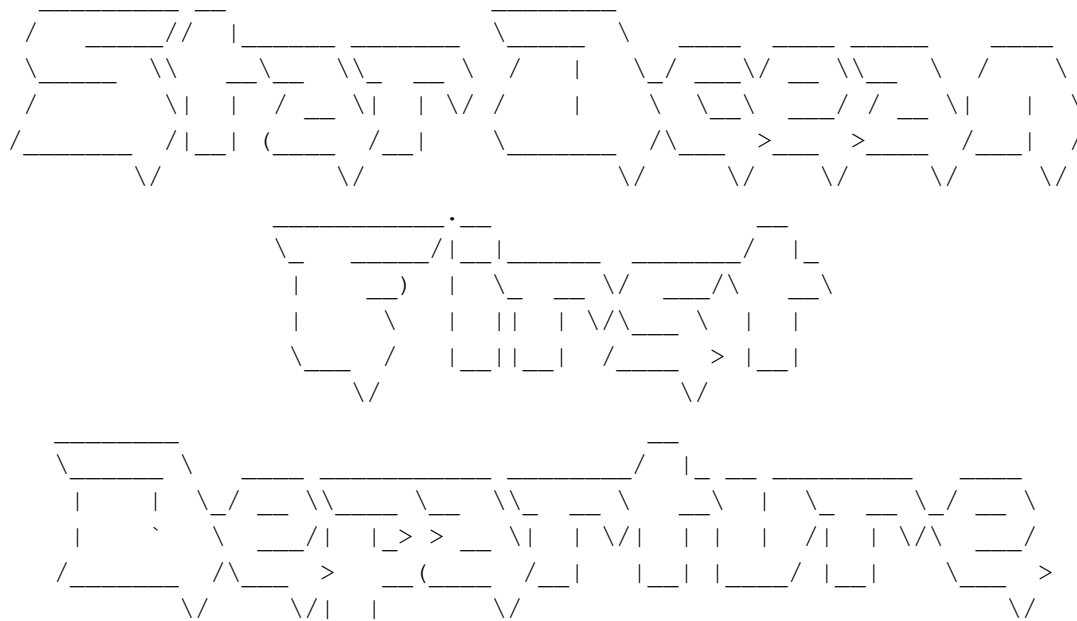


# Star Ocean: The First Departure FAQ/Walkthrough

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## FAQ/Walkthrough for Star Ocean: First Departure for Playstation Portable

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NOTE: Recommended levels will be based on the speed-through level. Meaning the level that you would be if you didn't stop to level up. It is recommended that you take the time to level up to make things easier. But if you don't like to then the recommended level is the lowest level needed to beat the next section

NOTE2: I have made text maps of most cities, and dungeons. They are fairly big (because I suck at drawing small ones, and I'm weird), if that annoys you, let me know. I might consider moving all the maps to a totally separate FAQ (for some reason, when I make the maps as .png, .gif GameFags rejects them because of "Poor Quality", boo).

NOTE3: I'm missing several of the final cities/dungeon maps. I'll update as soon as I've made them (they are REALLY time consuming). If anyone wants to to make them for me, I'd appreciate it.

Missing: Purgatorium, Purgatorium Inner Sanctum, Ionis, Mt. Eckdart, Mt. Metorx Mines, Old Race Ruins, Reverse Tower, Cave of the Seven Stars

On with the Walkthrough!

```

o=====o=====o=====o=====
| Kratus                                | SEARCH | 01.01 |
o=====o=====o=====o=====
| Recommended Level    | 1      |
o=====o=====o=====o=====
| Item Checklist      | Resurrection Elixir.....|_| |
|                    | Flare Bomb.....        |_| |
|                    | Blackberries.....       |_| |
|                    | Blueberries.....        |_| |
|                    | Talisman.....           |_| |
o=====o=====o=====o=====
| Enemy Checklist     | Theif.....              [60 HP]|
|                    | Boss Baird.....         [260 HP]|
o=====o=====o=====o=====

```

You start in the middle of your "Defence Force Headquarters(HQ)". Open your menu and goto Status, scroll down to your talents and make sure RODDICK does NOT have Design Sense or Taste. The reason for this is because Art and Cooking are the first two Item Creations you can get. With those you can learn Design Sense and Taste, giving you 200 SP total.

When you have the talents you want, head up to the Northeast coner and open the chest for BLACKBERRIES then leave. Outside you'll see two more chests to the right of you that contain RESURRECTION ELIXIR and FLARE BOMB.

Walk around south of the HQ and explore. To the right of the HQ is DORNE's house which only has a music box that DORNE won't let you have. To the south of DORNE's house is MILLIE's house, which contains BLUEBERRIES and MILLIE's father. Talk to him then leave. Below the HQ are a Item Shop and a Food Shop...that won't sell anything. You can cheer Sophia up or not, it doesn't affect anything, so choose what you want.

South of these shops is an exit. If you try to leave DORNE will stop you and tell you to finish patrolling. Continue left to the next screen. Get the TALISMAN next to the Weapon Shop. You can't buy anything in here either so ignore it. Head up north to RODDICK's house. The bed on the left lets you rest, but you don't need to.

To continue all you need to do is talk to 3 people. Talk to whoever, then head back to the HQ. After you enter you hear screams.

Ahh! Bandits!

Once you gain control run down to the bandit to initiate a battle. These aren't too hard, just make sure not to get surrounded by them. They hit

really fast and can stun you making you easy to kill. After you kill them head left to the next screen and fight another set of bandits.

After the battle you'll meet the bandit leader, Boss Baird.

```
O=====O
|Name: Boss Baird | | (BOSS-1) |
|=====O=====|
| Level Range: 1 | HP Range: 260 | EXP: 9 |
|=====O=====|
| Weakness(es): None |
| Strength(s): None |
|=====|
| DROPS LIST: Blueberries, Blackberries, a Fanfic X |
|=====O=====O=====O=====O=====|
| Strategy: He isn't much of a boss, but I figured I'd put this here anyway. |
| ----- Kill off the two Theives (AKA. Bandits), before going after |
| Baird. Don't let the Bandits surround you, they can stun you then kill you. |
| MILLIE should be healing automatically, so just spam that X button and |
| he'll be dead in no time. If you want a fast way to beat him, then use |
| that Flare Bomb you picked up, it'll do quite a bit of damage. |
O=====O
```

You'll then be forced to rest. The next morning you'll be in RODDICK's house, so leave and head over to the HQ. Talk to MILLIE and head inside. The Captain will thank you for getting rid of the bandits and give you BLUEBERRIES x 5 and a Twisted Pork Chop, RODDICK's favorite food.

After the scene leave town from the south to level up.

If you just want to continue with the story without leveling up skip ahead.

```
O-----O
O=====O=====O
| Enemy Checklist - Outside | Save the game. It's unlikely that
O-----O you'll die, but these enemies really
| Little Bunny.....[60 HP] | like to sandwich you and if they do
| Theiving Scum.....[80 HP] | and you don't stop them in time your
| Horned Wolf.....[160 HP] | whole party can die. So beware.
O=====O
```

At level 3 you get RODDICK's Shockwave Swirl (seach:08.A1). It's like Claude's short ranged Air Slash for you SO2 players, only no long-range, which makes this move an "ehhh" move. At level 7 you get RODDICK's Firestorm Blade which is good (unless the enemy is immune/absorbs fire dmg). If you want to get more EXP, move DORNE to one of the 4 slots that don't go into battle. DORNE is not a permanent character, he will not be with you for the rest of the game.

To move DORNE in the menu goto Tactics-->Replace and move DORNE from the Battle Member (left side) to Reserve Member (right side). This means that DORNE will not be in any battles.

If you plan on leveling up without DORNE, don't be afraid to use BLUEBERRIES. Sometimes MILLIE is slow using heal.

```
O-----O
```

If you didn't bother leveling, go outside anyway (to continue the game). Then go back to the HQ in Kratus.

The captain will give you a letter from the Mayor of Coule. It seems there is a disease spreading there.

After all the scenes head out of town.

```
o=====o=====o
|      Enemy Checklist - Outside      | MILLIE went ahead to Coule so you
o-----o don't have a healer. If you didn't
| Little Bunny.....[60 HP] | level up to at least lvl 5 then be
| Theiving Scum.....[80 HP] | sure to watch your health and use
| Horned Wolf.....[160 HP] | BLUEBERRIES if needed.
o=====o
```

NOTE: There is a slight delay from when you use BLUEBERRIES to when it heals you. So don't wait for your HP to reach critical; if it reaches 50 percent use one.

Head north to the bridge. A scene will occur. Continue on north to Coule.

```
o=====o=====o=====o
| Coule                                     | SEARCH | 01.02 |
o-----o-----o-----o-----o
| Recommended Level      | 2                                     |
o-----o-----o-----o-----o
|      Item Checklist      |      Enemy Checklist      |
o-----o-----o-----o-----o
| Necklace.....|_| |      NONE      |
| Blueberries.....|_| |
| 200 Fol.....|_| |
o=====o=====o=====o
```

When you enter Coule you'll see MILLIE run up to the northern most house. Follow her there, ignore the chests for now, you'll get them later.

After some scenes you'll be outside of Kratus. Head back to Coule. Inside the first house is a NECKLACE, and inside the house where Millie's father is, is 200 Fol. Next to that house is BLUEBERRIES. After you've got these head to the north and out of Coule. Head north a little ways and you'll be at Mt. Metorx.

```
o=====o=====o=====o
| Mt. Metorx                                     | SEARCH | 01.03 |
o-----o-----o-----o-----o
| Recommended Level      | 3                                     |
o-----o-----o-----o-----o
|      Item Checklist      |      Enemy Checklist      |
o-----o-----o-----o-----o
| Rose Hip.....|_| | Killer Bee.....[160 HP] |
|      | Fellworm.....[200 HP] |
o=====o=====o=====o
```

Head north and get into a forced battle with some Fellworms. They're not too hard. If you didn't level up make sure to watch your health. Afterwards continue on until you get into another forced battle. Fight them and watch a cutscene.

The spring here fully heals your party, so if you want to level here feel free. However, For some reason random battles here are rare, so it's not the best place to level. I wouldn't bother either, we can level up better

later on.

Next to the spring (and a little north) is a very faint glitter (I saw it my 4th playthrough) which contains a ROSE HIP, nab it and continue to the next screen.

The next screen will have you at the top of the mountain where the herb is, but before you can get it something happens and then...

```
o=====o=====o=====o
| Calnus                                     | SEARCH | 01.04 |
o=====o=====o=====o
| Recommended Level      | 5                                     |
o=====o=====o=====o
|           Item Checklist           |           Enemy Checklist           |
o-----o-----o-----o
|           NONE           | Fellworm.....[200 HP] |
o=====o=====o=====o
```

You'll gain control in Calnus' sick bay. Save at the save point to your left when you get the chance. Then leave to your right. Continue past the walkway to the elevator pad. The door behind is the transporter room, with nothing of interest. Get on the elevator pad and goto the first floor. After the explanation head back to the sick bay.

If you want to visit the other floors you can, but there are no items, only people.

When you get back to level 3, a scene occurs and you'll be forced into a battle with some Fellworms. Kill them then watch the long (very, very long) cutscene.

```
o=====o=====o=====o
| Kraat                                     | SEARCH | 01.05 |
o=====o=====o=====o
| Recommended Level      | 5                                     |
o=====o=====o=====o
|           Item Checklist           |           Enemy Checklist           |
o-----o-----o-----o
| Blueberries.....|_| |           NONE           |
| Resurrection Elixir.....|_| |           |
| 420 Fol.....|_| |           |
o=====o=====o=====o
```

When you gain control you'll have a choice to make. ILIA needs some clothes. The first option will have you going without prompting (ILIA +2 AL toward RODDICK), the second will have ILIA force you to (ILIA -1 AL toward RODDICK).

You'll then have 3 different ways to get her clothing:

Option one: Head to the right and into the Item Shop, you'll be able to ask for some clothes. If you say yes, ILIA's Affection Level (AL) for you will not change. These clothes cost 10 Fol.

