encounter near Asguard and Luin.

140 - ICE SPIDER

Drops: Magic Lens (Tools), Blue Quartz (Tools)

Locations: Common encounter on the world map near Flanoir. Worm enemy in Ice Temple.

141 - DEATHSEEKER

Drops: Panacea Bottle (Tools), Amango (Food)

Stealable: Panacea Bottle (Tools)

Locations: Slug enemy in Latheon Gorge.

142 - STARFISH

Drops: Kelp (Food), Magic Lens (Tools)

Locations: Fish enemy in Thoda Geyser, also encountered along the many beaches of Sylvarant.

143 - SUPER STAR

Drops: Flare Bottle (Tools), Shrimp (Food)

Locations: Common encounter on the beaches of Tethe'alla.

144 - TORTOISE

Drops: Syrup Bottle (Tools), Tuna (Food)

Locations: On beaches near Luin, Hima and Meltokio.

145 - CRUSH TORTOISE

Drops: Acuity Bottle (Tools)

Locations: Common encounter on the beaches near Meltokio. Fish enemy in Latheon Gorge as well as being the 3rd fight in Advanced Single Class event in Meltokio Arena.

146 - OCTOSLIME

Drops: Octopus (Food), Squid (Food)

Stealable: Mermaid's Tear (Tools)

Locations: Fish enemy in Thoda Geyser, also present on the beaches near Meltokio.

147 - KRAAKEN

Drops: Squid (Food), Octopus (Food)

Locations: Fight with bipedal monsters on the beaches near Heimdall.

148 - FISH

Drops: Seaweed (Food)

Locations: Common encounter on the beaches around Sylvarant.

149 - SEASPIN

Drops: Kelp (Food), Seaweed (Food)

Locations: Common encounters on the beaches of Tethe'alla.

150 - FLOAT DRAGON

Drops: Aqua Quartz (Tools), Snapper (Food)

Locations: Fish enemy in Thoda Geyser.

151 - SEAHORSE

Drops: Aqua Quartz (Tools), Cod (Food)

Locations: Common encounter on the beaches of Altamira, but also present on other beaches in Tethe'alla.

152 - JELLYFISH

Drops: Pellets (Tools), Fine Pellets (Tools)

Stealable: Pellets (Tools)

Locations: I don't know if it's even POSSIBLE to run into these on beaches, the only time I encountered one was in the Meltokio Sewers and it took 5 battles with rats for it to show up.

153 - SEA JELLY

Drops: Squid (Food)

Locations: Common encounter on the beaches of Sylvarant.

154 - MERMAID

Drops: Mermaid's Tear (Tools)

Locations: Rare encounter on the beaches of Altamira, hop on Noishe and only fight IMMOBILE bipedal monsters on the sandy beaches of the island.

155 - EVIL JELLY

Drops: Lemon Gel (Tools)

Stealable: Lemon Gel (Tools)

Locations: Slug enemy in Remote Island Ranch.

156 - SEA DRAGON

Drops: Mermaid's Tear (Tools)

Stealable: Mermaid's Tear (Tools)

Locations: Slug enemy in Latheon Gorge.

157 - SEA HORROR

Drops: Mermaid's Tear (Tools), Snapper (Food)

Locations: Slug enemy in Remote Island Ranch.

158 - SLIME

Drops: Apple Gel (Tools)

Locations: Common encounter on the world map near Iselia. Slug enemy in Martel's Temple. Worm enemy in Iselia Forest.

159 - GOLD SLIME

Drops: Miso (Food), Fine Pellets (Tools)
Stealable: Fine Pellets (Tools)
Locations: Bird enemy in the Temple of Lightning

160 - GIANT LEECH

Drops: Apple Gel (Tools), Melange Gel (Tools)
Stealable: Apple Gel (Tools)
Locations: Rat enemy in Meltokio Sewers.

161 - GIANT SLUG

Locations: Slug enemy in Remote Island Ranch.

162 - ROLLER SNAIL

Drops: Fine Pellets (Tools), Potato (Food)
Locations: Slug enemy in Toize Valley Mine.

163 - GIANT SNAIL

Drops: Lemon Gel (Tools), Fine Pellets (Tools)
Stealable: Fine Pellets (Tools)
Locations: Slug enemy in Temple of Earth.

164 - GREEN ROPER

Drops: Shrimp (Food)
Stealable: Beast Fang (Tools)
Locations: Slug enemy in Thoda Geyser.

165 - RED ROPER

Drops: Lemon Gel (Tools), Rosemary (Tools)
Locations: Slug enemy in Toize Valley Mine.

166 - BACURA

Locations: Rare encounter inside Toize Valley Mine, usually from the flying enemies with 4 spinning crystals around them, seems more frequent for the ones in the last area in the mine. Don't bother killing it, it gives next to nothing and usually runs away.

167 - CUTLASS

Drops: Shell Bottle (Tools), Amango (Food)
Stealable: Rune Bottle (Tools)
Locations: Flower enemy in Torent Forest.

168 - CAVE WORM

Drops: Mizuho Potion (Tools)
Stealable: Mizuho Potion (Tools)
Locations: Inside the Temple of Earth, trigger pointless earthquakes with the Sorcerer's Ring to encounter those.

169 - MAN-EATER

Drops: Lemon Gel (Tools), Rune Bottle (Tools)
Locations: Flower enemy in Torent Forest.

170 - SHELDRA

Drops: Rune Bottle (Tools)
Locations: Flower enemy in Latheon Gorge.

171 - SPIKED SNAIL

Drops: Super Pellets (Tools)
Stealable: Super Pellets (Tools)
Locations: Slug enemy in Latheon Gorge

172 - WYVERN

Drops: Beast Fang (Tools), Shell Bottle (Tools)

Locations: Rare encounter between Hima and Luin, hop on Noishe and only fight IMMOBILE bipedal monsters (They also must be on grass).

173 - DRAKE

Drops: Rune Bottle (Tools)

Locations: Rare encounter near Mizuho, hop on Noishe and fight only IMMOBILE bipedal monsters on grass to find it.

174 - DRAGON

Locations: Inside the Earth Temple, on the way to the Devil's Arm located there, is a single dragon.

175 - GOLD DRAGON

Locations: Inside Torent Forest, on the very path through the dungeon to head to Origin is a single dragon.

176 - DARK DRAGON

Drops: Dragon Mail (Armor (Body))

Locations: Boss guarding the double doors to the final battle.

177 - DRAGON KNIGHT

Locations: Encountered in the Advanced Single Class as well as the Advanced Party Battles events in Meltokio Arena.

178 - VELOCIDRAGON

Drops: Pellets (Tools), Apple Gel (Tools)

Locations: Common encounter on the grass near Luin or Asguard. Also present in the Advanced Single Class event in Meltokio Arena.

179 - EXBELUA

Drops: Panacea Bottle (Tools)

Locations: Boss in Iselia after saving Marble in Iselia Ranch.

180 - WINDMASTER

Drops: Map Of Balacruf (Key Items), Talisman (Accessory)

Locations: Boss character on the dais in Asguard.

181 - KTUGACH

Drops: Red Quartz (Tools)

Locations: Guardian of the seal in Triet Ruins.

182 - KTUGACHLING

Locations: Flunkies of the guardian of the seal in Triet Ruins.

183 - ADULOCIA

Drops: Mermaid's Tear (Tools)

Locations: Guardian of the seal in Thoda Geyser.

184 - AMPHITRA

Locations: Flunkies of the guardian of the seal in Thoda Geyser.

185 - LAPYX

Drops: Paralysis Charm (Accessory), Spirit Bangle (Accessory)

Locations: Guardian of the seal in Balacruf Mausoleum.

186 - IUBARIS

Drops: Brass (Tools)

Stealable: White Quartz (Tools)

Locations: Guardian of the seal in the Tower of Mana.

187 - KILIA

Drops: Heal Bracelet (Accessory)

Locations: Boss in Palmacosta after confronting Dorr.

188 - WINGED DRAGON

Drops: Venom (Weapons), Flare Cape (Accessory)

Locations: Boss in Dragon's Nest when rescuing Colette from Rodyle.

189 - BABY DRAGON

Locations: Flunkies of the boss in Dragon's Nest, also encountered in a mini-boss battle after defeating Rodyle in the Remote Island Ranch.

190 - GUARDIAN: WIND

Drops: Magic Lens (Tools)

Locations: Clumsy Assassin's sidekick during the battle against her in Ossa Trail.

191 - GUARDIAN: LIGHTNING

Drops: Fine Pellets (Tools), Magic Lens (Tools)

Locations: Resolute Assassin's sidekick during the battle against her in Balacruf Mausoleum.

192 - SWORD DANCER

Drops: EX Gem Lv1 (Tools), EX Gem Lv2 (Tools)

Stealable: EX Gem Lv3 (Tools)

Locations: Fought 3 times, once in Ossa Trail in the maintenance tunnel, a 2nd time in Gaoracchia Forest and a last time in Iselia Forest.

193 - FENRIR

Drops: Blue Quartz (Tools)

Locations: Celsius' sidekick during the battle against her in the Temple of Ice.

194 - IDUN

Drops: Black Quartz (Tools)

Locations: Pronyma's flunkies during the battle against her in the Tower of Salvation.

195 - RODYLE

Locations: Boss character at the end of the Remote Island Ranch.

196 - UNDINE

Drops: Guardian Symbol (Accessory)

Locations: Summon Spirit in Thoda Geysers.

197 - GNOME

Drops: Holy Symbol (Accessory)

Locations: Summon Spirit in the Temple of Earth.

198 - EFREET

Drops: Attack Symbol (Accessory)

Locations: Summon Spirit in Triet Ruins.

199 - VOLT

Drops: Emerald Ring (Accessory)

Locations: Summon Spirit in the Tower of Lightning.

200 - CELSIUS

Drops: Spirit Symbol

Locations: Summon Spirit in the Ice Temple.

201 - LUNA

Drops: Moonstone (Accessory)

Locations: Summon Spirit in the Tower of Mana.

202 - ASKA

Drops: Rare Pellets (Tools)

Locations: Luna's sidekick when you fight her in the Tower of Mana.

203 - SHADOW

Drops: Dark Seal (Accessory)

Locations: Summon Spirit in the Temple of Darkness.

204 - MAXWELL

Drops: Spirit Robe (Armor (Body))

Locations: After collecting the Derris Emblem and opening the doors to the final boss, head back to Exire and go behind the Elder's house to a tombstone. Equip the following accessories on 4 characters: Aquamarine, Garnet, Ruby and Opal, then examine the tombstone to fight Maxwell.

205 - ORIGIN

Drops: Reflect Ring (Accessory)

Locations: Summon Spirit at the end of Torent Forest.

206 - SEPHIE

Drops: Savory (Tools)

Locations: One of the 3 fairies composing the Summon Spirit of Wind in Balacruf Mausoleum.

207 - YUTIS

Drops: Sage (Tools)

Locations: One of the 3 fairies composing the Summon Spirit of Wind in Balacruf Mausoleum.

208 - FAIRESS

Drops: Saffron (Tools)

Locations: One of the 3 fairies composing the Summon Spirit of Wind in Balacruf Mausoleum.

209 - THE FUGITIVE

Drops: Magic Ring (Accessory)

Locations: 2nd boss you fight in Welgaia after finding Kratos/Zelos and Sheena.

210 - THE NEGLECTED

Drops: Defense Ring (Accessory)

Locations: First boss you fight in Welgaia after finding Raine and Genis.

211 - THE JUDGED

Drops: Attack Ring (Accessory)

Locations: Last boss you fight in Welgaia after finding Presea and Regal.

212 - DEFENSE SYSTEM

Drops: Metal Sphere (Tools)

Locations: Part of the Defense System at the entrance of the Toize Valley Mine.

213 - ORBIT

Locations: Part of the Defense System at the entrance of the Toize Valley Mine.

214 - GUARD ARM

Drops: Mythril (Tools)

Locations: Part of the Defense System at the entrance of the Toize Valley Mine.

215 - AUTO REPAIR UNIT

Locations: Part of the Defense System at the entrance of the Toize Valley Mine.