Option two: Head up behind the Item Shop and steal the clothes from the clothes line. This will have ILIA -1 AL toward RODDICK.

Option three: Head up into the house near the clothesline. Talk to the granny to get some clothes. ILIA's AL will not change.

After you've chosen and giving ILIA her new clothes it's time to explore the



past!

NOTE: No matter which choice you choose, ILIA will have something to complain about. So it really doesn't look like the AL goes up at all. As RODDICK says after getting her clothes, "I'm not really sure what just happened here" which is so true.

To the right near the Item shop is a chest with BLUEBERRIES.

```
o-- Kraat General Store -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Spectacles.....10 Fol |
|
|-----o
```

You shouldn't buy anything just yet, you'll need to save money for some weapons/armor.

To the northwest is the inn, go inside and grab the chest of 420 Fol, then go right into the Granny's house and nab the RESURRECTION ELIXIR.

That's everything in Kraat so head north and leave town.

You can now do Private Actions! Hurrah!

```
o=====o=====o
|      Enemy Checklist - Outside      | The enemies are the same as they were
o-----o in the past, so head on up to Coule--
| Little Bunny.....[60 HP] | wait that's not Coule! It's...Haute?
| Theiving Scum.....[80 HP] |
| Horned Wolf.....[160 HP] | [SAVE]
o=====o
```

Before you enter, you have some things you need to decide.

```
O=====O
|                                BIG DECISIONS  [01.06]                                |
O=====O
```

There are three characters that you need to choose from now. The story line changes depending on who you take as your third character.

Also my pretty Pruity Fol Trick also depends on what character you choose.

The three characters are CYUSS Warren, ASHLAY Berndbeldt, and PHIA Melle.

CYUSS joins in the second village you enter, ASHLAY the fifth, and PHIA the sixth.

NOTE: You cannot take both CYUSS and ASHLAY. It is either CYUSS or ASHLAY.

NOTE2: If you do not get ASHLAY then you cannot get ERYs.

NOTE3: PHIA can join even if you take CYUSS or ASHLAY, however she'll join much later in the game instead of the beginning. The only way to get PHIA in the beginning is to NOT take CYUSS or ASHLAY.

Both CYUSS and ASHLAY have similar Killer moves to RODDICK, whereas PHIA's moves are unique. CYUSS and ASHLAY are slow, but powerful. PHIA is fast with

normal damage.

My opinion: If you really want PHIA you can get her later on if you choose CYUSS or ASHLAY. Having her as your third starting character though? I don't know. Then again I don't really like PHIA all that much. So it's probably best if you choose for yourself.

Search [09.03] for a Party Combination Guide (to see which combinations of characters are possible).

If you've choosen CYUSS, read on.

If you've choosen ASHLAY, skip too [03.00]

If you've choosen PHIA, skip to [04.00]

```

O=====O
|                CYUSS Warren  [02.00]                |
O=====O

```

NOTE: If you follow this portion of the walkthrough, you acknowledge that you do NOT want ASHLAY or ERYs. You acknowledge that MAVELLE will only join you if you recruit IOSHUA.

You also acknowledge that you will be poor for quite some time. Sucks huh?

```

O=====O=====O=====O
| Haute                                     | SEARCH | 02.01 |
O=====O=====O=====O
| Recommended Level      | 5                                     |
O=====O=====O=====O
|           Item Checklist           |           Enemy Checklist           |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Sweet Syrup.....|_| |                               NONE |
| Resurrection Elixir.....|_| |                               |
O=====O=====O=====O

```

Watch the scene then head west. Grab the SWEET SYRUP, and head up the stairs. The Inn is the first building, so rest for 60 Fol if you need to. The girl next to the Inn gives you info about the various kingdoms on Roak so talk to her if you want to know.

The guy next to her on the bridge wants to know which way to Portmith. Tell him to head north and continue to the right.

After the bridge is the Food Shop, don't buy anything there as you wouldn't be able to cook anything anyway, and we want to SAVE our Fol.

```

o-- Food Shop -----o
|                                                               |
| Grains.....150 Fol    Fruit.....80 Fol |
| Vegetables.....20 Fol  Meat.....50 Fol  |
| Eggs & Dairy.....10 Fol |
|                                                               |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Go inside the building to the right of you and observe the scene. Head to the left and talk to the right-most girl to buy your first set of skills.

```

o-- Haute Skill Guild -----o

```

Knowledge 1 (Mineralogy, Herbology, Recipe).....	300 Fol	
Sense 1 (Aesthetics, Resilience, Keen Eye, Courage).....	400 Fol	
Technical 1 (Sketching, Knife, Whistling, Imitation).....	400 Fol	
Combat 1 (Guardbreak, Power Burst, Qigong, Trance).....	400 Fol	
o-----o		

It'll cost 1500 to buy them all, but you should have enough so get them. If you don't you can either: a) go outside and fight until you do, or b) continue on and buy them eventually

NOTE: You can use your skill points now, but DO NOT USE ANY. We want to save them for another skill.

Now talk to the guy in front of the door. You'll get three options. The first takes you to his store:

o-- Badam's Items -----o

Blueberries.....	50 Fol	Aquaberries.....	70 Fol	
Blackberries.....	180 Fol	Antidote.....	100 Fol	
Paralysis Cure.....	100 Fol	Stone Cure.....	100 Fol	
Flare Bomb.....	180 Fol	Spectacles.....	10 Fol	
Harmonica.....	800 Fol	Pickaxe.....	1200 Fol	
o-----o				

You don't need to get anything from here yet, save your money for the next town's Weapons/Armor.

The second option doesn't do anything, so choose "I'd like to talk" and then "Take the job".

Unfortunately we need a weapon, so head back out and talk to the guy above the south entrance. He'll offer to sell you a sword for 20 Fol. Buy it even though we know it's a scam.

The guy we saw when we first entered will appear then and stop you.

Head outside and save.

Then go back to Badam's Item shop and see the guy trying to steal our job! Grr!

He'll be nice and try and give it back by offering to give us a sword. However, Badam wants him to go with us.

Meet CYUSS Warren [08.05].

Badam will give you a 200 Fol advance, as well as the Permit needed to enter Portmirth. Then CYUSS will give you a LONGSWORD so equip it on RODDICK if you took the Equipment wizard off.

Head north to leave Haute, but stop in the northern house and nab a RESURRECTION ELIXIR on the left. Then leave Haute to the north and go up to Mt. Metorx.

BIGNOTE: If you have cwCheat, and use the Bunny Whistle to by-pass Mt.Metorx then you will not be able to continue the game (unless you get rid of CYUSS

without completing the job). There is a scene in Mt. Metorx with CYUSS and your party that you must see to continue. Be sure to see it, before using the Bunny Whistle to by-pass it.

Mt. Metorx		SEARCH	02.02
Recommended Level	5		
Item Checklist		Enemy Checklist	
?Herb (Lavender)..... _		Little Bunny.....[60 HP]	
Rose Hip..... _		Killer Bee.....[160 HP]	
Wolfsbane..... _		Fellworm.....[200 HP]	
		Slime.....[420 HP]	

NOTE: Slimes appear on the Portmith side of the mountain.

Mt. Metorx is very straight forward. Just head north three screens until your at the healing spring. You can take the time to level up here, where you can heal for free, or you can wait.

As you pass the spring a scene will occur and you'll end up one screen up. Go back down and hit the action button (X) next to the glitter to get ?HERB.

Continue on to the next screen and search another glitter on the right for a ROSE HIP. Head down two screens and search the glitter near a tree for WOLFSBANE.

Now go south once more to exit Mt. Metorx.

A new enemy is here on this side of Enemy Checklist - Muah Continent | the mountain. Bushwackers seem to appear more when your near Portmith. Little Bunny.....[60 HP] | These enemies can kill you since you Theiving Scum.....[80 HP] | have no armor on. They also give you Bushwacker.....[200 HP] | a decent amount of Fol. Three of them will give you 300 Fol, while two of them and two wolves give you 260 Fol. If you spent all your money getting you first set of skills fight near Portmith to get some cash, but KEEP AN EYE ON YOUR HP! And don't be afraid to use some Blueberries if your getting low on health.

Don't try to level up until you've bought some armor. If you have a decent amount of cash already head up to Portmith now.

Portmith		SEARCH	02.03
Recommended Level	8		
Item Checklist		Enemy Checklist	
Faerie Elixir..... _		NONE	

After the scenes you'll be able to explore Portmith.



|  
o-----o  
Above the Food Shop is the Bar. Between the Food Shop and bar is the guy we gave directions to in Haute. Talk to him to get a FAERIE ELIXIR (1).

The Skill Guild is above the Item Shop, and it has a new skill to buy. We'll want to buy Sense 2, but wait until you've bought your Weapons/Armor.

o-- Portmuth Skill Guild -----o  
|  
| Knowledge 1 (Mineralogy, Herbology, Recipe).....300 Fol |  
| Sense 2 (Determination, Danger Radar, Purity, P. Face).....1600 Fol |  
| Technical 1 (Sketching, Knife, Whistling, Imitation).....400 Fol |  
| Combat 1 (Guardbreak, Power Burst, Qigong, Trance).....400 Fol |  
|  
o-----o

There isn't anything of interest at the Docks yet, but remember where it is.

There are no chests in any of the homes, so ignore them. Rest at the Inn if you need to.

We can't go to the Castle yet, so head on over to the Weapon Shop.

After the scene talk to him again to buy some Weapons/Armor.

o-- Just Like Papa's -----o  
|  
| Longsword.....100 Fol      Saber.....300 Fol |  
| Two-Handed Sword.....500 Fol      Rod.....100 Fol |  
| Brass Knuckles.....200 Fol      Padded Armor.....300 Fol |  
| Silk Robe.....200 Fol      Martial Arts Outfit.....1200 Fol |  
| Bikini.....100 Fol      Leather Helmet.....80 Fol |  
| Round Shield.....180 Fol      Leather Greaves.....100 Fol |  
| Boots.....50 Fol  
|  
o-----o

To get all the Weapons/Armor, you need 2,710 Fol. (1 Saber, 1 Brass Knuckles, 2 Padded Armor, 1 Martial Arts Outfit, 1 Round Shield, 1 Leather Helmet, 1 Leather Greaves, 1 Boots)

You'll need another 1,600 Fol for Sense 2, that's 4,310 Fol all together.

5,810 Fol for Wep/Armor, Sense 2 and a Pickaxe (A Pickaxe is needed for the some dungeons, but you don't need one just yet)

If you need more money go fight some Bushwackers and you should have enough after several battles.

Now then, you should have between 60-80 Skill Points (SP) depending on your level and if you didn't spend any like I told you to. Now that we have Sense 2, we have Determination--our first skill we are going to master.

Determination lowers the SP needed for each Skill, something we really want!.

o-----o  
|      Skill      | SP Needed: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

Determination	8	16	24	32	40	48	56	64	72	80
Total SP Needed to Master: 440										

Now I know what your thinking, "That's a lot of SP!" But it really isn't that much, and this skill is something we really need to get the other skills with as few SP as possible.

Goto the Skill screen and level Determination to level 3 for everyone. Then level up Herbology until it costs more than 1 SP (lvl 3).

Herbology raises the restorative effects of Blueberries/Blackberries by 3% each level, meaning you won't have to use as much as you do without Herbology.

When your done, head back through Mt. Meteorx to Haute. Once there goto Badam's Shop and watch the scenes. You'll get 600 Fol for your trouble.

Your party will gain +1 AL toward each other for successfully delievering the bunny.

It is time to either beg CYUSS to stay, or let him leave. This walkthrough is for CYUSS, so you'll be saying yes.

Leave the shop. Your given three choices, the first lets CYUSS join your party permanently, while the last lets him leave. The second choice tells you about the Mt. Meteorx Mine sidequest [05.01], which we don't want to go to just yet (the enemies there will slaughter you unless you're lvl 35-40).

Asking CYUSS to join will give CYUSS +1 AL toward RODDICK.

When your ready, head all the way back to Portmith.

Head to the west to get to the docks. Go to the northern most pier and talk to the sailor there. He will tell you that no ships are sailing because of pirates.

Your then given three choices. The first will let you take a boat below you to the Pirate Hideout. NOTE: CYUSS +1 AL toward RODDICK

The second allows you to leave and continue exploring Portmith.

NOTE: CYUSS -1 AL toward RODDICK.

Choosing the third means that you will not be doing this side-quest. That's all fine and good, but it also means you WILL NOT BE ABLE TO RECRUIT PERICCI [08.11]! The sailor will comment that it'll be 20 days before the Pirate problem is taken care of, which means you'll have to stay at the Inn 20 times. NOTE: CYUSS -2 AL toward RODDICK.

NOTE: If you accidentality choose the third option, and you suddenly decide that you wanted to do the quest instead of skipping it, you can still talk to the sailor and choose to fight. However, once you have slept at the Inn 20 times, you will not be able to do this quest.

20x60 = 1,200 Fol, 20x90 = 1,800 Fol Depending on how many characters you have in your party (2 or 3) this is how much Fol you'll need to bypass the Pirate side-quest.

Honestly, I would do the quest, not only will you level up to level ~16-19

you'll get some decent items too (RAINBOW DIAMOND!). AND, you'll be able to recruit PERICCI later on.

It's up to you though, if you've chosen to skip the quest skip ahead to [02.04].

```

O=====O=====O=====O
| Pirate Hideout                                     | SEARCH | 02.0A |
O=====O=====O=====O
| Recommended Level      | 12                                           |
O=====O=====O=====O
|           Item Checklist           |           Enemy Checklist           |
O-----O-----O-----O
| Antidote.....|_| | Horned Wolf.....[160 HP] |
| Blueberries.....|_| | Bandit.....[200 HP] |
| Resurrection Elixir.....|_| | Bushwacker.....[200 HP] |
| Blackberries.....|_| | Kobold.....[280 HP] |
| Lavender.....|_| | Robber Axman.....[540 HP] |
| Sapphire.....|_| | Vlekhent.....[MiniBS] |
| Necklace.....|_| | Vlekhent Cheif.....[ BOSS ] |
| Resurrection Elixir.....|_| |
| Resurrection Elixir.....|_| |
| Sweet Syrup.....|_| |
| Sacrificial Doll.....|_| |
| Blueberries.....|_| |
| Sweet Syrup.....|_| |
| Resurrection Elixir.....|_| |
| Magic Canvas.....|_| |
| Ruby.....|_| |
| Rainbow Diamond.....|_| |
| Saint Elmo's Charm**.....|_| |
O=====O=====O=====O

```

\*\* - This item appears in Portmith AFTER you've completed this quest.

You'll appear in front of the Hidout next to your boat. You can sail back and forth to Portmith and the Hidout until you beat the boss. So if you run out of Blue/Blackberries or want to rest at the inn, you can.

I have included maps to all the floors, they're pretty big -- sorry, but hopefully they'll make any directions I give clearer. (If anyone can make smaller maps, that are readable, I would appreciate it)

```

O=====O
|           First Floor           |
O=====O=====O=====O
|           |           |           |
| Key:      |           |           |
|           |           |           |
|   xxx = Gas (Need Flint to destroy) |           |
|   SSS = Slime (Walk across)         |           |
|   ___ = Stairs                       |           |
|           |           |           |
O-----O-----O-----O
|           |           |           | |
|           |           |           |
|           |           |           |
| #####          |           | #####          |
| #####          | #..___.# |           | #.....# |
| #.10...X..#    | #.....# |           | #.....# |
| #.....X....#   | #.....# |           | #2...#####..# |

```



```

| #.....X.....#         #.....#                   #...3.#.....##..#
| #....X.....#####.....#####.....1##..#
| #####.....SSSSS.....#...#..#
|   ##.....SSSSS.....#...#..#
|   #####.....#
|                                 #.....#             #####
|                                 #.....#             #
|                                 START
|
|
|
|
|
|
|
O=====O

```

From the Entrance head to the right and grab the ANTIDOTE(1) from the chest. Then go down and up. Follow the path to the next screen and nab the BLUEBERRIES(2) and RESURRECTION ELIXIR(3) from the chests.

Go back to Entrance and go left this time. You'll come upon a 2 way path with some slime on the floor.

If you run across the slime you'll slide over the the oposite side, so walk across (hold circle 0) to get where you want to go.

Going left across it will take you to a room with gas. We can't access the chest behind it yet, so go north and down the stairs to Basement level 1.

```

|
|               O=====O
|               |                   |
|               Basement 1-1         |
| O=====O-----O-----O=====O
|
| | | | | | | | |
| | Key: | | | | | | |
| |      | | | | | | |
| | xxx = Gas (Need Flint to destroy) | | | | | |
| | SSS = Slime (Walk across)         | | | | | |
| | ___ = Stairs                       | | | | | |
| | W   = Switch                       | | | | | |
| | | | | | | |
| | | | | | | |
| O-----O-----O-----O-----O-----O-----O
|
| | | | | | | |
| |
| | #####
| | .....X...#
| | START .....X...#
| | .....X...#
| | #####
| |
| | #.....#
| | #.....#             #####
| | #.....#             #..5.6.7..#
| | #.....#             #.....#             #####
| | #.....#             #.....#             #.....#
| | #.....#####SSSSS#####.....#
| | #.....SSSS.....#
| | #.....SSSS.....4.#
| | #.....#####
| | #.....#
| | #.....#
| | #.....#
| | #.....#####
| | #.....W..#
| | #.....8#
|

```



```

|Name: Velkhent | | (BOSS-2) |
|=====O=====|
| Level Range: 14+ | HP Range: 2,500 | EXP: 390 |
|=====O=====|
| Weakness(es): All Elements |
| Strength(s): N/A |
|=====|
| DROPS LIST: N/A |
|=====O=====O=====O=====O=====|
| Strategy: Spam Firestorm Blade and he'll go down easy, since he's weak |
| ----- against all the elements. He has a Bushwacker and a Axman with |
| him so kill them off first so they don't surround you (they really like to |
| do that). The axman is strong against fire, so regular attack it. If you |
| don't have CYUSS in your party don't worry. Just keep an eye on your HP. |
O=====O

```

After you've beaten him you'll get Flint. Now we can go and blow up the walls near the gas stuff. Equip the Flint -- it's an accessory.

Now head back up to the first floor. From the slime hallway go left. Hit the action button (Commonly known as X) near the gas things (make sure the Flint is equipped) and watch the wall blow up. If you somehow get lost, refer to the maps.

Grab another RESURRECTION ELIXIR(10) from the chest and go back down to basement level 1 and blow up the wall straight ahead of you to get to another section of basement level 1.

NOTE: You can skip this ELIXIR, but know that if you do, you cannot get it after you finish this dungeon. Once you leave the dungeon, after beating the final boss here, you cannot return. Ever.

```

O=====O
|                               |
|                               | Basement 1-2 |
|                               |                               |
O=====O=====O=====O=====O=====O
|                               |                               |
| Key:                          |                               |
|                               |                               |
|   xxx = Gas (Need Flint to destroy) |                               |
|   @@@ = Poison Gas           |                               |
|   ___ = Stairs                |                               |
|                               |                               |
O-----O-----O-----O-----O-----O
|                               |                               |
|                               | ##### |
|                               | #.11.12.# |
|   ###                         | #.....# |
|   ..###.                      | ##.....# |
| START ....###.                | ##.....# |
|   ..... #####X..... |
|   ##.....X..... |
|   ##.....X.....## |
|   ##.....#####.....# |
|   ##.....#####.....# |
|   ##.....#####.....# |
|   #####.....#####.....# |
|   #13.....#####.....# |
|   #.....#####.....# |
|   ###.....#####.....# |
|   #.....#####.....# |
|   #.....#####.....# |

```



| ##### |  
O=====O

Head south past the door until you reach another bunch of gas things. Ignite them and grab the SWEET SYURP(14), then return and go through the door. Pick up your 4th RESURRECTION ELIXIR(15) as you head left, then head southeast to the next screen for MAGIC CANVAS(16).

Then go back and continue west. Save at the save point and heal up, for next is the boss the Velkhent Cheif.

O=====O O-----O  
|Name: Velkhent Chief | | (BOSS-3) |  
|=====O=====|  
| Level Range: 15+ | HP Range: 5,000 | EXP: 650 |  
|=====O=====|  
| Weakness(es): All Elements | |  
| Strength(s): N/A | |  
|=====|  
| DROPS LIST: N/A | |  
|=====O=====O=====O=====O=====|  
| Strategy: The Velkhent Chief has a Velkhent with him so they'll be hitting |  
| ----- you hard. Good news is that both of them are weak against fire |  
| so spam Firestorm Blade like crazy, and if you run out of MP spam regular |  
| attacks. If you keep attacking and never let up, they shouldn't have a |  
| chance to do too much damage. If you didn't take CYUSS keep an eye on your |  
| HP. | |  
O=====O

All your characters will receive +1 AL toward each other as a reward.

Yay! You got rid of him, now we can goto the Astral Continent right? Nope! ILIA wants to explore the rest of the hideout, so head up the stairs to your left.

Hit X next to the cell doors to open them, and open the first two for RUBY(17) and RAINBOW DIAMOND(18). When you get to the third door you'll see a catgirl playing an ocarina.

After the scene, ILIA declares your taking the catgirl with you. Okaaay...

You'll automatically appear in Portmith, and you won't be able to go back to the hideout, so if you didn't get all the treasure inside, restart.

Once in Portmith the catgirl runs away saying stuff about her being a bird and flying away. Alrightie then. She'll trip and drop her ocarina, so go pick it up. It's that little glitter of light.

NOTE: If you don't pick up the ocarina then you cannot recruit this character. Want to know who she is? Search [08.11].

NOTE2: Go down and talk to the blue-eyed boy now and he'll give you a SAINT ELMO'S CHARM (19), an accessory which absorbs water. This item is missable! If you do not get it now, you won't ever get it.

NOTE3: GO BUY A PICKAXE! You should have enough money if you did the side quest. If you don't buy one now, you won't be able to get quite a few items in the next dungeon.

Head outside of Portmith and save. Then return and talk to the sailor.

He'll be so happy you got rid of the pirates he'll take you over to Autanim for free. This is a one time deal. After this ship costs will be 30 Fol per person.

```
o=====o=====o=====o
| Autanim | SEARCH | 02.04 |
o=====o=====o=====o
| Recommended Level | 16 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Amulet of Antivenin.....|_| | NONE |
o=====o=====o=====o
```

We start at the Docks. Watch the scenes and then explore.

FYI: The sailor on the right will take you back to Portmith for 30 Fol per person.