216 - KRATOS AURION

Drops: EX Gem Lv3 (Tools), Life Bottle (Tools)

Locations: First fight with Kratos in the Tower of Salvation of Sylvarant.

217 - MAGNIUS

Drops: Warrior Symbol (Accessory), EX Gem Lv1 (Tools)

Locations: Boss character at the end of Palmacosta Ranch.

218 - KVAR

Drops: Holy Ring (Accessory), EX Gem Lv1 (Tools)

Locations: Boss character at the end of Asguard Ranch.

219 - ENERGY STONE

Locations: Kvar's flunkies when you fight him in Asguard Ranch.

220 - VIDARR

Drops: Life Bottle (Tools)

Locations: Boss at the entrance of Martel's Temple.

221 - FORCYSTUS

Drops: Faerie Ring (Accessory)

Locations: Boss at the end of Iselia Ranch.

222 - EXBONE

Locations: Forcystus' flunkies in the battle with him at Iselia Ranch.

223 - PRONYMA

Drops: Rosemary (Tools), EX Gem Lv2 (Tools)

Locations: Boss character at the top of Fooji Mountain on second visit.

224 - PRONYMA

Drops: Red Savory (Tools)

Locations: Boss character in the Tower of Salvation after going through the dungeon.

225 - CLUMSY ASSASSIN

Drops: Holy Bottle (Tools)

Locations: Boss character at the end of Ossa Trail.

226 - RESOLUTE ASSASSIN

Drops: Dark Bottle (Tools)

Locations: Boss character when exiting the Balacruf Mausoleum.

227 - CONVICT

Drops: Elixir (Tools)

Locations: Boss character at the end of Gaoracchia Forest.

228 - KUCHINAWA

Drops: Asura (Weapons)

Locations: One on One duel with Sheena in Mizuho after gathering the items for Colette's illness.

229 - BOTTA

Drops: Poison Charm (Accessory)

Stealable: Yellow Quartz (Tools)

Locations: Boss character at the end of the first visit to Sylvarant Base.

230 - BOTTA

Locations: Boss battle with him and Yuan at the end of Tethe'alla Base.

231 - SELES

Drops: Last Fencer (Weapons), Elemental Circlet (Armor (Head))

Locations: Once you've met her in SE Abbey, go to the Meltokio Arena and have Zelos beat Beginner and Intermediate Single Classes to see 2 scenes with her. Use Lloyd to beat Advanced class once for a final scene, then beat Advanced Class another time with Lloyd to fight her as the 6th round. If you choose the Kratos path, you can fight her another time just by beating Advanced Single Class after beating Zelos.

232 - GARR

Drops: Mumbane (Armor (Body))

Locations: Once you have the Derris Emblem and have opened the door to the final boss, fight through Beginner and Advanced Party Battles to fight an exhibition match VS 3 Tales character, including him.

233 - FARAH OERSTED

Drops: Star Cloak (Armor (Body))

Locations: Once you have the Derris Emblem and have opened the door to the final boss, fight through Beginner and Advanced Party Battles to fight an exhibition match VS 3 Tales character, including her.

234 - MEREDY

Drops: Kronoa Symbol (Accessory)

Locations: Once you have the Derris Emblem and have opened the door to the final boss, fight through Beginner and Advanced Party Battles to fight an exhibition match VS 3 Tales character, including her.

235 - ABYSSION

Drops: Hyper Gauntlet (Armor (Arm)), Jet Boots (Accessory)

Locations: Collect all 9 Devil's Arms and meet him at the end of the Temple of Darkness to fight him.

236 - ZELOS WILDER

Drops: Mystic Symbol (Accessory)

Locations: Boss character at the Tower of Salvation on the second visit if you chose to go out with Kratos in Flanoir.

237 - YGGDRASILL

Locations: Boss character at the Tower of Salvation in Sylvarant.

238 - YGGDRASILL

Locations: Boss character at the Tower of Salvation in Tethe'alla after coming back from Welgaia.

239 - YGGDRASILL

Drops: EX Gem Lv4 (Tools), Energy Tablets (Tools)

Locations: Boss character at the end of the Tower of Salvation dungeon in Tethe'alla.

240 - MITHOS

Locations: First form of the final boss in Vinheim.

241 - MITHOS

Drops: EX Gem Max (Tools)

Stealable: EX Gem Max (Tools)

Locations: Second form of the final boss in Vinheim.

242 - KRATOS AURION

Drops: EX Gem Lv4 (Tools), Energy Tablets (Tools)

Locations: Boss character at the Tower of Salvation in Tethe'alla on the first visit.

243 - KRATOS AURION

Locations: Boss character at the end of the Torent Forest.

244 - YUAN

Drops: EX Gem Lv4 (Tools)

Locations: Boss battle with him and Botta in Tethe'alla Base.

245 - REMIEL

Drops: EX Gem Lv1 (Tools), Rune Bottle (Tools)

Locations: Boss character at the Tower of Salvation in Sylvarant.

246 - GATEKEEPER

Drops: Mystic Symbol (Accessory)

Locations: Boss character in the Tower of Salvation on the 2nd visit if you went outside with anyone BUT Kratos in Flanoir.

247 - PLANTIX

Drops: Blue Sephira (Accessory)

Locations: Boss character at the end of Latheon Gorge.

248 - DARK SPEAR

Drops: Lemon Gel (Tools), Black Quartz (Tools)

Locations: Angel enemy in Derris-Kharlan and Vinheim.

249 - DARK SWORD

Drops: Pineapple Gel (Tools), Black Quartz (Tools)

Locations: Angel enemy in Derris-Kharlan and Vinheim.

250 - DARK COMMANDER

Drops: Miracle Gel (Tools), Black Quartz (Tools)

Locations: Angel enemy in Derris-Kharlan and Vinheim.

251 - DARK ARCHER

Drops: Life Bottle (Tools), Black Quartz (Tools)

Locations: Angel enemy in Derris-Kharlan and Vinheim.

5. Items

Item listing, don't look here for item effects, those only contain the item name, listed as they are in the Collector's Book as well as possible locations to find it.

*****TOOLS*****

APPLE GEL

Locations: Dropped by many enemies and available in many Item Shops, can't be missed.

LEMON GEL

Locations: Dropped by many enemies and available in many Item Shops, can't be missed.

MELANGE GEL

Locations: Dropped by a variety of enemies as well as possible to steal from some others. Also sold in Item Shops around mid-game (Mostly in Tethe'alla).

MIRACLE GEL

Locations: Dropped by Arch Demon, Angel Commander, Dark Commander, Phantom Knight, Gentleman. Can be stolen from Doom Guard and Gentleman. Sold at some late-game Item Shops or ones inside dungeon (Like Tethe'alla Base).

ORANGE GEL

Locations: Dropped by many enemies and available in many Item Shops, can't be missed.

PINEAPPLE GEL

Locations: Dropped by many enemies and available in many Item Shops, can't be missed.

ELIXIR

Locations: Dropped by Convict (Regal, not the generic convict), also received as a reward for defeating the second & third Fake enemy. Part of the Medecine Set prize in the Meltokio Arena. Chest in Vinheim.

ENERGY TABLETS

Locations: Dropped by Living Doll, Commander Knight, Yggdrasil (3rd encounter), Kratos Aurion (2nd encounter). Can also be stolen from Red Bat. Chest on the World Map (Near Katz Village), Tower of Salvation (First Visit), Tower of Salvation (Second Visit), Vinheim.

SPIRIT BOTTLE

Locations: Dropped by Samael and also possible to steal one from that monster. Obtained after killing the Fake in Triet Ruins. Chest in Tower of Lightning, Tower of Salvation (Second Visit), Vinheim.

DARK BOTTLE

Locations: Dropped by Resolute Assassin. Also sold in most Item Shops.

HOLY BOTTLE

Locations: Sold in most Item Shops, also dropped by the Clumsy Assassin boss.

LIFE BOTTLE

Locations: You start the game with one, also sold in all Item Shops & dropped by some enemies and bosses.

MIRACLE BOTTLE

Locations: Dropped and can be stolen from Pharaoh Knight. Sold in the Item Shop in Altamira, Heimdall. Also part of the Medecine Set in the Meltokio Arena.

PANACEA BOTTLE

Locations: Dropped by many enemies that can deal physical ailments, also sold in most Item Shops.

RUNE BOTTLE

Locations: Dropped by Chimaera, Sliver, Man-Eater, Remiel, Undertaker, Sheldra, Drake. Can be stolen from Chimaera, Undertaker, Cutlass, Storm Claw, Sliver.

BELLEBANE

Locations: Dropped by Boxer Iris. Chest in Temple of Earth.

LAVENDER

Locations: Dropped by Bomb Plant. Chest in Tethe'alla Base.

RED BELLEBANE

Locations: Dropped by Orcrot. Part of the Medecinal Herb Set prize in the Meltokio Arena.

RED LAVENDER

Locations: Dropped by Poison Lily. Part of the Medecinal Herb Set prize in the Meltokio Arena.

RED ROSEMARY

Locations: Currently know of no possible location for this one, only way I got it was by using a Rune Bottle on a Rosemary.

RED SAFFRON

Locations: Dropped by Killer Bee.

RED SAGE

Locations: Dropped by Carnivorous Plant. Chest on the World Map (Near Tower of Salvation). Part of the Medecinal Herb Set prize in the Meltokio Arena.

RED SAVORY

Locations: Dropped by Alraune, Pronyma (2nd encounter). Chest on the World Map (Near Balacruf Mausoleum).

ROSEMARY

Locations: Dropped by Red Roper and Pronyma (First encounter). Chest in Temple of Ice.

SAFFRON

Locations: Dropped by Neviros, Fairress (Part of the Summon Spirit of Wind). Chest in Remote Island Ranch.

SAGE

Locations: Dropped by Coffinmaster, Yutis (Part of the Wind Summon Spirit). Chest in Toize Valley Mine.

SAVORY

Locations: Dropped by Druid and Sephie (Part of the Summon Spirit of Wind). Chest in Triet Ruins.

EX GEM LV1

Locations: Found in chests in the following locations: World Map (Iselia House Of Salvation), Ossa Trail, Thoda Geyser, Meltokio Sewers, Toize Valley Mine, Temple of Earth, Remote Island Ranch. Also dropped by the following bosses: Magnius, Kvar, Remiel, Sword Dancer.

EX GEM LV2

Locations: Dropped by Pronyma (1st encounter) and Sword Dancer. Also found in chests at those locations: World Map (East of Palmacosta), World Map (North of Tower of Mana), Balacruf Mausoleum, Asguard Ranch, Tower of Mana(2), Sylvarant Base, Fooji Mountains, Meltokio Sewers, Tower of Lightning, Tethe'alla Base, Temple of Earth, Temple of Ice, Remote Island Ranch (2), Temple of Darkness (2), Tower of Salvation (First Visit), Tower of Salvation (Second Visit), Derris-Kharlan. Sparkle in Palmacosta Ranch.

EX GEM LV3

Locations: Dropped by Kratos Aurion in your first fight with him. Can be stolen from the Sword Dancer. Chest in Meltokio Sewers, Toize Valley Mine, Tower Of Lightning (2), Tethe'alla Base (2), World Map (Southeast of Altamira), Temple of Earth, Temple of Ice, Remote Island Ranch (2), Temple of Darkness, Latheon Gorge (2), Tower of Salvation (First Visit, 2), Tower of Salvation (Second Visit, 2), Torent Forest, Derris-Kharlan (2). Given by Tabatha upon going to Altessa's House after completing the Tower of Lightning.

EX GEM LV4

Locations: Dropped by Yggdrasill (3rd encounter), Kratos Aurion (2nd encounter), Yuan. Chest on the World Map (Empty islands north of Hot Springs), Remote Island Ranch, Temple of Darkness, Latheon Gorge (3), Tower of Salvation (First Visit), Tower of Salvation (Second Visit, 2), Torent Forest (2), Derris-Kharlan (2), Vinheim.

EX GEM MAX

Locations: Dropped by the final form of Yggdrasill at the very end of the game (You need to carry over EX Gems to use it), also possible to steal a 2nd EX Gem MAX from the same boss. Also very rarely shows up in large red torches in the Cursed Book in Sybak Library.