```
o=====o
| Autanim |
o=====o=====o=====o
| Key: |
| H = House ITM = Item Shop |
| FOOD = Food Shop SHIP = Ship |
| SKL = Skill Guild WPN = Weapon Shop|
|
o-----o
|
| #####
| #####..1#####...#####
| #####..#####H#####FOOD#####
| #####H#####.....#####
| ##.....#####.#.....#####
| #####.....#####WPN#####.....#####
| ###INN#.....#####.....#####
| ##.....#####.....#####
| ##.....#####.....#####
| #####.....#####.....#####
| #####.....#...#.....#####.....#####
| #.....#...#.....#####.....###
| #.....#SKL#.....#####ITM##.....###
| #.....#####.....###
| #.....#####.....###
| #.....#.....#####.....#
| #####.....#####.....#
| #.....#####.....S#
| #.....#####.....H#
| #.....#####.....I#
| #.....#####.....P#
| #.....#####
| ENTRANCE
|
o=====o
```

Head north from the docks to end up on a screen with the Food and Item Shops.

North is the Food and West is the Item.

o-- Decorous Foods -----o	
Grains.....150 Fol	Fruit.....80 Fol
Vegetables.....20 Fol	Meat.....50 Fol
Seafood.....150 Fol	Eggs & Dairy.....10 Fol
Top Quality Tuna.....9000 Fol	Rose Hip.....230 Fol
Lavender.....35 Fol	Mandrake.....80 Fol
o-----o	

o-- Elle's Odds and Ends -----o	
Blueberries.....50 Fol	Aquaberries.....70 Fol
Blackberries.....180 Fol	Antidote.....100 Fol
Paralysis Cure.....100 Fol	Stone Cure.....100 Fol
Resurrection Elixir.....500 Fol	Sleeping Gas.....200 Fol
Mind Bomb.....300 Fol	Flare Bomb.....180 Fol
Amulet of Antivenin.....1000 Fol	Spectacles.....10 Fol
Magical Canvas.....300 Fol	Magical Clay.....300 Fol
Feather Pen.....20 Fol	Ruby.....600 Fol
Sapphire.....600 Fol	Crystal.....2000 Fol
Diamond.....3000 Fol	Iron.....150 Fol
Scrap Iron.....5 Fol	
o-----o	

The man next to the Item Shop with the art supplies will offer to sell you pictures of you characters. Don't bother, buying them will get you a DOODLE. (If you fail at making something with the Item Creation Art you get a DOODLE.)

From this screen head west two screens.

This screen houses the Skill Guild, go in and buy Knowledge 2 then head north.

o-- Autanim Skill Guild -----o	
Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol	
Sense 2 (Determination, Danger Radar, Purity, P. Face).....1600 Fol	
Technical 1 (Sketching, Knife, Whistling, Imitation).....400 Fol	
Combat 1 (Guardbreak, Power Burst, Qigong, Trance).....400 Fol	
o-----o	

This screen has the Inn/Bar.

If you rest in the Inn here you'll see a scene with MILLIE and RONYX. MILLIE is praying and RONYX comments that on Earth religion is a relic of the past. MILLIE doesn't think RONYX is right. Then she suggests he learns Symbology. Not staying at the Inn, and not watching this scene will not have any negative impact on the game. It's just an explanation about how RONYX learned symbology (remember on Earth no one has heard of Symbology).

East from the Inn is the Weapon shop. Buy the new Weapons/Armor.

o-- The Art of War -----o	
Saber.....300 Fol	Claymore.....1300 Fol
Rod.....100 Fol	Hard Knuckles.....800 Fol

```

| Padded Armor.....300 Fol      Silk Robe.....200 Fol |
| Martial Arts Outfit.....1200 Fol  Leather Helmet.....80 Fol |
| Padded Helmet.....600 Fol       Round Shield.....180 Fol |
| Leather Greaves.....100 Fol     Iron Greaves.....300 Fol |
|                                     |
o-----o

```

Behind the weapon shop is a house with an AMULET OF ANTIVENIN. An accessory that prevents poison. Equip it if you want, as the Assassin Bugs outside can poison you.

Stock up on Blue/Blackberries, and Aquaberries or Antidotes. You should have a decent amount of money from going through the Pirate Hidout.

If you didn't do the Pirate side-quest, and/or still don't have enough money then go outside and fight until you get enough to get at least 10 of each.

You want Aquaberries or Antidotes because the Assassin Bugs can poison you. Although, the Item Shop sells Amulets of Antivenin so if you want to buy extra to equip instead of getting Aquaberries/Antidotes you can. It's a bit more expensive though.

After you've got all the equipment and items you want head south and exit the city.

```

o=====o=====o NOTE: Assassin Bugs are weak against
| Enemy Checklist - Astral Continent | fire, Axman are strong against fire,
o-----o but Sandworms absorb fire. So be
| Assassin Bug.....[280 HP] | selective about using your Firestorm
| Sandworm.....[360 HP] | Blade here. Ooze, Slime, and
| Mandrake.....[360 HP] | Mandrakes appear in the areas after
| Slime.....[420 HP] | Tatori.
| Robber Axman.....[540 HP] |
| Ooze.....[660 HP] | Follow the path. [SAVE] in front of
o=====o the next city you see, then enter.

```

```

o=====o=====o=====o
| Tatori | SEARCH | 02.05 |
o=====o=====o=====o
| Recommended Level | 17 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Resurrection Elixir.....|_| | ARENA |
| Aquaberries.....|_| | |
| Spectacles.....|_| | |
o=====o=====o=====o

```

```

                o=====o
                | Tatori |
o=====o=====o=====o
| | | |
| Key: | | |
| | | |
| H = House ITM = Item Shop |
| FOOD = Food Shop SHIP = Ship |
| SKL = Skill Guild WPN = Weapon Shop|
| | | |
o-----o
| ARENA |

```



```

|                                     #####.....#####
|                                     #####.....#####
|                                     #####.....#####
|                                     #####.....##...#####...###
|                                     #####.....##ITM#####WPN###
|                                     #####.....##
|                                     #...3#####.....##
|                                     #.....#####.....##
|                                     ###H#####.....#####FOOD##
|                                     ##.....#
|                                     #####.....#
|                                     #####.....#####.....#
|                                     #####.....#####.....#
|                                     #####.....#####.....#
|                                     #####.....#####.....#
|                                     #####.....#####.....S#
|                                     #####.....#####...2#.....#####H#
|                                     #####INN#####H#####.....#####I#
|                                     #####.....#####P#
|                                     ###.....#####
|                                     ###.....#####.....#
|                                     ###.....1.....#.....#
|                                     #####.....#
|                                     .....##.....#
| ASSTRAL CAVE .....##SKL##.....#
|                                     .....#
|                                     #####.....#
|                                     #.....##.....#
|                                     #.....##.....#
|                                     #####.....#
|                                     #.....#
|                                     ENTRANCE
|
O=====O

```

Head up and into the little niche to get a RESSURECTION ELXIR (1).

The bottom of the stairs houses the Skill Guild. Buy the 2 new skills from here. (Tech2, Combat2)

```

o-- Tatori Skill Guild -----o
|
| Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol |
| Sense 2     (Determination, Danger Radar, Purity, P. Face).....1600 Fol |
| Technical 2 (Eye for D., Penmanship, A. Training, Machinery).....1600 Fol |
| Combat 2   (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
|
o-----o

```

Straight above the Skill Guild is a house with AQUABERRIES (2) inside. To the left of the house is the Inn. Rest if needed.

Between the Inn and the house is a girl named Puffy. She let is a roleplaying person and will let you RP with her for 600 Fol. You can get a Flare Bomb and 120 Fol from her if you choose the right options, but it isn't worth it. The results of what you choose are funny though (If you come back after you get a Victory bomb then you can see what happens when you beat her boss).

North from the Entrance is a 5-way intersection. Go left and into the house to get another chest with SPECTCALES (3). Back at the itersection go on the path above the stairs to the right. The first place here is the Item Shop.

o-- The Fighting Merchant -----o

	Blueberries.....50 Fol	Aquaberries.....70 Fol
	Blackberries.....180 Fol	Antidote.....100 Fol
	Paralysis Cure.....100 Fol	Stone Cure.....100 Fol
	Resurrection Elixir.....500 Fol	Sleeping Gas.....200 Fol
	Mind Bomb.....300 Fol	Flare Bomb.....180 Fol
	Amulet of Antivenin.....1000 Fol	Pet Food.....10 Fol
	Spectacles.....10 Fol	Magic Canvas.....300 Fol
	Magic Clay.....300 Fol	Feather Pen.....20 Fol
	Ruby.....600 Fol	Sapphire.....600 Fol
	Pipe Organ.....5000 Fol	Iron.....150 Fol

o-----o

Restock on Blue/Blackberries here and continue next door to the Weapon Shop.

o-- Ed's Hardware -----o

	Saber.....300 Fol	Sinclair.....2000 Fol
	Claymore.....1300 Fol	Rod.....100 Fol
	Hard Knuckles.....800 Fol	Padded Armor.....300 Fol
	Silk Robe.....200 Fol	Martial Arts Outfit.....1200 Fol
	Leather Helmet.....80 Fol	Padded Helmet.....600 Fol
	Round Shield.....180 Fol	Leather Greaves.....100 Fol
	Iron Greaves.....300 Fol	

o-----o

NOTE2: You will be able to get a chest with the Sinclair soon. It's up to you if you wanna buy it now though. If you have more than enough money then go ahead and buy it anyway.

Go northwest down the stairs and you'll be in the Food Shop. Exit.

o-- Feast of Victory -----o

	Grains.....150 Fol	Fruit.....80 Fol
	Vegetables.....20 Fol	Meat.....50 Fol
	Seafood.....150 Fol	Organic Vegetables.....4000 Fol
	Sirloin.....7200 Fol	Rose Hip.....230 Fol
	Lavender.....35 Fol	Mandrake.....80 Fol

o-----o

To the right is the Harbor, but ignore it for now. Head back to the intersection and go up this time. Watch the small scene and continue on.

You'll be in the Tatori Arena.

In the Arena you're able to fight 5 battles. The battles differ depending on your rank. Once you beat a rank, you'll be bumped up to the next rank.

You start on rank G, and you can go up to rank A. The monsters grow with difficulty as the rank increases.

You also are only able to use the items they give you. So don't expect to be able to heal everytime you get hurt.

For the rules, a list of the monsters in each rank, and the prizes you get search [05.04].

At this point, you can choose to ride the ferry to Astral City, or you can walk to Astral City via the Astral Cave. You will be going through the Astral Cave when returning to Tatori, so the choice is yours. This walkthrough will be going via the ferry. If you wish to go through the cave now to get some items and/or level up, search (02.07) for a map.

NOTE2: Before you go to Astral City, make sure you have a Pickaxe. If you don't have one, you'll have to go all the way back to Portmith and get one. It is needed for the next dungeon.

```
o=====o=====o=====o
| Astral | SEARCH | 02.06 |
o=====o=====o=====o
| Recommended Level | 17 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| NONE | NONE |
o=====o=====o=====o
```

Upon entering Astral City, you'll see a cutscene of a red-headed woman killing some guards. It'll then cut to your party, with CYUSS sweating up a storm.

Watch the scenes (isn't that the same red-head?) and then choose whether or not you want to rest or explore. I'd explore a bit, if only to get ILIA a new armor set.

```
o=====o
| Astral City |
o=====o=====o=====o
| Key: | | |
| | | |
| H = House ITM = Item Shop | | |
| FOOD = Food Shop SHIP = Ship | | |
| SKL = Skill Guild WPN = Weapon Shop| | |
| LLH = Lord Lias' House | | |
| | | |
o-----o
| CASTLE |
| #####.....##### |
| #####.....##### |
| #####.....##### |
| #.....##### |
| #####H#####.....##### |
| #.....#####WPN |
| #.....## |
| #.....## |
| #.....#####.### |
| #.....#####.###.# |
| #.....#####.....SKL..# |
| #.....#####.....## |
| #.....#####.....# |
| #.....#####.....# |
| #.....#####.....#
```

```

|                                     #.....#####.....##INN#####.....#
|                                     #.....#####.....#####.....#
| #####.....#.....#.....#####.....#####.....#
| S.....#.....#.....#####.....#ITM##FOOD####.....#
| H.....#.....#LLH##.....#.....#
| I.....#.....#.....#
| P.....#.....#
| .....SP.....#
| #####.....#####.....#
|                                     #.....#####.....#
|                                     #.....#.....#####
|                                     #.....ASTRAL CAVE
|                                     #.....
|                                     #.....
|
|=====O

```

There are no chests here, so all that you need is to get ILIA's newest Armor at the Weapon Shop.

```

o-- The Astral Armory -----o
|
| Sinclair.....2000 Fol   Claymore.....1300 Fol |
| Ruby Wand.....1000 Fol   Hard Knuckles.....800 Fol |
| Ring Mail.....600 Fol   Kung Fu Top..... 3200 Fol |
| Padded Helmet.....600 Fol   Knight's Shield.....1100 Fol |
| Iron Greaves.....300 Fol
|
|-----o

```

You should also stock up on Blue/Blackberries, and get 20 Pet Food from the Item Shop.