ACUITY BOTTLE

Locations: Dropped by Crush Tortoise and Giant Bee. Also available in the following shops: Item Shop (Meltokio), Item Shop (Altamira), Item Shop (Heimdall).

ANTI-MAGIC BOTTLE

Locations: Dropped by Pharaoh Knight, Scarlet Needle. Can be stolen from Scarlet Needle. Also available in Item Shops mostly over Tethe'alla.

FLANOIR POTION

Locations: Sold at the Grocery Store in Flanoir.

FLARE BOTTLE

Locations: Sold in the Item Shop of Meltokio, Altamira, Heimdall.

GUARD BOTTLE

Locations: Dropped and stealable from a Rock Golem. Also sold in the Item Shop of Palmacosta, Meltokio, Altamira, Heimdall.

MIZUHO POTION

Locations: Dropped by Penguiner and Cave Worm. Can also be stolen from Cave Worm. Sold in the Item Shop in Mizuho.

PALMA POTION

Locations: Dropped by Penguiner. Also sold in the Item Shop of Palmacosta, furthermore, one store will only sell those later on in the game. You can also receive one from the Turbo Waitress minigame in the school if you haven't got the funds to buy a replacement for the imposter group.

SHELL BOTTLE

Locations: Dropped by Sorcerer, Cutlass, Wyvern. Also stealable from Arachnid. Sold at the Item Shop in Altamira, Heimdall.

SYRUP BOTTLE

Locations: Sold in the Item Shop in Meltokio, Sybak, Altamira, Heimdall.

MEMORY GEM

Locations: Available in several dungeons from a defeated enemy (It never changes from game to game), also possible to obtain from a red torch in the

Cursed Book in Sybak, beats me what use it might have though.

AQUA QUARTZ

Locations: Dropped by various aquatic enemies, also can be stolen from a Water Element.

BLACK QUARTZ

Locations: Dropped by various darkness enemies, either undead or with 'Dark' in their name.

BLUE QUARTZ

Locations: Dropped by Ice Warrior, Ice Spider, Fenrir. Can also be stolen from Ice Warrior.

GREEN QUARTZ

Locations: Dropped by Harpy and Wind Element.

PURPLE QUARTZ

Locations: Dropped by Lightning Bird.

RED QUARTZ

Locations: Dropped by Ktugach along with most of the enemies with 'Fire' as part of their names.

WHITE QUARTZ

Locations: Can be stolen from Iubaris, otherwise obtainable randomly as an item from a red torch in the Cursed Book in Sybak. As of now, unaware of another source for the item.

YELLOW QUARTZ

Locations: Dropped by various earth enemies, golems and such. Found primarily inside the Earth Temple. Can also be stolen from Botta on the first fight with him in the Sylvarant Base (First Visit), if Colette actually has Item Thief anyway....

ALL-DIVIDE

Locations: Dropped by the Fake enemy encountered 3 times through the game and by the Sand Worm in Triet Desert, also can be stolen from either. Chest on the World Map (Near Palmacosta).

HOURGLASS

Locations: Possible to get from large red flames inside the Cursed Book in Sybak. Also possible to get as a gift with Zelos' Personal skill when talking to women. As of right now, I have no clue in regards for a non-random location in the game.

MAGIC LENS

Locations: Obtained from a child in the classroom after deciding to head to Martel's Temple. Dropped by a variety of enemies and sold at nearly every Item Shop in the game (Some do not carry those).

BEAST FANG

Locations: Dropped by the following monsters: Bear, Red Bat, Wyvern. Stealable from the following monsters: Wolf, Night Raid, Egg Bear, Green Roper. Chest in Sylvarant Base, Ossa Trail, Balacruf Mausoleum. Sold at the GRADE shop of Palmacosta, Asguard, Meltokio House of Guidance, Flanoir.

BEAST HIDE

Locations: Dropped by the following monsters: Rabbit, Night Raid, Lobo, Bear. Stealable from the following monsters: Hare, Bear. Chest in Sylvarant Base,

Balacruf Mausoleum, Asguard Ranch. Sold at the GRADE shop of Asguard, Flanoir.

BLACK SILVER

Locations: Dropped by Phantom, also stealable from Gargoyle. Chest in Ossa Trail. Sold at the GRADE shop of Palmacosta, Asguard, Flanoir.

BRASS

Locations: Dropped by Demon, Thunder Sword, Hammer Knuckle, Iubaris. Can be stolen from Thunder Sword and Hammer Knuckle. Sold at the GRADE shop in Meltokio House of Guidance, Flanoir.

FINE PELLETS

Locations: Dropped by Jellyfish, Black Bat, Samael, Druid, Gold Slime, Giant Slime, Roller Snail, Guardian: Lightning. Can be stolen from Giant Snail and Gold Slime.

MAGICAL CLOTH

Locations: Dropped by Thief and Rogue. Chest found in Sylvarant Base. Sold at the GRADE shop of Palmacosta, Asguard, Meltokio House of Guidance, Flanoir.

MERMAID'S TEAR

Locations: Dropped by Mermaid, Sea Dragon, Adulocia, Sea Horror. Stealable from Octoslime and Sea Dragon. Chest in Thoda Geyser. Sold at the GRADE shop of Asguard, Flanoir.

METAL SPHERE

Locations: Dropped by Defense System and Murder. Can be stolen from Murder. Sold at the GRADE shop of Meltokio House of Guidance, Flanoir. Given by Tabatha upon going to Altessa's House after completing the Tower of Lightning, also given by the elf child who wants the Ymir Fruit in Ymir Forest once you bring it to him.

MYSTIC HERB

Locations: Dropped by Bellpepper Head, Tropical Worm. Can be stolen from Bellpepper Head. Sold at the GRADE shop of Flanoir.

MYTHRIL

Locations: Dropped by Perfect Murder, Guard Arm. Can be stolen from Murder. Sold at the GRADE shop of Flanoir.

PELLETS

Locations: Dropped by Basilisk, Water Element, Jellyfish, Velocidragon. Also can be stolen from Jellyfish. You also receive some when Harley gives you the Figurine Book.

RARE PELLETS

Locations: Dropped by Aska, can also be stolen from Phantom Knight. Chest on World Map (Southeast corner of Tethe'alla), Latheon Gorge.

SUPER PELLETS

Locations: Dropped by Lobo, Ghoul, Spiked Snail. Can also be stolen from those monsters. Chest on the World Map (Near Temple of Darkness), Toize Valley Mine.

WHITE SILVER

Locations: Dropped by Living Sword, Gargoyle and Raybit. Can also be stolen from Living Sword. Sold at the GRADE shop of Palmacosta, Asguard, Flanoir. Sparkle in Palmacosta Ranch. Chest in Thoda Geyser.

ANGEL'S TEAR

Locations: Chest in Torent Forest. Sold at the Weapon Shop in Flanoir (Second Inventory). Can be customized in Flanoir.

DEFENSER

Locations: Chest in Temple of Ice. Sold at the Weapon Shop in Altamira.

DRAGON TOOTH

Locations: Chest in Tethe'alla Base. Sold at the Weapon Shop in Flanoir (First inventory).

ELEMENTAL BRAND

Locations: Sold at the Weapon Shop in Altamira.

KNIGHT'S SABER

Locations: Carried by Weapon Shop in Triet.

KOTETSU

Locations: Can be customized in Sybak. Sold in the Weapon Shop of Sybak.

KUSANAGI BLADE

Locations: Obtained after defeating Sword Dancer 3.

MASAMUNE

Locations: Can be customized in Palmacosta, Luin (Before being destroyed). Sold in the Weapon Shop in Asguard.

MATERIAL BLADE

Locations: Obtained at Dirk's House after Heimdall gets blown to bits.

MUMEI

Locations: Chest in Triet Ruins.

MURAMASA

Locations: Chest in Iselia Ranch.

NEBILIM

Locations: Given by Abyssion in Flanoir once you've gotten the Evil Eye from the remains of the Bacura in Toize Valley Mine.

NIMBLE RAPIER

Locations: Can be customized in Hima. Sold in the Weapon Shop of Meltokio.

NINJA SWORD

Locations: Chest in Vinheim.

OGRE SWORD

Locations: Can be customized in Meltokio. Sold in the Weapon Shop of Meltokio, Sybak.

OSAFUNE

Locations: Can be customized in Luin, Asguard. Sold in the Item Shop in Hima.

PAPER FAN

Locations: Sold in Luin (Rebuilt).

RAPIER

Locations: Sold at the Weapon Shop in Palmacosta, Luin (Before being destroyed).

SAINT RAPIER

Locations: Chest in Toize Valley Mine.

SHIDEN

Locations: Sold at the Item Shop in Mizuho. Can be customized in Ozette.

SINCLAIRE

Locations: Can be customized in Luin, Asguard.

VALKYRIE SABER

Locations: After you collected the Derris Emblem and having seen the final scene in the game, beating Advanced Single Class in the Meltokio Arena with Lloyd will earn you this weapon.

WASIER RAPIER

Locations: Sold at the Weapon Shop in Heimdall. Can be customized in Heimdall.

WOODEN BLADE

Locations: Lloyd's starting weapon, already equipped. Sold at the Item Shop in Iselia.

ASSAULT DAGGER

Locations: Can be customized in Ozette.

CRYSTAL DAGGER

Locations: Chest in Torent Forest.

EARTH DAGGER

Locations: Can be customized in Luin, Asguard.

FAFNIR

Locations: Inside a dark chest in Gaoracchia Forest.

FLAME DAGGER

Locations: Sold at the Weapon Shop in Altamira.

GLADIUS

Locations: Chest in Ymir Forest. Sold at the Weapon Shop in Heimdall, FLanoir (Second Inventory). Can be customized in Heimdall.

HYDRA DAGGER

Locations: Can be customized in Luin. Sold in the Weapon Shop in Asguard.

STILETTO

Locations: Zelos' starting weapon, already equipped. Chest in Triet Ruins.

TOY DAGGER

Locations: Sold in Luin (Rebuilt).

ANGEL'S HALO

Locations: After you collected the Derris Emblem and having seen the final scene in the game, beating Advanced Single Class in the Meltokio Arena with Colette will earn you this weapon.

CHAKRAM

Locations: Colette's starting weapon, already equipped. Sold at the Item Shop in Iselia.

DUEL RING

Locations: Can be customized in Triet, in Luin (Before being destroyed). Sold

at the Weapon Shop in Palmacosta, Luin (Before being destroyed).

EVIL EYE

Locations: Inside the remains of the Bacura you need to smash to progress through Toize Valley Mine.

FLYING DISK

Locations: Sold at Weapon Shop in Triet. Can also be customized in Triet.

LUNAR RING

Locations: Sold at the Weapon Shop in Altamira.

MYSTIC RING

Locations: Can be customized in Luin, Asguard.

MYTHRIL RING

Locations: Can be customized in Sybak. Sold in the Weapon Shop of Sybak.

RAY THRUST

Locations: Can be customized in Meltokio. Sold in the Weapon Shop of Meltokio, Sybak.

SHURIKEN

Locations: Sold at the Item Shop in Mizuho, Altamira (Weapon Shop). Can be customized in Ozette.

SLICER RING

Locations: Can be customized in Palmacosta, Luin (Before being destroyed). Sold in the Weapon Shop in Asguard.

SOLAR SPINNER

Locations: Chest in Iselia Ranch. Sold at the Weapon Shop in Heimdall. Can be customized in Heimdall.

STARDUST

Locations: Chest in Torent Forest.

STINGER RING

Locations: Can be customized in Hima. Chest in Tower of Mana.

TAMBOURINE

Locations: Sold in Luin (Rebuilt).

TOROID

Locations: Chest in Latheon Gorge. Sold at the Weapon Shop in Flanoir (Second Inventory). Can be customized in Flanoir.

COOL ORBIT

Locations: Chest in Fooji Mountains. Sold in the Weapon Shop of Meltokio.

COR LEONIS

Locations: Chest in Iselia Ranch.