```

o-- Esther's Knickknackles -----o
|
| Blueberries.....50 Fol   Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol |
| Paralysis Cure.....100 Fol   Stone Cure.....100 Fol |
| Resurrection Elixir.....500 Fol   Sleeping Gas.....200 Fol |
| Mind Bomb.....300 Fol   Flare Bomb.....180 Fol |
| Amulet of Antivenin.....1000 Fol   Pet Food.....10 Fol |
| Spectacles.....10 Fol   Magic Canvas.....300 Fol |
| Magic Clay.....300 Fol   Feather Pen.....20 Fol |
| Ruby.....600 Fol   Sapphire.....600 Fol |
| Crystal.....2000 Fol   Diamond.....3000 Fol |
| Iron.....150 Fol
|
|-----o

```

```

o-- The Desert's Gifts -----o
|
| Grains.....150 Fol   Fruit.....80 Fol |
| Vegetables.....20 Fol   Meat.....50 Fol |
| Seafood.....150 Fol   Eggs and Dairy.....20 Fol |
| Geletinous Slime.....100 Fol   Wobbly Slime.....100 Fol |
| Rose Hip.....230 Fol   Lavender.....35 Fol |
| Mandrake.....80 Fol
|
|-----o

```

When you ready, [SAVE] and head back to the inn and talk to the Innkeeper to

rest.

After the scene head on into the Astral Cave. PHIA will temporarily join you in here. She'll leave right after, however so we have the option to do her Purity Fol Trick.

If you plan on recruiting PHIA later on in the game search [02.07].

```

O=====O
|           PHIA's Purity Fol Trick  [02.0B]           |
O=====O

```

NOTE: Do this trick only if you DO NOT PLAN ON RECRUITING PHIA later on. Do NOT do this trick with your regular characters.

PHIA will start out at level 20 with 210 SP. That's good. Go to her status page and scroll down to her talents. Make sure she DOES NOT have Sense of Taste and Design Sense. If she has either of these, restart (you should have saved it before you went to sleep).

Once she doesn't have those two talents, get her Determination skill to level 2. Sketching and Aesthetics to 3. Recipe and Keen Eye to 4, and Knife to 1.

Why upgrade Determination to just level 2? Because at level 2, you'll be able to master Purity with the least amount of SP (349SP). Upgrading it anymore will raise it (lvl3- 353, lvl 4- 365+).

Then buy ~10-20 Magic Canvas and ~10-20 Vegetables. SAVE.

Do Item Creation Art until Sense of Design is unlocked, and Item Creation Cooking until Taste is unlocked. If you used all your Canvas' and Vegetables and didn't unlock it, restart and try again.

Now we want the skill Purity.

Purity: A mind that is open to the whims of the Gods of Creation.

What does that mean? -grins- It means you get free Fol! That's right you read correctly FREE FOL! (Purity = Playfulness for you SO2 players)

The only problem with this skill is it costs so much! (So I suppose it's not really free....) But that's where Determination comes in! Sadly, it would take too many SP to get Determination to level 10, and that's not what we want anyway.

```

O-----O
| Skill      | Level:      0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|-----|
| Purity     | SP Needed:  13 | 15 | 17 | 19 | 21 | 26 | 36 | 46 | 56 | 76 |
|-----|-----|
|When       | Fol Made: 100|700|1900|3700|6100|9100|12700|16900|21700| 27100|
|Determination| Note: Fol Made is Constant even if Determination is higher |
|is level 2  | Total SP Needed to Master: 325 SP |
O-----O

```

Scroll down and put all her remaining points into Purity. This will level it to level 10 giving you 100,000 Fol. Congrats! Free Fol!

```

O=====O=====O=====O

```

Astral Cave		SEARCH   02.07	
Recommended Level		17	
Item Checklist		Enemy Checklist	
Sweet Syrup..... _		Cutie Bunny.....[260 HP]	
Resurrection Elixir..... _		Mandrake.....[360 HP]	
Silver..... _		Cleric.....[360 HP]	
Sapphire..... _		Armored Knight.....[600 HP]	
Amulet of Antivenin..... _		Ooze.....[660 HP]	
Sacrificial Doll..... _		Darth Widow.....[ BOSS ]	
?Weapon (Silver Sword)..... _			
Necklace..... _			
Gladius..... _			
Crystal..... _			
Green Beryl..... _			
?Item (Refreshing Syrup)..... _			
Sinclair..... _			
1200 Fol..... _			
Iron..... _			
Flare Bomb..... _			
Sapphire..... _			
Crystal..... _			
Lunar Talisman..... _			
Cinderella Glass..... _			
200 Skill Points..... _			

NOTE: Armored Knights drop Sinclairs.

NOTE2: Make sure you have a Pickaxe equipped.

NOTE3: You can leave the cave to go buy supplies if you need them. So if your going to do PHIA's Purity Fol Trick and need Vegetables/Magic Canvas, then just leave the cave and nab them.

You should have ~100 SP, and there are a few items here that require you to appraise it. To get the Item Creation Appraising get these skills:

Item Knowledge, Mineralogy, and Herbology.

If they start to cost more than 1 SP don't bother leveling them yet. You should be able to get Appraising to around level 4 or 5. You need spectacles to appraise, but you should have alot. If not, go buy them they only cost 10 Fol.

Astral Cave	
Key:	
SP = Save Point      W = Switch	
DD = Door      \$\$ = Tatori to Astral	
## = Astral to Tatori	
A	
S #####	
T ...HEAL.....#	



```

|                                     $.....$                                     |
|                                     $.....$                                     |
|                                     $..BOSS...$                                   |
|                                     $.....$                                     |
|                                     TATORI                                       |
O=====O

```

That's a really big map...

Anyway, inside is a SP and a statue above it. The statue heals your HP/MP so this is an ideal place to level. The enemies here give a decent amount of EXP. Getting to level 30+ or so won't take you too long. (RODDICK gets Dragon Roar at level 30).

The boss at the end of this is relatively easy at level 20+, so you don't NEED to level up, but it would make things easier.

Anyway, when your ready head east, because the door south is locked.

These paths are one way, so you can only go one way when headed to Tatori, and vice versa.

Continue past one screen. Make sure you have a pickaxe equipped (it's an accessory) and search near the glitter for SILVER(1), then continue south.

At the intersection go south and search another glitter for SAPPHIRE(2), then head to the next screen for 3 chests: AMULET OF ANTIVENIN(3), SACRIFICIAL DOLL(4), and ?WEAPON(5) (Silver Sword, equipable on CYUSS only).

Go back to the intersection and go left for another intersection. Take the right path and grab the NECKLACE(6) before returning and leaving south. Continue south 2 screens until your in a large room with 4 paths.

Take the northwest path first for a GLADIUS(7) (PHIA's), then take the east path and search the glitter for CRYSTAL(8). Now take the south path this time, and continue until you reach a save point.

Now you have two options.

Continue south and fight the boss. This will make you leave the dungon. Come back and get the rest of the treasure later.

OR

Get the treasure now.

My opinion: Get the treasure now. Your here already so just get it over with.

If your going to get the treasure later skip to (BOSS-4).

From the SP go north, and search the glitter on the right for GREEN BERYL(9), then head right to get the chest of ?ITEM(10) (Refreshing Syrup).

Back one screen and continue north and over the bridge. You'll be at a screen with a chest, SINCLAIR(11) (RODDICK/ASHLAY), a switch, and 3 doors.

Pull the switch to open the left door, go in and grab 1200 Fol(12) from the chest and IRON(13) from the glitter.

Pull the switch 2 more times, to open the right door. Grab the FLARE BOMB(14)



then go back and pull the switch twice more. Go through the middle door now. Take the SAPPHIRE(15) and CRYSTAL(16) from the glitters and go through the door. You'll end up at the SP near the Astral City exit. Heal at the statue then head all the way back to the SP near Tatori.

Save then head south to fight the boss.

```
O=====O                                     O-----O
|Name: Darth Widow      |                                     | (BOSS-4) |
|=====O=====|
| Level Range: 20+      | HP Range: 10,000      | MP Range: 40      | EXP: 575 |
|=====O=====|
| Weakness(es): Fire   |                                     |
| Strength(s): Water   |                                     |
|=====|
| DROPS LIST: N/A     |                                     |
|=====O=====O=====O=====O=====|
| Strategy: She has 3 Stropers (520HP) with her. These guys can divide in |
| ----- half, creating more of them so kill them quickly. After you've |
| delt with them spam Firestorm Blade like crazy, because she's weak against |
| fire (YAY!). You'll do about 300-400 dmg w/ Firestorm Blade, so it      |
| shouldn't take to long to kill her. As always, keep an eye on your HP/MP. |
O=====O
```

As a reward, everyone in your active party recieves +1 AL toward each other (Yes this includes PHIA).

After some scenes you'll be in the Inn. A soldier will come in bearing gifts from the King for defeating the monster. Yay!

You'll get a Lunar Talisman, Cinderella Glass, and 200 Skill Points for your trouble.

He also brings a message from PHIA telling you about Purgatorium.

After, your given the choice to visit Purgatorium, or search the other towns.

NOTE4: If you do not choose to visit Purgatorium when given the option you WILL NOT be able to get the character IOSHUA [08.08]. Nor will you be able to do his Purity Fol trick (if you don't want to keep him).

NOTE5: If you don't get IOSHUA, you won't be able to get MAVELLE [08.10].

NOTE6: If you do go to Purgatorium, save the SP Statues. You'll come back here later when you have more characters. If you save the statues, they'll be able to get the SP too.

Anyway, you have 200 more SP! If the skill Determination isn't level 10 upgrade it now!

Once you've mastered Determination(DTM), master Herbology. You should have a good deal of SP left over. So upgrade Resilience to level 7.

Resilience: The will to withstand pain and suffering. Raises CON by 2 per LV.

Con = Defence. We like defence.

```
O-----O
| Skill      |Level:  1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----|-----|
```

```

| Resilience |SP Needed: 1 | 1 | 1 | 1 | 1 | 2 | 9 | 17 | 26 | 36 |
|-----|-----|
| DTM at lvl 10 | Total SP Needed to Master: 95 |
o-----o

```

We have a long trek to Purgatorium, so look and see if someone has the talent "Love of Animals" [07.05] if someone does, upgrade the skill Whistling and Animal Training to get the Specialty Familiar. Upgrade Familiar to level 2 or 9 For a list of the shops search (SP001).

This specialty lets you open a shop anywhere. What is in the shop depends on what the Specialty level is. We want an Eagle (or Pigeon), so we want to upgrade Familiar to level 1-2 or 9-10. (1-2 = Pigeon, 9-10 = Eagle).

This specialty requires the item Pet Food, which I told you to buy earlier. It is a must for us, because it lets us restock Blue/Blackberries. You'll probably be using quite a few Blackberries.

If none of you characters has the talent "Love of Animals" then pick which character you want to get it and give them the Specialty Familiar.

Then goto their Specialty page and Call a bird until you hear a "Ping" and see the message "You have unlocked the Secret Talent Love of Animals". Once you do this you'll be able to call a bird to you anywhere. Hurrah. (If you use all your Pet Food then buy some more and try again, they're cheap enough)