DISASTER

Locations: In Altamira, during night time, go to the casino and head on the bridge to the right of it's entrance. Talk to the guy standing there and buy the kendama he offers you to get this Devil's Arm.

DUEL STAR

Locations: Sold at the Weapon Shop in Palmacosta, Luin (Before being

destroyed), Asguard. Can be customized in Luin.

FALLING STAR

Locations: Can be customized in Luin, Asguard.

FINAL PRAYER

Locations: After you collected the Derris Emblem and having seen the final scene in the game, beating Advanced Single Class in the Meltokio Arena with Genis will earn you this weapon.

FINE STAR

Locations: Sold at Weapon Shop in Triet.

NORTHERN LIGHTS

Locations: Sold at the Weapon Shop in Heimdall, Flanoir (Second Inventory).

NOVA

Locations: Genis' starting weapon, already equipped. Sold at the Item Shop in Iselia.

ONE WORLD

Locations: After you collected the Derris Emblem and having seen the final scene in the game, go back to the Grand Tethe'alla Bridge and talk to the small blue Katz to play Red/Green Light again. Beat it just like you did for the "Strategist" Title, and you'll receive this weapon.

PHANTASMAGORIA

Locations: Sold in Luin (Rebuilt).

SHADOW DANCER

Locations: Chest in Temple of Darkness.

SHINING STAR

Locations: Chest in Tower of Lightning. Sold at the Weapon Shop in Flanoir (First inventory), Altamira.

SOUTHERN CROSS

Locations: Chest in Tower of Salvation (Second Visit).

THUNDERBOLT

Locations: Chest in Meltokio Sewers.

ANCIENT ROD

Locations: Chest in Temple of Earth. Sold at the Weapon Shop in Altamira.

BATTLE STAFF

Locations: Chest in Ossa Trail. Sold at the Weapon Shop in Palmacosta, Luin (Before being destroyed).

CRYSTAL ROD

Locations: After you collected the Derris Emblem and having seen the final scene in the game, beating Advanced Single Class in the Meltokio Arena with Raine will earn you this weapon.

DECK BRUSH

Locations: Sold in Luin (Rebuilt).

EARTH ROD

Locations: Can be customized in Asguard.

GALE STAFF

Locations: Can be customized in Meltokio, Sybak, Ozette.

GEM ROD

Locations: Can be customized in Palmacosta, Luin (Before being destroyed). Sold in the Weapon Shop in Asguard.

HANUMAN'S STAFF

Locations: Chest in Tower of Salvation (Second Visit).

HEART OF CHAOS

Locations: After you've collected all 8 other Devil's Arms, head back to Flanoir and talk to Abyssion. He'll head to the Temple of Darkness, then head to Hakonesia Peak and talk to Koton to trigger a scene where he'll give you the last Devil's Arms.

HOLY STAFF

Locations: Chest in Remote Island Ranch.

PHOENIX ROD

Locations: Chest in Gaoracchia Forest.

ROD

Locations: Raine's starting weapon, already equipped. Sold at Weapon Shop in Triet.

RUBY WAND

Locations: Can be customized in Luin, Hima.

RUNE STAFF

Locations: Chest in Iselia Ranch. Sold at the Weapon Shop in Heimdall, Flanoir (Second Inventory).

THUNDER SCEPTER

Locations: Chest in Tower of Lightning. Sold at the Weapon Shop in Flanoir (First inventory), Altamira.

ACALANATHA

Locations: Chest in Torent Forest.

ASURA

Locations: Dropped by Kuchinawa. Sold at the Weapon Shop in Flanoir (Second Inventory).

CARD OF EARTH

Locations: Chest in Asguard Ranch. Sold in the Weapon Shop of Meltokio, Mizuho (Item Shop).

CARD OF FIRE

Locations: Chest in Fooji Mountains. Sold in the Weapon Shop of Meltokio, Mizuho (Item Shop).

CARD OF ICE

Locations: Chest in Tethe'alla Base. Sold at the Weapon Shop in Flanoir (First inventory).

CARD OF LIGHTNING

Locations: Chest in Meltokio Sewers. Sold at the Item Shop in Mizuho.

CARD OF WATER

Locations: Sheena's starting weapon, already equipped. Sold at the Item Shop in Mizuho.

CARD OF WIND

Locations: Sold at the Item Shop in Mizuho.

DIVINE JUDGMENT

Locations: After you collected the Derris Emblem and having seen the final scene in the game, beating Advanced Single Class in the Meltokio Arena with Sheena will earn you this weapon.

GATES OF HELL

Locations: Inside a dark chest in Temple of Earth.

MONEY BAG

Locations: Sold in Luin (Rebuilt).

SPELL CARD

Locations: Sold at the Item Shop in Mizuho.

VAJRA

Locations: Chest in Remote Island Ranch.

YAKSA

Locations: Sold at the Weapon Shop in Heimdall.

AQUA BRAND

Locations: Can be customized in Sybak, Ozette. Sold in the Weapon Shop of Sybak.

BASEBALL BAT

Locations: Sold in Luin (Rebuilt).

ETHER SWORD

Locations: Chest in Iselia Ranch. Sold at the Weapon Shop in Heimdall.

EXCALIBUR

Locations: After you collected the Derris Emblem and having seen the final scene in the game, beating Advanced Single Class in the Meltokio Arena with Kratos/Zelos will earn you this weapon.

FLAMBERGE

Locations: Kratos' weapon when he rejoins for Iselia Ranch.

ICE COFFIN

Locations: Chest in Temple of Ice. Sold at the Weapon Shop in Altamira.

LASER BLADE

Locations: Chest in Tower of Salvation (First Visit). Can be customized in Flanoir.

LAST FENCER

Locations: Dropped by Seles.

LIGHTNING SWORD

Locations: Chest in Tethe'alla Base. Sold at the Weapon Shop in Flanoir (First inventory).

LONG SWORD

Locations: Kratos' starting weapon, already equipped. Sold at Weapon Shop in Triet.

SAND SABER

Locations: Chest in Toize Valley Mine.

SILVER SWORD

Locations: Can be customized in Luin, Asguard. Sold in the Weapon Shop of Meltokio.

SOUL EATER

Locations: Go to Triet and talk to the man next to the Item Shop, head north afterwards and talkt othe man to the right of the oasis, near a dog. Exit town and head to the northwest. Enter the circle of light to fight a Sand Worm, upon victory you'll receive this Devil's Arms.

STEEL SWORD

Locations: Can be customized in Palmacosta, Luin (Before being destroyed). Also sold at the Weapon Shop in Palmacosta, Luin (Before being destroyed), Asguard.

BAHAMUT'S TEAR

Locations: After you collected the Derris Emblem and having seen the final scene in the game, beating Advanced Single Class in the Meltokio Arena with Presea will earn you this weapon.

BARDICHE

Locations: Chest in Temple of Earth. Sold at the Weapon Shop in Altamira.

BATTLE AX

Locations: Sold in the Weapon Shop of Sybak.

BATTLE PICK

Locations: Can be customized in Heimdall, Flanoir. Chest in Latheon Gorge. Sold at the Weapon Shop in Flanoir (Second Inventory).

CRESCENT AX

Locations: Chest in Toize Valley Mine.

DIABLOS

Locations: Dark chest in Latheon Gorge.

FRANCESCA

Locations: Presea's starting weapon, already equipped. Sold in the Weapon Shop of Meltokio.

GAIA CLEAVER

Locations: Once you've got the Derris Emblem and seen the scene before the final boss (Also make sure Presea is at level 80 or above), head back to Ozette and talk to the guy in front of the grave. He'll give you a story, you might need to exit the area and come back before talking to him, but otherwise he should give you this weapon afterwards. (That part was glitched for me, and I got 2 Gaia Cleavers)

GREAT AX

Locations: Chest in Meltokio Sewers.

HALBERD

Locations: Sold at the Weapon Shop in Altamira.

MYTHRIL AX

Locations: Chest in Remote Island Ranch.

OGRE AX

Locations: Chest in Tower of Salvation (Second Visit).

POW HAMMER DX

Locations: Sold in Luin (Rebuilt).

STRIKE AX

Locations: Can be customized in Flanoir.

TOMAHAWK LANCE

Locations: Chest in Tethe'alla Base. Sold at the Weapon Shop in Flanoir (First inventory).

WAR HAMMER

Locations: Chest in Iselia Ranch. Sold at the Weapon Shop in Heimdall.

APOCALYPSE

Locations: Dark Chest in Welgaia, inside the building with an elevator, go through the doorway on the left on the first floor to find the chest.

AQUA GREAVES

Locations: Chest in Iselia Ranch.

BEAR CLAW

Locations: Sold at the Weapon Shop in Altamira.

CRYSTAL SHELL

Locations: Chest in Ymir Forest. Sold at the Weapon Shop in Heimdall. Can be customized in Heimdall.

DIAMOND SHELL

Locations: Chest in Tower of Salvation (Second Visit).

DRAGON FANG

Locations: Chest in Tower of Salvation (First Visit). Can be customized in Flanoir.

DYNAST

Locations: Once you've got the Derris Emblem and seen the scene before the final boss (Also make sure Regal is at level 80 or above), head to Meltokio and enter the prison for the castle. Go forward to the first cell on the left for a scene. Head for the Hot Springs afterwards and talk to the old man near them for another scene. Talk to him again afterwards and he should give you this weapon.

FLARE GREAVES

Locations: Chest in Latheon Gorge.

GHOST SHELL

Locations: Chest in Temple of Earth. Sold at the Weapon Shop in Altamira.

GLORY ARTS

Locations: Sold in Luin (Rebuilt).

IRON GREAVES

Locations: Chest in Toize Valley Mine.

KAISER GREAVES

Locations: After you collected the Derris Emblem and having seen the final scene in the game, beating Advanced Single Class in the Meltokio Arena with

Regal will earn you this weapon.

LEATHER GREAVES

Locations: Regal's starting weapon, already equipped.

MYTHRIL GREAVES

Locations: Chest in Remote Island Ranch.

POWER GREAVES

Locations: Chest in Tower of Lightning. Sold at the Weapon Shop in Flanoir (First inventory).

VENOM

Locations: Dropped by Winged Dragon.

*****ARMOR (BODY)*****

BATTLESUIT

Locations: Chest in Toize Valley Mine.

BREASTPLATE

Locations: Chest in Meltokio Sewers. Sold in the Armor Shop in Ozette.

BRUNNHILDE

Locations: Kratos' armor when he rejoins for Iselia Ranch.

CHAIN MAIL

Locations: Sold at the Armor Shop of Palmacosta, Luin (Before being destroyed).

DRAGON MAIL

Locations: Dropped by Dark Dragon.

GOLDEN ARMOR

Locations: Once you've gotten the Derris Emblem and seen the scene before the final boss, go back to Hakonesia Peak and talk to Koton to have him sell you this item for 100000 Gald. You NEED to have given him the Spiritua Statue early in the game for him to offer you the armor (Thanks to gambitblink for confirming this).

HARD LEATHER

Locations: Customized in Triet if you bring a Beast Hide to the customization shop, can also make more than one.

IRON MAIL

Locations: Chest in Tower of Mana.

LAMELLAR LEATHER

Locations: Chest in Asguard Ranch.

MUMBANE

Locations: Dropped by Garr.

MYTHRIL ARMOR

Locations: Chest in Temple of Ice. Sold at the Armor Shop in Altamira.

RARE PLATE

Locations: Sold at the Weapon Shop in Flanoir (Second Inventory).

REFLECT

Locations: Can be customized in Heimdall.

RING MAIL

Locations: Sold at the Armor Shop in Asguard.

RUNE MAIL

Locations: Chest in Iselia Ranch. Sold at the Armor Shop in Heimdall.

SILVER MAIL

Locations: Chest in Tethe'alla Base. Sold at the Weapon Shop in Flanoir (First inventory).

SOFT LEATHER

Locations: Lloyd's, Kratos' & Zelos' starting armor, already equipped. Sold at Item Shop in Iselia, Armor Shop in Triet.

SPLINT MAIL

Locations: Sold at the Armor Shop in Meltokio.

STAR MAIL

Locations: Chest in Tower of Salvation (Second Visit).

ELEMENTAL GUARD

Locations: Chest in Vinheim.

ELVEN PROTECTOR

Locations: Sold at the Armor Shop in Meltokio, Ozette.

FINE GUARD

Locations: Chest in Ossa Trail. Sold at the Armor Shop of Palmacosta, Luin (Before being destroyed).

IRON GUARD

Locations: Can be customized in Luin, Asguard. Sold at the Armor Shop in Asguard. Chest in Balacruf Mausoleum.

LEATHER GUARD

Locations: Colette's & Presea's starting armor, already equipped. Sold in Armor Shop in Triet.

LUNAR GUARD

Locations: Chest in Tower of Mana.

MANA PROTECTOR

Locations: Chest in Torent Forest.

MYTHRIL GUARD

Locations: Chest in Temple of Earth. Sold at the Armor Shop in Altamira.

PRISM GUARD

Locations: Chest in Vinheim.

RARE GUARD

Locations: Chest in Tower of Salvation (First Visit). Sold at the Weapon Shop in Flanoir (Second Inventory).

RUNE GUARD

Locations: Chest in Iselia Ranch. Sold at the Armor Shop in Heimdall.

SILVER GUARD

Locations: Chest in Tower of Lightning. Sold at the Weapon Shop in Flanoir (First inventory).

SOLAR GUARD

Locations: Chest in Ymir Forest. Can be customized in Heimdall.

STAR GUARD

Locations: Chest in Tower of Salvation (Second Visit).

AMBER CLOAK

Locations: Sold in the Item Shop in Hima.

BATTLE CLOAK

Locations: Chest in Tower of Lightning. Sold at the Weapon Shop in Flanoir (First inventory).

CLOAK

Locations: Genis' & Regal's starting armor, already equipped.

DRUID CLOAK

Locations: Sold at the Armor Shop in Meltokio. Can be customized in Meltokio.

ELDER CLOAK

Locations: Sold at the Weapon Shop in Flanoir (First inventory).

HOLY CLOAK

Locations: Chest in Remote Island Ranch.

MAGE CLOAK

Locations: Can be customized in Palmacosta, Luin (Before being destroyed), Asguard. Sparkle in Palmacosta Ranch. Sold at the Armor Shop in Asguard.

MORTALITY CLOAK

Locations: Chest in Vinheim.

MYTHRIL MESH

Locations: Sold at the Armor Shop in Altamira.

PHOENIX CLOAK

Locations: Chest in Tower of Salvation (Second Visit).

RUNE CLOAK

Locations: Chest in Iselia Ranch. Sold at the Armor Shop in Heimdall, Flanoir (Second Inventory).

SILK CLOAK

Locations: Sold in the Armor Shop in Ozette.

STAR CLOAK

Locations: Dropped by Farah Oersted.

WARLOCK GARB

Locations: Chest in Torent Forest.

WHITE CLOAK

Locations: Sold in Armor Shop in Triet, Palmacosta, Luin (Before being destroyed).

ANCIENT ROBE

Locations: Sold at the Weapon Shop in Flanoir (First inventory). Chest in

Temple of Ice.

FEATHER ROBE

Locations: Sold at the Armor Shop of Palmacosta, Luin (Before being destroyed), Asguard.

HEAVENLY ROBE

Locations: Chest in Tower of Salvation (Second Visit).

HOLY ROBE

Locations: Chest in Tower of Salvation (First Visit). Sold at the Weapon Shop in Flanoir (Second Inventory).

KANNAZUKI

Locations: Once you've got the Derris Emblem and seen the scene before the final boss, go back to Mizuho, talk to the blue ninja near the chief's house and head inside. Talk to Tiga for a scene. Head to the Tower of Lightning afterwards and go up to the area where you fought Volt for another scene. Head back to the village afterwards to see the awakened chief. Talk to him a second time to receive this item.

MINAZUKI

Locations: Chest in Remote Island Ranch.

MISTY ROBE

Locations: Chest in Fooji Mountains. Sold at the Armor Shop in Meltokio.

MOON ROBE

Locations: Chest in Tower of Mana.

NAGAZUKI

Locations: Chest in Tower of Salvation (First Visit).

ROBE

Locations: Sheena and Raine's starting armor, already equipped. Sold in Armor Shop in Triet.

RUNE ROBE

Locations: Chest in Iselia Ranch. Sold at the Armor Shop in Heimdall.

SHAMAN DRESS

Locations: Chest in Tower of Salvation (Second Visit).

SILK ROBE

Locations: Chest in the Toize Valley Mine.

SPIRIT ROBE

Locations: Dropped by Maxwell.

WHITE ROBE

Locations: Can be customized in Luin, Asguard. Chest in Asguard Ranch.

WITCH'S ROBE

Locations: Chest in Gaoracchia Forest. Sold in the Armor Shop in Ozette.

YAYOI

Locations: Can be customized in Luin, Asguard.

ARMET HELM

Locations: Can be customized in Hima, Meltokio. Chest in Tower of Mana.

CROSS HELM

Locations: Sold in the Armor Shop in Ozette.

DUEL HELM

Locations: Chest in Tower of Lightning. Sold at the Weapon Shop in Flanoir (First inventory).

GOLDEN HELM

Locations: Chest in Derris-Kharlan.

IRON HELM

Locations: Sold at the Armor Shop in Asguard.

LEATHER HELM

Locations: Kratos' & Zelos' starting helmet, already equipped. Sold at the Armor Shop of Palmacosta, Luin (Before being destroyed).

RARE HELM

Locations: Sold at the Weapon Shop in Flanoir (Second Inventory).

RUNE HELM

Locations: Chest in the Iselia Ranch perimeter on Disc 2. Sold at the Armor Shop in Heimdall.

SIGURD

Locations: Kratos' helmet when he rejoins for Iselia Ranch.

STAR HELM

Locations: Chest in Tower of Salvation (Second Visit).

AIFREAD'S HAT

Locations: After you've obtained Aifread's Letter, go back to Izlood and talk to Lyla, go through the events there and go speak to Max after all is said and done to get this item.

BERET

Locations: Genis' starting helmet, already equipped. Sold in Armor Shop in Triet.

CLERIC'S HAT

Locations: Sold in the Item Shop in Hima. Chest in Asguard Ranch.

HEADBAND

Locations: Chest in Temple of Darkness.

POINTED HAT

Locations: Can be customized in Sybak, Ozette. Sold in the Weapon Shop of Sybak.

RUNE HAT

Locations: Sold at the Armor Shop in Heimdall.

STAR CAP

Locations: Chest in Latheon Gorge.

STRAW HAT

Locations: Chest in Sylvarant Base. Sold at the Armor Shop in Meltokio.

BLUE RIBBON

Locations: 2 Chests in Balacruf Mausoleum.

HAIRPIN

Locations: Chest in Iselia Ranch.

MAGICAL RIBBON

Locations: Chest in Derris-Kharlan.

MAID'S HAIRBAND

Locations: Chest in Ymir Forest.

PRETTY RIBBON

Locations: Chest in Gaoracchia Forest. Sold in the Armor Shop in Ozette.

RIBBON

Locations: Presea's starting helmet, already equipped. Sold in Armor Shop in Triet.

STRIPED RIBBON

Locations: Sold at the Armor Shop in Meltokio.

TARTAN RIBBON

Locations: Sold in the Item Shop in Hima.

CIRCLET

Locations: Sheena's starting armor, already equipped. Chest in Triet Ruins, Thoda Geyser. Sold at the Armor Shop in Palmacosta.

ELEMENTAL CIRCLET

Locations: Dropped by Seles.

GOLD CIRCLET

Locations: Can be customized in Luin, Asguard. Also sold at the Armor Shop of Luin (Before being destroyed), Meltokio.

HOLY CIRCLET

Locations: Chest in Tower of Salvation (First Visit). Sold at the Weapon Shop in Flanoir (Second Inventory).

MYTHRIL CIRCLET

Locations: Chest in Temple of Earth. Sold at the Armor Shop in Altamira.

RUNE CIRCLET

Locations: Chest in Iselia Ranch. Sold at the Armor Shop in Heimdall.

SILVER CIRCLET

Locations: Chest in Tethe'alla Base. Sold at the Weapon Shop in Flanoir (First inventory).

STAR CIRCLET

Locations: Chest in Tower of Salvation (Second Visit).

*****ARMOR (ARM)*****

ARREDOVAL

Locations: Kratos' shield when he rejoins for Iselia Ranch.

BEAM SHIELD

Locations: Chest in Tethe'alla Base. Sold at the Weapon Shop in Flanoir (First inventory).

BLUE SHIELD

Locations: Chest in Vinheim.

LID SHIELD

Locations: Dropped by Soldier and Duelist.

MYTHRIL SHIELD

Locations: Chest in Temple of Ice. Sold at the Armor Shop in Altamira.

OMEGA SHIELD

Locations: Sparkle in Palmacosta Ranch. Sold at the Armor Shop in Meltokio.

RARE SHIELD

Locations: Chest in Latheon Gorge.

RED SHIELD

Locations: Can be customized in Hima, Meltokio.

RUNE SHIELD

Locations: Chest in Iselia Ranch. Sold at the Armor Shop in Heimdall.

STAR SHIELD

Locations: Chest in Tower of Salvation (Second Visit).

WOODEN SHIELD

Locations: Kratos' & Zelos' starting shield, already equipped. Sold in Armor Shop in Triet.

CLAW GAUNTLET

Locations: Sold at the Armor Shop in Meltokio.

HYPER GAUNTLET

Locations: Dropped by Abyssion.

IRON GAUNTLET

Locations: Can be customized in Luin, Asguard. Sold at the Armor Shop in Asguard.

LEATHER GLOVE

Locations: Chest in Iselia Forest. Sold in Armor Shop in Triet.

MYTHRIL GAUNTLET

Locations: Chest in Temple of Ice. Sold at the Armor Shop in Altamira.

RARE GAUNTLET

Locations: Sold at the Weapon Shop in Flanoir (Second Inventory).

RUNE GAUNTLET

Locations: Chest in Iselia Ranch. Sold at the Armor Shop in Heimdall.

STAR GAUNTLET

Locations: Chest in Tower of Salvation (Second Visit).

ANGEL BRACELET

Locations: Chest in Gaoracchia Forest. Sold in the Armor Shop in Ozette.

BRACELET

Locations: Chest in Triet Ruins. Sold at the Armor Shop in Palmacosta, Luin (Before being destroyed).

DRAUPNIR

Locations: Can be customized in Heimdall. Chest in Latheon Gorge.

IRON BRACELET

Locations: Chest in Asguard Ranch.

LAPIS BRACELET

Locations: Sold at the Armor Shop in Meltokio. Can be customized in Meltokio.

MYTHRIL BRACELET

Locations: Chest in Temple of Earth. Sold at the Armor Shop in Altamira.

SHIELD RING

Locations: Chest in Torent Forest, Vinheim

STAR BRACELET

Locations: Chest in Tower of Salvation (Second Visit).

BRIDAL GLOVES

Locations: Sold in the Weapon Shop of Sybak.

CUTE MITTENS

Locations: Sold at the Armor Shop in Altamira.

GLOVES

Locations: Sold in Armor Shop in Triet.

KATZ MITTENS

Locations: Sold at the Item Shop in Katz Village.

KITCHEN MITTENS

Locations: Sold at the Armor Shop in Asguard.

LOVELY MITTENS

Locations: Chest in Iselia Ranch.

PENGUINIST GLOVES

Locations: Given by the old man in the Item Shop if you talk to him with 3 Penguinist Quills in your inventory.

PRETTY MITTENS

Locations: Sold in the Item Shop in Hima.

SILK GLOVES

Locations: Can be customized in Ozette. Sold in the Armor Shop in Ozette.

*****ACCESSORIES*****

AMULET

Locations: Can be customized at Dirk's House.

BLUE TALISMAN

Locations: Can be customized at Dirk's House.

DRAIN CHARM

Locations: Chest in Gaoracchia Forest. Sold at the Item Shop in Mizuho, Ozette (Armor Shop), Flanoir (Item Shop), Altamira (Armor Shop).