```

o-- Eagle Run (level 9-10) -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Spectacles.....10 Fol |
| Athelas.....800 Fol      Medicine Bottle.....300 Fol |
| Resurrection Elixir.....500 Fol  Magic Canvas.....300 Fol |
|
o-----o

```

Don't upgrade anything else. We're going to save our skill points for another skill -- Effort.

Leave the Inn and restock on Pet Food, Food items, and some Magic Clay. I would buy 20 of each (Grains, Fruit, Vegetables, Meat, Seafood) before heading west to the dock and taking the ship back to Tatori then leave Tatori.

Hit the START button until the map on the bottom right of the screen is fixed and shows the whole world. Follow the road west until you get to a split.

Continuing west will take you to Tropp, while going east will take you to a cave and on to Purgatorium.

If you've choosen not to go to Purgatorium (and subsequently not recruit IOSHUA) skip to [02.09].

When you exit the cave, look around and you should see a building. This is the front of Purgatorium. Going inside will get us a free 50 SP. I would save it for later, when you have all the optional characters you want so they can get the SP as well.

Anyway, inside head north 2 screens and into the east door. Go into the door and pull the switch. You'll hear a "click". Leave the room and head back into the previous room. This time enter the west door. You'll see a chalice.

Examine it to get 50SP.

Now leave the building itself.

Head east around the mountain until the screen changes. This is the back entrance to Purgatorium. [SAVE] before entering, then head north and watch the scene.

Meet IOSHUA Jerand [08.08].

IOSHUA is a healer/attack mage. He has Water/Earth/Wind and Light spells at his disposal, as well as healing spells. IOSHUA's only failing is he does not have Raise Dead.

You'll have a couple of options to choose before entering.

"Stop them" - RODDICK stops the fight. ILIA, CYUSS, and IOSHUA +1 AL toward RODDICK

"Keep watching" - ILIA stops the fight. ILIA -2 AL toward RODDICK

No matter what you choose, IOSHUA will tell you about his past. After all the scenes you'll be inside with IOSHUA as a temporary member of your party.

His strategy is set at "Heal Friends Only" so if you want him to use his battle magic then switch it to "Do what it takes to win". He'll still heal you if you get low on HP, so don't worry.

If you DO NOT plan on keeping IOSHUA, and want (relatively) easy Fol read on, if your keeping him skip to [02.08]

```
O=====O
|           IOSHUA's Purity Fol Trick  [02.0C]           |
O=====O
```

NOTE: Do this trick only if you DO NOT PLAN ON RECRUITING IOSHUA later on. Do NOT do this trick with your regular characters.

IOSHUA is the most annoying character to do this trick with, because he likes to take his time unlocking Taste.

Go to his status menu and scroll down to his talents. Make sure he DOES NOT have the talents Taste and Design Sense. IOSHUA really liked to start with Design Sense for me (I tried to reload 10x and he had it 9 of them!). Reload until you don't have them.

Anyway, head all the way back outside. Upgrade his Determination to 2, Recipe and Keen Eye to 3, Knife to 1, Sketching to 1, and Aesthetics to 1.

Why upgrade Determination to just level 2? Because at level 2, you'll be able to master Purity with the least amount of SP (349SP). Upgrading it anymore will raise it (353, 365+).

[SAVE IT].

Go to IOSHUA's Item Creation menu and choose cooking, hopefully you bought 20 of each, your going to need it.

IOSHUA likes to take his time unlocking the Talent Taste. For about an hour of numerous reloads I was convinced he couldn't learn it despite what I read otherwise. I even tried to upgrade Cooking to level 10 and it still took me

~70 foods to unlock it!

If you upgrade his cooking to any more than 3 you won't be able to get Purity to level 10 so don't bother.

This is why you save before attempting to unlock anything. If you use up all the food you bought (man IOSHUA sucks at cooking) reload and try again. Hopefully it won't take you too long to unlock it.

[Save again], then unlock Design Sense with your Magic Clay.

Now we want the skill Purity.

Purity: A mind that is open to the whims of the Gods of Creation.

EWhat does that mean? -grins- It means you get free Fol! That's right you read correctly FREE FOL! (Purity = Playfulness for you SO2 players)

The only problem with this skill is it costs so much! (So I suppose it's not really free....) But that's where Determination comes in! Sadly, it would take too many SP to get Determination to level 10, and that's not what we want anyway.

```

o-----o
| Skill | Level: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|-----|
| Purity | SP Needed: 13 | 15 | 17 | 19 | 21 | 26 | 36 | 46 | 56 | 76 |
|-----|-----|
|When | Fol Made: 100|700|1900|3700|6100|9100|12700|16900|21700| 27100|
|Determination| Note: Fol Made is Constant even if Determination is higher |
|is level 2 | Total SP Needed to Master: 325 SP |
o-----|-----o

```

Scroll down and put all his remaining points into Purity. This will level it to level 10 giving you 100,000 Fol. Congrats! Free Fol!

When your ready, enter the back of Purgatorium.

```

o=====o=====o=====o
| Purgatorium | SEARCH | 02.08 |
o=====o=====o=====o
| Recommended Level | 20 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| 50 Skill Points.....|_| | Assassin Bug.....[280 HP] |
| 50 Skill Points.....|_| | Stroper.....[520 HP] |
| 50 Skill Points.....|_| | Witchette.....[420 HP] |
| Froghead.....|_| | Savant.....[720 HP] |
| 50 Skill Points.....|_| | Cutiebell.....[840 HP] |
| 50 Skill Points.....|_| | Wolf Spirit.....[ BOSS ] |
| Ring of Resistance.....|_| |
| Resurrection Elixir.....|_| |
| ?Mineral (Rune Metal).....|_| |
| 50 Skill Points.....|_| |
| 50 Skill Points.....|_| |
o=====o=====o=====o

```

MAP HERE

When you gain control go inside the west door and pull the switch. The tablet is a clue. It reads:

Clue 1: "The red light is thy enemy; the blue light is the true path."

What does this mean? We'll find out soon. Go back and into the east door this time.

The east path holds a door with 2 more SP chalices holding 50SP each. Get them or save them for later. Continue north to enter a large room with blobs of color bounding around. Remember the clue?

Touching the red one forces you into a battle, while the blue one takes you to the exit. The orange takes you back to the beginning, and the green takes you to the chest that holds a FROGHEAD (Equip this on ASHLAY as he has the lowest defence at this time).

An easy way to touch the green one is to stand slightly to the west to the stairs, while an easy way to touch the blue is to stand a little way in front of the stairs.

Touch the blue one to continue on. Head west then south. In the door is another SP statue. Save it or grab it then head north into the door.

Examine the tablet for another clue.

Clue 2: "Thy path opens from a steep road."

Go through the door. You'll be at another color blob room, this time with 2 chests. Luckily, the green blobs don't move around so it's just a matter of dodging the orange ones.

The eastern blob takes you to a RING OF RESISTANCE.

The northwestern blob takes you to a RESURRECTION ELIXIR.

There are also 2 rooms to the east and west. The west room holds the steep road from the clue. There's a switch at the top. Pull it.

The eastern room has a switch and 2 more 50 SP chalices. After you've pulled both switches head back to the blob room and touch the blue blob.

Enter the door and SAVE. Then look at the third clue.

Clue 3: "Thy road may not always be the same."

Enter the door and you'll be in yet another color blob room, this one much larger than the others. It can be very confusing on how to get to the door, but hopefully you'll understand my directions.

There are 2 blue blobs here, one sends you to the chest, while the other takes you back to the beginning.

One blue one goes back and forth diagonally, while the other one goes in a sort of backwards L boxing it.

Try and manuvre your way to the backwards L blob, it will take you to another blue blob touch the second one and that one will take you to the green one, and then to the chest, ?MINERAL (Rune Metal).

Touch the the green, blue, and blue blob again to get back to the bottom.

Now look for the orange blob (it's moving in a bigger backwards L pattern).

When you touch it, you'll be near another blue and orange blob. DO NOT TOUCH the blue blob. Instead touch the orange one you came from. Remember the 3rd clue: "Thy road may not always be the same."

You'll now be between 2 orange blobs. Touch the LEFT one (the one you came from) and you'll be at the door.

Enter the door to see 3 doors at the north, west, and east.

The west door will take you to a chalice that will heal your wounds, while the east door will take you to 2 chalices of 50 SP.

Continue through the north door for a boss battle.

```
O=====O
|Name: Wolf Spirit      |                               | (BOSS-5) |
|=====O=====|
| Level Range: 21+    | HP Range: 4,000                | EXP: 1200 |
|=====O=====|
| Weakness(es): Dark                               |
| Strength(s): Light                               |
|=====|
| DROPS LIST: ?MINERAL (Rune Metal)                |
|=====O=====O=====O=====O=====|
| Strategy: There are 4 of them, and you start out stunned. Dragon Roar does |
|----- ~350 dmg and hits 3-4 times, while Firestorm Blade does ~650 dmg |
|and hits twice. Spam either one and they'll go down easily. You won't have |
|worry about healing, because IOSHUA should be doing it for you.           |
O=====O
```

As a reward, everyone in your active party recieves +1 AL toward each other.

After the battle go through the door and watch the scenes.

IOSHUA sadly won't be told where his sister is, but you'll find out where MILLIE and RONYX are. Turns out they're somewhere in the Van Kingdom.

Afterwords you'll be transported to the front entrance of the Purgatorium.

NOTE: You will choose whether to keep IOSHUA or let him go. If you let him go you will NOT be able to get MAVELLE.

"Certainly!" - ILIA and CYUSS +1 AL toward RODDICK  
"Well..." - ILIA and CYUSS -1 AL toward RODDICK  
"See him off" - IOSHUA leaves forever.  
"Stop him"  
"Could you join us?" - IOSHUA +1 AL toward RODDICK  
"Oh, well..." - IOSHUA leaves forever.

Both choices, "Certainly" and "Well..." give you the options to "see him off" or "stop him", the only difference is the AL gain/loss. So choose whether you want to ILIA and CYUSS to gain AL or not, and then choose whether or not you want IOSHUA.

After you've gotten IOSHUA or let him go you'll be told to head to Tropp to get to Eckdart in the Van Kingdom.

Leave Purgatorium and go back through the cave. Follow the path to the southwest. You'll pass a bridge before coming upon Tropp.

```

O=====O=====O=====O
| Tropp                                     | SEARCH | 02.09 |
O=====O=====O=====O
| Recommended Level       | 22      |
O=====O=====O=====O
|           Item Checklist |           | Enemy Checklist |
O-----O-----O-----O
| ?Item (Cinderella Glass).....|_| |           NONE |
O=====O=====O=====O

                O=====O
                |           Tropp           |
O=====O=====O=====O
|
| Key:
|
|   H = House       ITM = Item Shop |
|  FOOD = Food Shop SKL = Skill Guild|
|
O-----O
|
|           #####
|           #####..#
|           #.....H..#           #####
|           #...#####           #.....#WPN#
|           #....F...#           #.....#####...#
|           #.....O...#           #.....#####...#
|           #.....O..#           #.....#####...#
|           #.....D.#           #.....#####...#
|           #.....##           #.....#
|           #.....#####...#           #####
|           #.....B.....#           #####
|           #.....A.....#           I..#
|           #.....R#####           N..#
|           #.....#ITM#
|           #.....#####
|           #.....#
|           #####...#####...#
|           #...##...#####..1#####...#
|           ###SKL##...#####H#####...#
|           #####...#
|           #.....#
|           #.....#
|           #S...#####...#####
|           #H...#           #.....#
|           #I...#           ENTRANCE
|           #P...#
|           #####
O=====O

```

When you enter Tropp you'll see something crash on the planet and then you giving 2 options:

"You wanna go way back there?" makes ILIA and IOSHUA lose -1 AL toward RODDICK but CYUSS gain +1 toward RODDICK.

"I've got to see this!" makes ILIA and IOSHUA gain +1 AL toward RODDICK, but CYUSS lose -1 AL toward RODDICK.

No matter what you choose you'll have to go ALL the way back to Kraat. Grr. Explore Tropp first if you want. Straight ahead is the skill guild.

o-- Tropp Skill Guild -----o

Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol	
Sense 2 (Determination, Danger Radar, Purity, P. Face).....1600 Fol	
Technical 2 (Eye for D., Penmanship, A. Training, Machinery).....1600 Fol	
Combat 2 (Godspeed, Sidestep, Body Control, Recast).....1600 Fol	

o-----o

To the east is a house with a chest of ?ITEM(1) (Cinderella Glass)

North of the plaza has the Inn and Weapon shop, west of that has the bar and Food shop.

o-- Neptune's Trident -----o

Sinclair.....2000 Fol	Claymore.....1300 Fol
Ruby Wand.....1000 Fol	Hard Knuckles.....800 Fol
Ruby Orb.....5000 Fol	Ring Mail.....600 Fol
Kung Fu Top.....3200 Fol	Padded Helmet.....600 Fol
Knight's Shield.....1100 Fol	Iron Greaves.....300 Fol

o-----o

o-- Feast of Victory -----o

Grains.....150 Fol	Fruit.....80 Fol
Vegetables.....20 Fol	Meat.....50 Fol
Seafood.....150 Fol	Organic Vegetables.....4000 Fol
Sirloin.....7200 Fol	Rose Hip.....230 Fol
Lavender.....35 Fol	Mandrake.....80 Fol

o-----o

The weapon shop has a Ruby Orb for the character you'll be getting if you have IOSHUA, nab it if you plan on using her [08.10].

Go to the west from the entrance to get to the Harbor. Talk to the southwest most sailor to head to Portmith. Then head all the way to the area near Kraat.

Before you get to Kraat, you'll see the ship that crashed (it's straight north from the bridge).

After the scenes head all the way back to Tropp, and then talk to the sailor above the Portmith one to get to Eckdart.

o=====o=====o=====o

Eckdart	SEARCH   02.10
o=====o=====o=====o	o=====o=====o=====o
Recommended Level   22	
o=====o=====o=====o	o=====o=====o=====o
Item Checklist	Enemy Checklist
o-----o-----o-----o	o-----o-----o-----o
Spectacles..... _	NONE



You'll appear at the docks. Since this walkthrough is for CYUSS, no matter if you have IOSHUA or not, MILLIE will appear in Eckdart. You'll see her run up the stairs to the north or south.

She'll be at the Inn when your done getting the things you need, so ignore her for now and explore Eckdart.