HEAL BRACELET

Locations: Dropped by Kilia. Sold at the Item Shop in Flanoir. Can be customized at Dirk's House.

MANJI SEAL

Locations: Sold at the Item Shop in Mizuho.

PARALYSIS CHARM

Locations: Dropped by Lapyx. Sold at the Armor Shop in Luin (Before being destroyed), Asguard, Meltokio (Item Shop), Flanoir (Item Shop), Altamira (Armor Shop).

POISON CHARM

Locations: Dropped by Botta in the first encounter with him in Sylvarant Base (First Visit). Also sold in the Item Shop of Palmacosta, Luin (Armor Shop before being destroyed), Meltokio (Item Shop), Flanoir (Item Shop), Altamira (Armor Shop).

SPIRIT BANGLE

Locations: Dropped by Lapyx. Sold at the Item Shop in Flanoir. Can be customized at Dirk's House.

STONE CHARM

Locations: Sold at the Item Shop in Asguard, Flanoir (Item Shop), Altamira (Armor Shop). Chest in Remote Island Ranch.

STUN BRACELET

Locations: Chest in Thoda Geyser. Sold at the Armor Shop in Luin (Before being destroyed), Flanoir (Item Shop).

STUN CHARM

Locations: Chest in Asguard Ranch. Sold at the Armor Shop in Altamira. Can be customized at Dirk's House.

TALISMAN

Locations: Dropped by Windmaster. Sold at the Item Shop in Flanoir.

YASAKANI JEWEL

Locations: Obtained after defeating the Sword Dancer for the 2th time (In Gaoracchia Forest)

YATA MIRROR

Locations: Obtained after winning the first encounter with the Sword Dancer (In Ossa Trail).

ATTACK RING

Locations: Dropped by The Judged. Can be customized at Altessa's House.

DEFENSE RING

Locations: Dropped by The Neglected. Can be customized at Altessa's House.

EMERALD RING

Locations: Dropped by Volt. Can be customized at Altessa's House.

FAERIE RING

Locations: Dropped by Forcystus. One of Kratos' accessories when he rejoins for Iselia Ranch. Can be customized at Altessa's House.

FORCE RING

Locations: Dropped by Hell Knight.

HOLY RING

Locations: Dropped by Kvar. Can be customized at Altessa's House.

MAGIC RING

Locations: Dropped by The Fugitive. Can be customized at Altessa's House.

PROTECT RING

Locations: Chest in Sylvarant Base.

REFLECT RING

Locations: Dropped by Origin.

RESIST RING

Locations: Chest in Ymir Forest.

REVIVE RING

Locations: Chest on the World Map (Empty islands northeast of Tethe'alla), Remote Island Ranch. Can be customized at Altessa's House.

SPIRIT RING

Locations: Chest in Meltokio Sewers. Can be customized at Altessa's House.

STRIKE RING

Locations: Found in a chest on the world map near Balacruf Mausoleum.

TECHNICAL RING

Locations: Found in a chest on the world map north of Luin.

ATTACK SYMBOL

Locations: Dropped by Efreet. Can be customized at Dirk's House.

DARK SEAL

Locations: Dropped by Shadow. Can be customized at Dirk's House.

DEMON'S SEAL

Locations: Chest in Vinheim. Can be customized at Dirk's House.

EXTREME SYMBOL

Locations: Can be customized at Dirk's House. Reward for completing Advanced Party Battles for the first time at the Meltokio Arena.

GUARDIAN SYMBOL

Locations: Dropped by Undine. Can be customized at Dirk's House.

HOLY SYMBOL

Locations: Dropped by Gnome. Can be customized at Dirk's House.

KRONOA SYMBOL

Locations: Dropped by Meredy. Also the prize for beating Advanced Single Class for the first time. Can be customized at Dirk's House.

MYSTIC SYMBOL

Locations: Dropped by Zelos Wilder and Gatekeeper. Can be customized at Dirk's House.

PENGUINIST QUILL

Locations: Dropped and can be stolen from Penguinist.

RABBIT'S FOOT

Locations: Sold at the Armor Shop in Luin (Before being destroyed). Can be customized at Dirk's House.

SPIRIT SYMBOL

Locations: Dropped by Celsius. Can be customized at Dirk's House.

WARRIOR SYMBOL

Locations: Dropped by Magnus. Can be customized at Dirk's House.

AQUA CAPE

Locations: Chest in Tethe'alla Base. Can be customized at Altessa's House.

CAPE

Locations: Sold in Armor Shop in Triet.

ELVEN CAPE

Locations: Can be customized at Altessa's House.

FLARE CAPE

Locations: Dropped by Winged Dragon. Can be customized at Altessa's House.

LEATHER CAPE

Locations: Sold at the Armor Shop in Luin (Before being destroyed), Hima.

RUNE CAPE

Locations: Chest on the World Map (Near SE Abbey). Sold at the Armor Shop in Heimdall. Can be customized at Altessa's House.

THIEF'S CAPE

Locations: Sold at the Armor Shop in Altamira. Can be customized at Altessa's House.

THUNDER CAPE

Locations: Chest in Toize Valley Mine. One of Kratos' accessories when he rejoins for Iselia Ranch. Can be customized at Altessa's House.

BOOTS

Locations: Sold at Item Shop in Iselia.

ELVEN BOOTS

Locations: Chest on the World Map (South of Latheon Gorge). Can be customized at Altessa's House.

HEAVY BOOTS

Locations: Sold at the Armor Shop in Meltokio, Altamira.

JET BOOTS

Locations: Dropped by Abyssion.

LEATHER BOOTS

Locations: Sold at the Armor Shop in Palmacosta.

PERSIAN BOOTS

Locations: Obtained after defeating the Living Armor in the Cursed Book in Sybak.

RUNE BOOTS

Locations: Sold at the Armor Shop in Heimdall. Can be customized at Altessa's House.

WATER SPIDER

Locations: Sold at the Item Shop in Mizuho. Can be customized at Altessa's House.

AMETHYST

Locations: Obtained after defeating Shadow.

AQUAMARINE

Locations: Obtained in the scene after defeating Undine.

BLACK ONYX

Locations: Chest in Fooji Mountains. Sold at the Item Shop in Flanoir.

DIAMOND

Locations: Obtained after defeating Origin.

GARNET

Locations: Obtained after defeating Efreet.

MAGIC MIST

Locations: Found in a chest on the World Map near Hakonesia Peak. Sold at the Armor Shop in Altamira.

MOONSTONE

Locations: Dropped by Luna. Sold in the Item Shop in Flanoir.

OPAL

Locations: Obtained after defeating Sylph.

RUBY

Locations: Obtained after defeating Gnome.

SAPPHIRE

Locations: Obtained after defeating Celsius.

SARDONYX

Locations: Obtained after defeating Volt.

TOPAZ

Locations: Obtained after defeating Luna.

TURQUOISE

Locations: Obtained after defeating Maxwell.

BLUE SEPHIRA

Locations: Dropped by Plantix. Can be customized at Dirk's House.

REVERSE DOLL

Locations: Chest on the World Map (Near Meltokio). Can be customized at Dirk's House.

SEPHIRA

Locations: Chest on World Map (Near Ozette). Can be customized at Dirk's House.

SNOW HARE

Locations: Given by Colette in Flanoir when you need to find a doctor for Altessa, only happens if you go out to see the snow with her.

*****FOOD*****

BEEF

Locations: Given by Genis as ingredients for sandwiches before going to Iselia Forest, dropped by various kinds of enemies. Also sold in the following shops: Grocery Store (Palmacosta), Grocery Store (Asguard), Cafeteria (Sybak).

BEEF STRIPS

Locations: Dropped by Wolf, Egg Bear, Armaboar. Sold at the following shops: Grocery Store (Asguard), Grocery Store (Flanoir).

CHICKEN

Locations: Dropped by a variety of bird/flying enemies. Sold at the following shops: Item Shop (Iselia), Grocery Store (Palmacosta), Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Ozette).

JUICY MEAT

Locations: Dropped by Egg Bear and Sasquatch. Sold at the following shops: Grocery Store (Asguard), Grocery Store (Flanoir).

PORK

Locations: Dropped by various different enemies, also sold at the following shops: Grocery Store (Triet), Grocery Store (Palmacosta), Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Ozette).

COD

Locations: Dropped by Seahorse. Also sold at the following shops: Item Shop (Izlood), Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Katz Village).

OCTOPUS

Locations: Dropped by both types of octopus in the game (Octoslime and Kraaken). Also sold at the following shops: Item Shop (Izlood), Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Katz Village).

SHRIMP

Locations: Dropped by Green Ropper and Super Star. Also sold at the following shops: Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Katz Village).

SNAPPER

Locations: Dropped by Float Dragon and Sea Horror. Also sold at the following shops: Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Katz Village).

SQUID

Locations: Dropped by varieties of octopus and squids (obviously). Also sold at the following shops: Item Shop (Izlood), Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Katz Village).

TUNA

Locations: Dropped by Tortoise. Also sold at the following shops: Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Katz Village).

BELL PEPPER

Locations: Dropped by Bellpepper Head. Also sold at the following shops: Cafeteria (Sybak), Item Shop (Ozette), Item Shop (Katz Village).

CABBAGE

Locations: Dropped by various plants, also sold at the following shops: Grocery

Store (Triet), Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Ozette), Item Shop (Katz Village).

CARROT

Locations: Dropped by Rabbit. Sold at the following shops: Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Ozette), Grocery Store (Flanoir).

CUCUMBER

Locations: Dropped by Mocking Plant and Boxer Iris. Also sold at the following shops: Cafeteria (Sybak), Item Shop (Katz Village).

LETTUCE

Locations: Dropped by Tentacle Plants and given by Genis as ingredients for sandwiches in Iselia before going to Iselia Forest, also sold in the following shops: Item Shop (Iselia), Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Ozette), Item Shop (Katz Village).

MUSHROOM

Locations: Dropped by mushroom enemies (duh), Bomb Plants and Bomb Seedlings. Also sold at the following shops: Grocery Store (Triet), Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Ozette), Grocery Store (Flanoir).

ONION

Locations: Dropped by some plants and insects. Also sold at the following shops: Grocery Store (Triet), Grocery Store (Palmacosta), Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Ozette), Grocery Store (Flanoir). Given by Tabatha upon going to Altessa's House after completing the Tower of Lightning.

POTATO

Locations: Dropped by Roller Snail. Sold at the following shops: Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Ozette), Grocery Store (Flanoir).

RADISH

Locations: Dropped by Alraune. Sold at the following shops: Grocery Store (Asguard), Cafeteria (Sybak), Item Shop (Katz Village).

TOMATO

Locations: Sold at the following shops: Item Shop (Iselia), Cafeteria (Sybak), Item Shop (Ozette).

AMANGO

Locations: Available in specific trees inside Latheon Gorge.

APPLE

Locations: Dropped by Torent and can also be stolen from it. Otherwise sold in the following shops: Cafeteria (Sybak).

BANANA

Locations: Sold in the Sybak Cafeteria.

GRAPES

Locations: Dropped by Evil Orchid. Given by a farmer in Iselia after coming back from Martel's Temple. Also sold in the following shops: Cafeteria (Sybak).

KIRIMA

Locations: Dropped by Grim Reaper and Giant Beetle. Available in specific trees inside Latheon Gorge.

LEMON

Locations: Dropped by Axe Beak. Also sold in the following shops: Cafeteria (Sybak), Item Shop (Ozette).

MELON

Locations: Dropped by Woods Worm. Also sold at the following shops: Cafeteria (Sybak).

PEACH

Locations: Sold in the Sybak Cafeteria.

PEAR

Locations: Sold in the Sybak Cafeteria.

PINEAPPLE

Locations: Sold in the Sybak Cafeteria.

STRAWBERRY

Locations: Sold at the following shops: Cafeteria (Sybak), Item Shop (Ozette).

BARLEY RICE

Locations: Dropped by some human-type warriors encountered on the world map. Also sold at the following shops: Grocery Store (Triet), Item Shop (Izlood), Grocery Store (Palmacosta), Grocery Store (Asguard), Cafeteria (Sybak).