```

                                     O=====O
                                     |          Eckdart          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----
|                                           |                                           |
| Key:                                     |                                           |
|                                           |                                           |
|   H = House          ITM = Item Shop    |                                           |
| FOOD = Food Shop     SKL = Skill Guild  |                                           |
| $$$$ = Bridge        JWL = Jewel Shop   |                                           |
| MSC = Music Shop     |                                           |
|                                           |                                           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----
|                                           |                                           |
|           #####                               |                                           |
|           #.....#####                       |                                           |
|           #####.....#####.....#####..... |                                           |
|           #.....#####JWL#####MSC#####   |                                           |
|           #####.....#                       |                                           |
|           #...#.....#####                  |                                           |
|           #####H###.....#                   |                                           |
|           #####.....#.....#.....#         |                                           |
|           #..SKL.....#####.....#          |                                           |
|           #####.....# #####INN#####..... |                                           |
|           #.....# #.....#                   |                                           |
|           ###..### #.....#                   |                                           |
|           #..# #.....#                       |                                           |
|           #..$$$$$$$$$$$$$$$$$$$$$$$$$$$$$ |                                           |
|           #.....#####.....# #.....#      |                                           |
|           #..$$$$$$$$$$$$$$$$$$$$$$$$$$$$$ |                                           |
|           #.....#.....#.....#.....#.....# |                                           |
|           #####.....##### #.....#.....# |                                           |
|           #.....ITM# #.....#.....#.....# |                                           |
|           #.....##### #.....#.....#..... |                                           |
|           #.....#####.....#####.....# #.....# |                                           |
|           #.....#####.....###.....###.....##### |                                           |
|           ##### #.....#####.....##.....## |                                           |
|           #....# #.....#####.....##BAR### |                                           |
|           #####FOOD#####.....SHIP#       |                                           |
|           #.....#.....#.....#.....#.....# |                                           |
|           #####.....#####.....#####..... |                                           |
|           #.....#.....#.....#.....#.....# |                                           |
|                                           |                                           |
|                                           |                                           |
|                                           |                                           |
|                                           |                                           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----
|                                           |                                           |

```

Directly west of the docks is the Bar and some homes. The northern most home contains SPECTACLES(1).

North of this is the Music/Jewel shops.

```

O-- Dibson Instruments -----O
|                                           |

```

Feather Pen.....20 Fol	Conductor Baton.....100 Fol
Harmonica.....800 Fol	Pipe Organ.....5000 Fol
Lyre.....12000 Fol	Cembalo.....16000 Fol
Violin.....50000 Fol	Piano.....80000 Fol
Mystical Shamisen.....100000 Fol	Silver Trumpet.....300000 Fol

o-----o

o-- The Jewel in Her Eye -----o

Ruby.....600 Fol	Sapphire.....600 Fol
Green Beryl.....2000 Fol	Crystal.....2000 Fol
Diamond.....3000 Fol	Silver.....300 Fol
Gold.....300 Fol	Brooch.....2500 Fol
Necklace.....500 Fol	Iron.....150 Fol

o-----o

West of this is the View Point. Southwest of the View Point is a house and the Skill Guild.

In the Skill Guild, BUY SENSE 3 (and the other skills you need). Sense 3 has the next skill we want: Effort.

o-- Eckdart Skill Guild -----o

Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol
Sense 3 (Effort, ESP, Aesthetic Design).....2700 Fol
Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol
Combat 2 (Godspeed, Sidestep, Body Control, Recast).....1600 Fol

o-----o

Effort - "The will to push one's self towards one's goals. Lowers EXP needed to level up."

o-----o
Skill   SP Needed: 1   2   3   4   5   6   7   8   9   10
-----
Effort   1   4   12   20   28   36   44   52   60   68
-----
DTM @ 10   Total SP Needed to Master: 325
o-----o

This skills reduces the EXP needed to level up by 50%. So it is recommended that you level Effort up 1-2 levels, level your character up, and then level up Effort again.

If you got the skill Resilience like I said to before, then with the skills Determination, Effort, and Resilience you'll have the Specialty Train.

Train - "The special ability to lower one's attributes in return for gaining more EXP in battle."

If you start training, then your stats IN BATTLE will be lowered (making battles slightly harder), but you'll get more EXP.

Start training. The enemies shouldn't be a problem even if you have lowered stats in battle.

With the skills Herbology and Resilience you'll have the Specialty Survival.

With both Specialties Train and Survival you'll have the Super Specialty Enlightenment.

Enlightenment - "An Super Specialty where everyone makes a few sacrifices to earn more skill points per level."

Activate this to get more SP when you level up.

Once you have these skills mastered you can level up whatever you choose to.

I'd try to get Customization and Alchemy first though. For a list of Item Creations/Specialties/Super Specialties search [07.03].

South of the Skill Guild is the entrance with the man in the northeast corner the item shop.

```

o-- Oroshi the Peddler -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol  |
| Medicine Bottle.....300 Fol Resurrection Elixir.....500 Fol |
| Artemis Leaf.....320 Fol   Wolfsbane.....150 Fol |
| Lavender.....35 Fol       Athelas.....800 Fol  |
| Pet Food.....10 Fol       Spectacles.....10 Fol |
| Magic Canvas.....300 Fol   Magic Clay.....300 Fol |
| Keen Kitchen Knife.....4000 Fol
|
o-----o

```

The building west of the entrance is the Food Shop.

```

o-- Nectar of the Gods -----o
|
| Root Beer.....300 Fol    Bloody Driver.....300 Fol |
| Fire in the Sky.....900 Fol  Luxury Grape Juice.....218000 Fol |
|
o-----o

```

North of the entrance is the Inn.

When you've gotten everything you want (including MILLIE), exit Eckdart.

```

o=====o
|   Enemy Checklist - Van Continent | As you leave, if you have IOSHUA
o-----o he'll ask to visit the old man who
| Cleric.....[360 HP] | saved him.
| Magician.....[680 HP] |
| Savant.....[720 HP] | If you don't have IOSHUA or don't
| Dire Wolf.....[1080 HP] | want to do this, skip ahead to
| Lizard Axman.....[1620 HP] | [02.11], otherwise continue.
o=====o

```

Mt. Eckdart is directly to the northeast of Eckdart. You should see a dirt path that leads behind the mountain.

```

o=====o=====o=====o
| Mt. Eckdart | SEARCH | 02.0D |
o=====o=====o=====o

```

Item Checklist	Enemy Checklist
?Herb (Lavender)..... _	Magician.....[680 HP]
Rose Hip..... _	Savant.....[720 HP]
Blueberries..... _	Dire Wolf.....[1080 HP]
Spectacles..... _	Kobold King.....[1200 HP]
Fine Shield..... _	Gerel.....[1200 HP]
?Herb (Mandrake)..... _	Dragonfly.....[1200 HP]
Rod of Jewels..... _	Pixie.....[1360 HP]
Lavender..... _	Lizard Axman.....[1620 HP]
?Herb (Artemis Leaf)..... _	
Robe of Deception..... _	
Wolfsbane..... _	
Elven Cap..... _	
Elven Bow..... _	

Follow the straight forward path until you get to a cottage. Watch the scene. Soon you'll be given the choice to clear the monsters out or stay silent.

"Let's take them out!" - IOSHUA, MILLIE, ILIA and CYUSS +1 AL toward RODDICK.  
 "... " - IOSHUA, MILLIE, ILIA and CYUSS -1 AL toward RODDICK.

Choose "Let's take them out!" The old man will let you rest here for free, so this is a decent place to level up if you want.

North from the cottage is a save point. SAVE.

MAP HERE

Above is a Gerel for you to fight. Be aware they split in half and can stone you. Above the Gerel is a glitter that is an ?HERB(1) (Lavender).

Afterwards head west and kill the Dragonfly, grab the ROSE HIP(2) from the glitter. Head south and kill the Gerel. Take the BLUEBERRIES(3) from the chest.

Backtrack north, then go west. Kill another Gerel and nab the SPECTACLES(4). Afterwards go north, kill another Gerel and take the FINE SHIELD(5). Equip it on RODDICK, and head back to the save point.

North from the SP, kill a Dragonfly and search the glitter for a ?HERB(6) (Mandrake). Northwest now. Kill another Dragonfly and grab the ROD OF JEWELS(7). Continue east 2 screens, kill the Gerel and search the glitter for a LAVENDER(8). Continue east. Kill yet another Gerel and search the glitter for another ?HERB(9) (Artemis Leaf).

Head northeast, then south. Kill the Dragonfly and grab the ROBE OF DECEPTION(10) from the chest. Go back north and grab the WOLFSBANE(11) from the glitter, before killing another Dragonfly.

Keep heading north to kill ANOTHER Dragonfly. Nab the ELVEN CAP(12) from the chest.

RODDICK should stop and let you know you've gotten all the monsters. If he didn't do this, your missing a monster, so go search for it.

As a reward, everyone in your active party recieves +1 AL toward each other.

Head back to Foster's cabin. He'll give you an ELVIN BOW for your trouble, IOSHUA recieves another +1 AL toward RODDICK

That was the side-quest, so leave.

On the world map, go to the dirt path and follow it northwest. Save outside the city you come across, then head in.

```

o=====o=====o=====
| Ionis | SEARCH | 02.11 |
o-----o-----o-----
| Recommended Level | 23 |
o=====o=====o=====
| Item Checklist | Enemy Checklist |
o-----o-----o-----
| Resurrection Elixir.....|_| | NONE |
o=====o=====o=====

```

Watch the lo~ng sequence of scenes.

MAVELLE will automatically join your party if you have IOSHUA in your party. You can kick her out later if you wish, but for now your stuck with her.

Anyway, when you gain control it's time to explore Ionis.

MAP HERE

Ionis is the inventor's city. It has all your inventing needs (or most of them). The only thing it doesn't have is items that raise the sucess rate of some Item Creation's.

From the entrance, head east up the stairs.

The first door here contains the Food Shop.

```

o-- Food for Thought -----o
|
| Grains.....150 Fol   Fruit.....80 Fol |
| Vegetables.....20 Fol   Meat.....50 Fol |
| Seafood.....150 Fol   Marenne Oysters.....12000 Fol |
| Magic Rice.....5000 Fol   Rose Hip.....230 Fol |
| Lavender.....35 Fol
|
o-----o

```

The second is the Inn.

The third is the Item/Weapon Shops.