BREAD

Locations: You start with some. Dropped by both types of female magicians encountered on the world map as well as being carried by the following shops: Item Shop (Iselia), Grocery Store (Triet), Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Ozette), Grocery Store (Flanoir).

PANYAN

Locations: Dropped by some human enemies. Also sold at the following shops: Grocery Store (Palmacosta), Grocery Store (Asguard), Cafeteria (Sybak).

PASTA

Locations: Dropped by Dragon Rider, can be stolen from Soldier. Also sold at the following shops: Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Ozette), Grocery Store (Flanoir).

RICE

Locations: Dropped by various human enemies. Also sold at the following shops: Grocery Store (Palmacosta), Cafeteria (Sybak), Item Shop (Ozette), Grocery Store (Flanoir).

ROLL

Locations: Dropped by Archer. Also sold at the following shops: Grocery Store (Palmacosta), Grocery Store (Asguard), Cafeteria (Sybak).

BLACK SATAY

Locations: Sold at the following shops: Grocery Store (Asguard), Grocery Store (Flanoir), Item Shop (Katz Village).

CHEESE

Locations: Dropped by both versions of Sewer Rat, also can be stolen from the larger version. Sold at the following shops: Grocery Store (Palmacosta), Grocery Store (Asguard), Cafeteria (Sybak).

EGG

Locations: Dropped by snakes and some flying/bird enemies. Also carried in the following shops: Item Shop (Iselia), Grocery Store (Palmacosta), Grocery Store

(Asguard), Cafeteria (Sybak).

KELP

Locations: Dropped by Starfish and Seaspin. Sold at the following shops:
Grocery Store (Asguard), Cafeteria (Sybak).

KONJAC

Locations: Sold at the Sybak Cafeteria.

MILK

Locations: Dropped by Boar and Living Doll. Also sold at the following shops:
Grocery Store (Palmacosta), Cafeteria (Sybak).

MISO

Locations: Dropped by Rogue and Gold Slime. Also sold at the following shops:
Cafeteria (Sybak).

PURPLE SATAY

Locations: Sold at the Item Shop in the Katz Village.

RED SATAY

Locations: Sold at the following shops: Grocery Store (Triet), Grocery Store
(Palmacosta), Grocery Store (Asguard), Grocery Store (Flanoir), Item Shop (Katz
Village).

SEAWEED

Locations: Dropped by the flying fishes encountered on beaches. Also sold in
the following shops: Item Shop (Izlood), Cafeteria (Sybak).

TOFU

Locations: Dropped by Bigfoot. Also sold at the following shops: Cafeteria
(Sybak).

WHITE SATAY

Locations: Sold at the following shops: Grocery Store (Palmacosta), Grocery
Store (Asguard), Grocery Store (Flanoir), Item Shop (Katz Village).

*****KEY ITEMS*****

COLLECTOR'S BOOK

Locations: Given by Phaidra after coming back from Martel's Temple.

FIGURINE BOOK

Locations: Given by Harley in Asguard at anytime after defeating Kvar (You can
even fetch it on Disc 2).

MONSTER LIST

Locations: Given by Raine in Triet after coming back from Sylvarant Base (First
Visit).

SYLVARANT MAP

Locations: Given by Dirk after going home for the first time in the game.

TETHE'ALLA MAP

Locations: Obtained during the scene where yo uescape the basement of the Sybak
Academy.

TRAINING MANUAL

Locations: Given by Kratos after beating Vidarr at Martel's Temple.

AIFREAD'S LETTER

Locations: You can only do this if you got Lyla's letter early in the game, if you have, after you get Spiritua's Ring, head to Hima and talk to Aifread standing near the graves there. You'll give him Lyla's Letter and he'll give you this item.

ASSASSIN'S RING

Locations: Obtained during a scene in Hima before going to the Tower of Salvation in Sylvarant.

BLUE CANDLE

Locations: Obtained after rescuing Kate.

BLUE CARD

Locations: Given by one of the prisoners of Palmacosta Ranch once you free them.

BLUE SEED

Locations: Inside a tree in Ymir Forest.

BOLTZMAN'S BOOK

Locations: Inside the Tower of Mana, examine the upper-left bookshelf in the entry hall to get it.

CARD KEY

Locations: Given by Dorr after fighting Kilia. Possible alternate location inside Palmacosta Ranch?

CELSIUS' TEAR

Locations: Located on a small overlooking platform inside the Temple of Ice.

CHIPPED DAGGER

Locations: Obtained after finding Regal & Presea in Welgaia.

COLETTE'S NECKLACE

Locations: It appears in the inventory when Lloyd makes it in the Sybak Academy. There's no pop-ups or anything telling you, but it's there.

CORRINE'S BELL

Locations: Obtained after defeating Volt.

DERRIS EMBLEM

Locations: After reunited the whole party in Welgaia and vanquishing The Neglected, The Fugitive and The Judged, it will be obtained on the way to Vinheim.

DESIAN ORB

Locations: Obtained in Hima when searching for an alternate way inside the Asguard Ranch.

ELEVATOR KEY

Locations: Obtained during the dungeon of Tower of Salvation (First Visit).

ELF ELDER'S STAFF

Locations: Given by the elder of Heimdall when you visit him to obtain a Mana Leaf.

EMPLOYEE ID

Locations: Given by George in Altamira when searching for Raine.

ETERNAL RING

Locations: Obtained at Dirk's Hosue after Heimdall gets blown to bits.

EXSPHERE SHARD

Locations: Given by Tabatha upon going to Altessa's House after completing the Tower of Lightning.

FUTURE STONE

Locations: Chest inside Vinheim, it appears after killing an immobile angle enemy in the large room to the right of the entrance.

INHIBITOR ORE

Locations: In a chest at the very end of Toize Valley Mine.

KING'S LETTER

Locations: After finding out the items needed to cure Colette, head to the main hall of the castle and talk to princess Hilda, she'll give you this item after the scene.

KRATOS' LOCKET

Locations: Obtained if you go out with Kratos in Flanoir when seeking a doctor for Altessa.

KUCHINAWA'S CHARM

Locations: Given by Kuchinawa at the Grand Tethe'alla Bridge when fetching the EC.

LINKITE NUT

Locations: Given by May at Nova's Caravan either near Palmacosta the first time you're in the region, or later in the game when you need to hunt down Aska.

LINKITE OCARINA

Locations: Obtained when summoning Aska at the Linkite Tree.

LYLA'S LETTER

Locations: When you first enter Izlood, talk to the man around the bend of the main path, then enter the house there, talk to the woman near the entrance and you'll see a short scene. Head to the pier area afterwards for another scene and say 'Okay.' to her request to get this letter. I DO NOT know if you can get it any other way if you refuse or end up having to take the long way around to Palmacosta.

MANA FRAGMENT

Locations: Obtained in Welgaia.

MANA LEAF HERB

Locations: Obtained at the end of Latheon Gorge.

MAP OF BALACRUF

Locations: Dropped by Windmaster in Asguard.

MIRROR SHARD

Locations: Obtained after finding Genis & Raine in Welgaia.

MITHOS' PANPIPE

Locations: Given by Mithos when you leave him in Palmacosta.

NEBILIM'S KEY

Locations: Given by Abyssion in Flanoir once you've gotten the Evil Eye from the remains of the Bacura in Toize Valley Mine.

PASS

Locations: Obtained after fighting the battle before Magnius in Palmacosta Ranch.

PAST STONE

Locations: Chest in Vinheim.

PINK PEARL RING

Locations: After talking to Altessa for the first time and when you should be heading to Toize Valley Mine, make your way back to Sybak and talk to the student in blue near the junk merchant. He'll give a Pink Pearl Ring to Sheena. Take note that this becomes unavailable at SOME POINT, I couldn't do it after coming back from Sylvarant.

PURPLE CARD

Locations: Carried by a Desian enemy inside Palmacosta Ranch, obtained on victory.

RED CARD

Locations: Fetched by Colette in Palmacosta Ranch.

SACRED STONE

Locations: Chest in Vinheim, you need to collect the Past Stone and Future Stone and do the entry puzzles for both to access it.

SECRET NOTEBOOK

Locations: After you've spoken to Altessa for the first time and should be heading to Toize Valley Mine, head back to Mizuho. Talk to the ninja handling the Item Shop and he'll send you to the well, examine it to bring up an Account Book, which in turns makes you receive the Secret Notebook in the following scene.

SHEENA'S LETTER

Locations: Given by Sheena upon arrival in Meltokio.

SORCERER'S RING

Locations: Obtained at the bottom of Martel's Temple after the golem puzzle.

SPIDER FIGURINE

Locations: Obtained after finding Kratos/Zelos and Sheena in Welgaia.

SPIRITUA STATUE

Locations: After talking to Koton in Hakonesia Peak, go to Palmacosta's House of Salvation and talk to the head priest there (You might need to progress the events with Dorr a bit for him to appear). Then go to Thoda Geyser and stand in the opening to the dungeon to trigger a scene and event where you'll obtain this item.

SPIRITUA'S RING

Locations: After obtaining Lloyd's "Arrgh, Me Hearties" title, you'll be sent on a quest for treasure. Head to the following Houses of Salvation in order and head inside each to talk to the people there between each: Asguard, Iselia, Palmacosta, Thoda Geyser Dock. Once at the last one, don't head inside, but to the dock proper and talk to the guy there. He'll give you this item.

THE CHOSEN'S ORB

Locations: Given by Zelos if you went out with Zelos in Flanoir.

TOWER KEY

Locations: Obtained in Hima after defeating Kvar.

UNICORN HORN

Locations: Obtained during a scene at Lake Ulmacy after forming a pact with Undine.

VINHEIM KEY

Locations: Obtained after defeating the Dark Dragon.

VIRGINIA'S DIARY

Locations: Once you've started Disc 2, head over to Exire and enter the elder's house (It's to the right of the main tower building with 3 floors). Talk to him with Raine, then head to the only other 1-story building you can enter. Head inside for a scene, then head back to the elder's place and choose to read the diary, you'll obtain this. I could never trigger this event on my first playthrough, maybe I went too late, but I tried several times both on Disc 1 and Disc 2, maybe you need to talk to the elder as Raine, or maybe there are other factors involved, but I know it works if you head to Exire at the start of Disc 2.

WHITE SEED

Locations: Chest in Ymir Forest.

WING PACK

Locations: Obtained at the Research Laboratory in Meltokio when fetching the EC.

YMIR FRUIT

Locations: Collected via a very annoying puzzle in Ymir Forest.

ZIRCON

Locations: After learning that the Ziron is in Sybak from the Lazereno archives in Altamira, head to the academy there and go into the first room of the first corridor on the first floor to find the chest containing it.

6. Women List

A women list? The heck? Well, if you want Zelos to get the "Gigolo" title, you must speak with every woman in the world with him as your onscreen character, so here's a listing of every woman to talk to.

I've listed the areas in the order in which I went to talk to every women, that's starting from the very moment where Zelos joins your party in Meltokio. Women appearing later on so you need to backtrack are also mentioned. I assume you know the towns, so I'll use a set of landmarks to identify the locations instead of walking you through each city.

Only women who actually react to Zelos are noted, some of them can't be flirted with and sometimes they will stop reacting after a certain event (As such, unless it is otherwise noted, you should ALWAYS talk to all the women in a given location as soon as you can).

Concerning rumors... you DO NOT need to be able to receive every item they give you, you DO NOT have to receive an item from all women (From Disc 2 and on, women will sometimes give nothing even though you see the flirt line) and you CAN flirt with the same woman multiple times.

As well, you can receive the title as soon as Heimdall gets blown up, go talk to Sebastian in Meltokio with Zelos as your onscreen character and he should receive it if you flirted with all the girls on this list. I don't know if there's a limit between Heimdall getting blown up and the Derris Emblem to get the title, however.

*****MELTOKIO*****

- 1) To the right inside the Martel Cathedral.
- 2) Next to you once you enter the Martel Cathedral.
- 3) Just outside the Martel Cathedral.
- 4) Walking in front of the stairs to Tethe'alla Castle.
- 5) To the right of the stairs to Tethe'alla Castle.
- 6) Standing to the left of Zelos' mansion.
- 7) Standing in front of Zelos' mansion.
- 8) Walking around to the right of Zelos' mansion.
- 9) In the bedroom next the kitchen area of the castle.
- 10) Between the bedroom and kitchen of the castle.
- 11) In the kitchen of the castle.
- 12) On the floor above the kitchen of the castle.
- 13) On the floor above the guard room in the castle.
- 14) Inside the crimson room in the castle.
- 15) Near the bench to the left of the main plaza above the city's entrance.
- 16) Near the bench to the right of the main plaza above the city's entrance.
- 17) Walking around the main plaza above the city's entrance.
- 18) To the left of the Coliseum entrance.
- 19) The coliseum receptionist for Single Class entry (Talk to her from behind the counter).
- 20) Standing near the right wall in the Coliseum' main hall.
- 21) Standing outside the Item Shop.
- 22) Standing north of the sewer exit.
- 23) Walking around near the sewer exit.
- 24) Walking around in the entrance of the inn.
- 25) Walking around on the second floor of the inn.

- 26) Standing next to the door inside the second room of the inn.
- 27) Standing next to the beds inside the second room of the inn.
- 28) Standing between the paths to the laboratory and slums.
- 29) Receptionist at the Elemental Research Laboratory (Talk to her from behind the counter).
- 30) Standing near the middle table in the basement of the laboratory.
- 31) Standing near the bottom of the stairs in the slums.
- 32) Walking around on top of the houses to the north of the slums.
- 33) Have Zelos enter the Single Class events at the arena in Meltokio after SE Abbey and you'll see her standing next to the red carpet in the preparation area.
- 34) Have Zelos enter the Single Class events at the arena in Meltokio after SE Abbey and you'll see her standing next to the beds in the preparation area.

*****MELTOKIO HOUSE OF GUIDANCE*****

- 1) Standing outside of the house proper.
- 2) Standing in the main hall of the house of guidance.

*****SYBAK*****

- 1) Walking around near the inn.
- 2) Standing in the middle of the first area of the city.
- 3) Standing next to the beds in the inn.
- 4) Receptionist at the library.
- 5) Walking around near the first table of the library.
- 6) Walking around near the south end of the stairs in the library.
- 7) Standing before the 2nd table in the library.
- 8) Standing where the fence and river mee on the way to the Research Academy.
- 9) Standing in the dead-end to the left of the Research Academy.
- 10) Standing inside the second room of the first corridor on the first floor of the academy.
- 11) Standing inside the first room of the first corridor on the first floor of the academy.
- 12) Walking around inside the first corridor on the first floor of the academy.
- 13) Standing inside the first room of the second corridor on the first floor of the academy.

- 14) Standing inside the second room of the second corridor on the first floor of the academy.
- 15) Standing inside the third room of the second corridor on the first floor of the academy.
- 16) Standing near the first table inside the academy cafeteria.
- 17) Standing near the counter of the cafeteria, towards the back of the room.
- 18) Walking around near the bottom of the counter in the academy cafeteria.
- 19) Walking around at the top of the stairs in the main hall of the academy.
- 20) Standing inside the first room in the corridor on the second floor of the academy.
- 21) Walking around the corridor on the second floor of the academy.
- 22) Standing inside the third room in the corridor on the second floor of the academy.

*****MIZUHO*****

- 1) Standing near some shrine-type thing in a dead-end to the left.
- 2) Standing inside the house next to the entrance.
- 3) Little girl walking around past the bridge near the entrance.
- 4) Woman walking around past the bridge near the entrance.

*****OZETTE*****

- 1) Standing near the postboard to the north of where you enter Ozette.
- 2) Standing inside the inn.
- 3) Walking around outside the Armor Shop.

*****SE ABBEY*****

- 1) Walking around in front of the abbey.
- 2) Standing near the water's edge to the south.

*****HEIMDALL HOUSE OF GUIDANCE*****

- 1) Walking around outside the house proper.
- 2) Standing in the room upstairs inside the house.

*****EXIRE*****

- 1) Walking around in front of the elder's house.
- 2) Standing in front of the elder's house.
- 3) Same as #2.
- 4) Standing in the shade along the 2nd floor of the tower building.
- 5) Standing on the bottom floor of the 3-story building.
- 6) Standing next to a tree to the south of the 3-story building.
- 7) Standing near Virginia's House.

*****FLANOIR*****

- 1) Standing outside near the inn.
- 2) Standing near a table inside the inn.
- 3) Standing in the corridor upstairs of the inn.
- 4) Standing inside the first room of the inn.
- 5) Standing outside down the stairs to the right of the inn.
- 6) Standing in the middle of the line to the doctor's place.
- 7) Standing to the right of the food cart.
- 8) Standing in the area just to the left of the food cart.
- 9) Standing outside near the church.
- 10) Walking around inside the church.
- 11) Standing behind the altar in the church.

*****ALTAMIRA*****

- 1) Standing near the stairs to the hotel.
- 2) Walking around near the stairs to the beach.
- 3) Standing at the entrance of the beach.
- 4) Walking around near the showers on the beach.
- 5) Standing on the beach near the tables.
- 6) Standing near the lawn chairs on the beach.
- 7) Standing near the benches in the first area of the city.
- 8) Standing near the bridge to the elemental railway.
- 9) Standing on the second floor of the hotel.

- 10) Walking around on the 3rd floor of the hotel.
- 11) Standing near the back on the 3rd floor of the hotel.
- 12) Walking around near the back on the 3rd floor of the hotel.
- 13) Standing near the elemental railway.
- 14) Standing near the middle of the amusement park.
- 15) Standing in the shade near the teacup ride.
- 16) Walking around the amusement park.

NIGHT TIME

- 17) Standing in the corridor on the 4th floor of the hotel.
- 18) Standing in the corridor on the 5th floor of the hotel.
- 19) Standing outside near the casino.
- 20) Standing on the second row at the theater.
- 21) Standing on the first row at the theater.
- 22) Standing on the first row at the theater, all the way to the left.
- 23) Standing near the counter in the casino.
- 24) Standing at the roulette table in the casino.
- 25) Standing behind the cards table to the north of the casino.
- 26) Standing at the cards table to the north of the casino.
- 27) Standing at the couch to the upper-right of the casino.
- 28) Standing next to the slot machines in the casino.
- 29) Standing at the slot machines in the casino.

*****HOT SPRINGS*****

- 1) Standing inside the main hall of the house.
- 2) Standing in the room upstairs of the house.

*****PALMACOSTA*****

- 1) Walking near the city's entrance.
- 2) Standing near the city's entrance.
- 3) Standing at the end of the pier in front of the inn.
- 4) Standing in the room on the first floor of the inn.

- 5) Walking around near al the shops at the harbor.
- 6) Standing behind the counter inside the Palma Potion shop.
- 7) Standing south of Marble's shop.
- 8) Standing to the lower-left of the plaza in front of the government building.
- 9) Walking around near the church.
- 10) Walking around near the school.
- 11) Standing in a fenced area near the school.
- 12) Standing south of the previous one, way out of range, however you can still talk with her by going up to the fence.
- 13) Standing in the first floor classroom of the school, near the left side.
- 14) Standing near the middle of the first floor classroom of the school.
- 15) Sitting at the left table of the cafeteria in the school.
- 16) Sitting at the right table of the cafeteria in the school.
- 17) Sitting at the first row to the south in the first classroom on the second floor of the school.
- 18) Sitting at the third row to the south in the first classroom on the second floor of the school.
- 19) Sitting at the first row to the north in the second classroom on the second floor of the school.
- 20) Sitting at the second row to the north in the second classroom on the second floor of the school.
- 21) Sitting at the third row to the north in the second classroom on the second floor of the school.
- 22) Standing to the left of main hall of the church.
- 23) Standing to the right of the main hall of the church.

*****THODA BOAT DOCK*****

- 1) Standing in the room upstairs inside the house.

*****THODA GEYSER*****

- 1) Standing next to the sign.
- 2) Standing in front of the previous woman.
- 3) Walking around to the right of the sign.

*****ASGUARD HOUSE OF SALVATION*****

1) Standing upstairs in the house.

*****ASGUARD*****

1) Standing near the entrance of the city.

2) Standing behind the counter of the inn near the entrance of the city
(Talk to her from behind the counter).

3) Standing inside the room of the inn near the entrance of the city.

4) Standing inside the upstairs cavern.

5) Standing near the Katz booth.

6) Standing inside the lower cavern.

7) Same as #6.

8) Same as #6.

9) Standing in front of the expensive hotel to the right of the Item Shop.

10) Standing behind the counter in the expensive hotel (Talk to her from behind
the counter).

11) Walking around the right room on the second floor of the hotel.

12) Walking inside the middle room of the hotel to the right of the first area
of the city.

13) Standing inside the right room of the hotel to the right of the first area
of the city.

14) Standing in the middle of the second area of the city.

15) Standing south of Harley's house.

16) Same as #15.

17) Standing in the house to the left of Harley's house.

18) Walking around to the left of Aisha's house.

19) Standing outside the house to the very top of the 2nd area of the city.

20) Standing in the kitchen area in the house to the very top of the second
area of the city.

21) Sitting on the couch in the house to the very top of the second area of the
city.

22) Standing to the left in the house to the very top of the second area of the
city.

*****BALACRUF MAUSOLEUM*****

1) Walking around the main area outside the mausoleum proper.

*****HIMA*****

1) Standing in the room to the right after entering the inn.

*****IZLOOD*****

1) Walking around near the entrance.

2) Standing in Lyla's house.

3) Walking around on the small beach area.

4) Standing near the beginning of the second area of the city.

5) Standing in front of the Katz that asks you to play EB.

6) Same as #5.

7) Hidden behind the boxes in the hosue i nthe second area of the city.

*****TRIET*****

1) Standing near the well to the right.

2) Walking around near the shops to the left.

3) Walking around inside the inn.

4) Standing in the first floor room of the inn.

5) Standing to the north of the oasis.

*****ISELIA HOUSE OF SALVATION*****

1) Standing upstairs inside the house.

*****LUIN (REBUILT)*****

1) Walking around near the right entrance to the city.

2) Standing in the upper-left corner in the inn.

3) Walking near the fountain.

4) Walking near the sign south of the fountain.

5) Standing north of Raine's statue.

6) Standing to the right of Raine's statue.

7) Standing to the south of Raine's statue.

8) Standing in the room upstairs of the Item Shop.

*****ISELIA*****

- 1) Walking around the first area of the city.
- 2) Walking to the right of the first area of the city.
- 3) Standing near the burned down house to the right of the first area of the city.
- 4) Walking inside the grapevines to the north of the Item Shop.
- 5) Walking to the right of the school.
- 6) Walking around south of the school.
- 7) Walking around near the house to the left of the school.

*****HEIMDALL*****

- 1) Standing to the right inside the Weapon/Armor Shop.
- 2) Standing to the right of the entrance to the Item Shop.
- 3) Standing to the right of the inn.
- 4) Standing in the inn near it's entrance.
- 5) Standing near the beds inside the inn.
- 6) Walking near the bridge to the right of the first area of the city.
- 7) Standing near the benches in the small clearing to the right of the first area of the city.
- 8) Standing near the house to the left of the second area of the city.
- 9) Standing near the windmill in the second area of the city.
- 10) Standing inside the house to the left in the second area of the city.
- 11) Standing in front of the elder's house.
- 12) Standing on a small island to the left of the second area of the village (Accessible by going under the elder's house).

7. Credits & Legal Stuff

Thanks to TreborSelbon for additional specifications concerning the requiriements of the "Gung Ho" title for Lloyd.

Thanks to Nephelim for submitting various correctiosn to obtain quite a few titles, as well as alternate/better strategies to obtain a few of them.

Thanks to Gyrad for pointing out that Genis had to be fighting to earn I Hate

Gels!

Thanks to Jason Zhao for confirming that the Berserker title can be obtained at any time.

Thanks to gambitblink for confirming the requirement for Koton to sell the Golden Armor.

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