```

o-- Creator's Workshop -----o
|
| Blueberries.....50 Fol   Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol |
| Medicine Bottle.....300 Fol   Resurrection Elixir.....500 Fol |
| Magic Canvas.....300 Fol   Magic Clay.....300 Fol |
| Fountain Pen.....180 Fol   Feather Pen.....20 Fol |
| Premium Paper.....150 Fol   Magic Camera.....2000 Fol |
| Magic Film.....300 Fol   Mechanic's Toolbox.....1200 Fol |
| Smith's Hammer.....600 Fol   Mandrake.....80 Fol |

```

```

| Rose Hip.....230 Fol    Lavender.....35 Fol |
| Athelas.....800 Fol    Ruby.....600 Fol |
| Sapphire.....600 Fol    Diamond.....3000 Fol |
| Pet Food.....10 Fol    Iron.....150 Fol |
| Spectacles.....10 Fol    Lezard Flask.....40000 Fol |
| Beret.....30000 Fol    Thief's Glove.....10000 Fol |
|
|-----|

```

```

o-- Weapons by Design -----o
|
| Sinclair.....2000 Fol    Claymore.....1300 Fol |
| Ruby Wand.....1000 Fol    Hard Knuckles.....800 Fol |
| Brigandine.....1800 Fol    Amber Robe.....800 Fol |
| Kung Fu Top.....3200 Fol    Iron Helmet.....1200 Fol |
| Round Shield.....1800 Fol    Iron Greaves.....300 Fol |
| Kung Fu Shoes.....2200 Fol
|
|-----|

```

South of this is the bar. West of these shops are 2 houses. The first house contains a RESURRECTION ELIXIR(1).

West another screen is the Skill Guild.

```

o-- Ionis Skill Guild -----o
|
| Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol |
| Sense 3      (Effort, ESP, Aesthetic Design).....2700 Fol |
| Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol |
| Combat 2     (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
|-----|

```

South of the Skill Guild is another house.

When your ready to continue on (after you've messed around with inventing) leave Ionis and continue west around the mountain (you should pass 2 bridges).

SAVE outside then head in.

```

o=====o=====o=====o
| Van Y Illie                                     | SEARCH | 02.12 |
o=====o=====o=====o
| Recommended Level      | 30
o=====o=====o=====o
|          Item Checklist |          Enemy Checklist |
o-----o-----o-----o
| ?Item (Mind Bomb).....|_| |          NONE
| Spectacles.....       |_| |
| Emerald Ring.....      |_| |
|          .....       |_| |
| Van Emblem.....        |_| |
o=====o=====o=====o

```

Watch the small scene then expore Van.

```

O=====O
|          Van Y Ille          |
O=====O

```

```

|         |
| Key:    |
|         |
|   H = House       I = Item Shop  |
|   F = Food Shop   B = Bar        |
|   S = Skill Guild |
|         |
O-----O
|         |
|     #####          CASTLE        |
|     #...SKL...#     #.....#      |
|     #.WPN.#####   #.....#      |
|     #.....#        #####.....#   #####  ### |
|     #.....#        #ITM.....#    #..#  #2#  |
|     #.....#####FOOD.....#####..###H### |
|     #.....#.....#.....#.....# |
|     #.....#.....#.....#.....# |
|     #####.....#.....#.....#.....# |
|         #.....#     #####       #...#   |
|         #.....#     #...#         #...#   |
|         #.....#####BAR#####...#   |
|         ##### #.....#.....#.....# |
|         #...# #.....#.....#.....# |
|         ###INN####.....#.....#####...# |
|         #.....#.....#.....S..#      #...# |
|         #.....#.....#.....H..#      #...# |
|         #.....#.....#.....O..#      #...# |
|         #.....#.....#.....E..#      #####...# |
|         #####.....#.....#####    #1.....# |
|         #.....#.....#.....##### |
|         ENTRANCE |
O=====O

```

The first shop to the east has footwear to sell (even though it says it's an Item Shop).

```

O-- Victor the Cobbler -----O
|
| Sandals.....30 Fol   Boots.....50 Fol |
| Suede Boots.....400 Fol  Leather Boots.....800 Fol |
| Martial Arts Shoes.....920 Fol  Kung Fu Shoes.....2200 Fol |
| Shaolin Shoes.....2200 Fol  |
|
O-----O

```

To the west is an Inn, rest if you need to.

Above the shoestore, and to the east of the stairs takes you to the bar. Up the stairs and to the east takes you to a chest with ?ITEM(1) (Mindbomb) in it.

Backtrack a screen, and head west this time. This will take you to a house with SPECTACLES(2) in a chest hidden behind a folding screen.

Exit and continue west. North is the castle, and west is the Food, Item, Weapon, and Skill shops.

```

O-- Oroshi the Peddler -----O
|
| Blueberries.....50 Fol   Aquaberries.....70 Fol |
| Blackberries.....180 Fol  Antidote.....100 Fol |
|

```

Medicine Bottle.....300 Fol	Resurrection Elixir.....500 Fol	
Artemis Leaf.....320 Fol	Wolfsbane.....150 Fol	
Lavender.....35 Fol	Athelas.....800 Fol	
Pet Food.....10 Fol	Spectacles.....10 Fol	
Magic Canvas.....300 Fol	Magic Clay.....300 Fol	
Keen Kitchen Knife.....4000 Fol		
o-----o		

o-- Food for the Valiant -----o

Grains.....150 Fol	Fruit.....80 Fol	
Vegetables.....20 Fol	Meat.....50 Fol	
Seafood.....150 Fol	Organic Vegetables.....4000 Fol	
Sweet Fruit.....2000 Fol		
o-----o		

The Weapon Shop has a new weapon for ILIA and MAVELLE so go buy it for them (if you use them).

o-- The Mighty Battleaxe -----o

Sinclair.....2000 Fol	Zweihander.....4000 Fol	
Taloned Knuckles.....3000 Fol	Gladus.....1300 Fol	
Quarterstaff.....200 Fol	Long Bow.....2000 Fol	
Water Orb.....8000 Fol	Fuzzy Handy Stick.....1000 Fol	
Silver Robe.....3200 Fol	Kung Fu Top.....3200 Fol	
Shaolin Top.....3000 Fol	Fashionable Bikini.....1800 Fol	
Knight's Shield.....1100 Fol	Plate Greaves.....1300 Fol	
o-----o		

The Skill Guild has Combat 3 available, so grab it too.

o-- Van y Ille Skill Guild -----o

Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol		
Sense 3 (Effort, ESP, Aesthetic Design).....2700 Fol		
Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol		
Combat 3 (Feint, Counter, Hasten Speech, Concentration).....4500 Fol		
o-----o		

When your ready head north to the castle, and watch the scenes.

The King will wish to test you to see if you a strong enough to kill the Archfiend (who saw this comming?).

You'll be taken to the basement of the castle and told to head through a door. The trial will be complete when you exit from the other door, sounds simple no?

Before you enter, head east and back up the stairs. There is a chest hidden at the northwest of the screen. It contains the ever valuable EMERALD RING.

This ring lowers the MP cost of ALL skills (like Dragon Roar) by 1/3. It CAN be replicated. So if you want to make 4 of them, knock yourself out.

Anyway, head back down and into the middle door to enter the...



```

=====
| Labryinth of Campions | SEARCH | 02.13 |
=====
| Recommended Level | 30 |
=====
| Item Checklist | Enemy Checklist |
-----
| ?Item (Resurrection Mist).....|_| | Sorceress.....[760 HP] |
| Amulet of Flexibility.....|_| | Pixie.....[1360 HP] |
| Diamond.....|_| | Savage.....[1520 HP] |
| Green Beryl.....|_| | Wisp.....[1680 HP] |
| ?Mineral (Mithril).....|_| | Peryton.....[ BOSS ] |
=====

```

```

O=====O
| Labyrinth of Champions Part 1 |
=====O
|
| Key: |
|
| -- = Openable Door |
| XX = Locked Door |
| A-F = Switches |
| SP = Save Point |
O-----O
|
|
|          ##--##
|          #.....#
|          #.....#
|          #...Clue...#
|          #.....#
|          #..SP..#
|          #....#
|          ##--###
|          #.....#
|          #.....#
|          #.....###.....#
|          #.....#####.....#
|          #.....#####5.....#
|          #.....#####4.....#
|          #.....##3.....#
|          #.....#
|          #####.....###
|          #--###
|          #....#
|          #.....#
|          #..Clue..#
|          #.....#
|          #....#
|          #..#
|          #####--####
|          #.....#
|          #.....#
|          #.###.....#
|          #..# #.....#
|          #..# #.....#
|          #..# #.....#

```



```

|          #-----#-----#-----#xxxxxxxxxxx#-----#-----#-----#
|          #.....#.....#.....#.....#
|          #.....Moons.....#
|          #.....xxxxxxxxx.....#
|          #.....xxxxxxxxx.....#
|          #.....xxxxxxxxx.....#
|          #.....#
|          #.....#
|          #.....#
|          #####.....#####
|
|                                     #ENTRANCE#
|
O=====O

```

The tablet in the middle of the room lists 4 moon phases. If you press these switches (A, B, D, and F), it'll open the middle door for the 3rd and final clue.

Clue 3: "The true path shall not reveal itself in the light."

What does this mean? I have no idea. The natural response is a New Moon, duh! But there is no New Moon door, so what to do?

Press the 1st, 3rd, 5th, and 6th switches (A, C, D, and E), and the wall blocking the stairs will disappear.

NOTE: If you pressed the switches to open the middle door, press them again to turn them off, then press the switches needed to open the stairs.

Go back and SAVE it then continue down the stairs to fight the boss.

```

O=====O
|Name: Peryton          | (BOSS-5) |
|=====O=====|
| Level Range: 32+    | HP Range: 18,400    | EXP: 1,380 |
|=====O=====|
| Weakness(es): Fire
| Strength(s): Water, Wind
|=====|
| DROPS LIST: N/A
|=====O=====O=====O=====O=====|
| Strategy: He has 3 Wisps with him. But this shouldn't be a problem. Spam
| ----- Firestorm Blade for a quick battle.
|
O=====O

```

After you've beaten him, continue west, then east and you'll be out of the Labryinth.

You'll be immediatly taken to the King. It's time to start the Emblem Quest.

The Emblem Quest has you going to all the Kings and getting their information about the Demon World/Eye of Truth. This will also give you their Emblems.

You'll receive the Van Emblem, but note that he doesn't give us the Van Kingdom's information. This means we'll need to come back here after we get the other 3 Emblems.

You'll also get the Four Beasts SFT.

After the scenes you'll be asked if you remember what to do.

"I remember" - RONYX +1 AL toward RODDICK

"Tell me again" - RONYX -1 AL toward RODDICK

No matter which you choose, you'll be reminded again so pick whether you want RONYX to like RODDICK or not.

When you gain control, leave the city.

Now, we have to backtrack to all the kingdoms to get their emblems. To make things easier, we'll go to the Silvalant Kingdom first, because they give you a ship that'll take us to any of the port cities, making our trip much quicker.

If you have IOSHUA you'll have 6 characters in your party. Both PHIA and T'NIQUE require you to have 6 characters or less to be able to recruit them. Therefore, if you have IOSHUA you'll only be able to recruit one of the two.

You'll be able to recruit PHIA as you get the Astral Emblem, but T'NIQUE is a bit out of the way. To get T'NIQUE go to the Tatori Arena and fight through the ranks until he jumps down and fights you. Beat him and afterwards he'll ask to join.

Anyway, when your ready to continue, follow the dirt path west from Van and you'll come across a drawbridge. Enter it and watch the scenes. After showing the Van Emblem, you'll exit on the other side.

Straight ahead is a cave, enter it.

```

o=====o=====o
|          Item Checklist          | Head to the next screen, and then
o-----o right. Grab the COMBO LINK from the
| Combo Link.....|_| | chest and go back. Continue north two
| Green Beryl.....|_| | screens. Grab the Green Beryl and
o=====o

```

continue out of the cave. You'll now be on the snowy continent of Silvalant.

```

o=====o=====o
|          Enemy Checklist          |
o-----o
| Shaman.....[1000 HP] | Follow the path north. Soon it will
| Cuniculus.....[1100 HP] | split in 2, north and west. West will
| Wisp.....[1630 HP] | take you to a small town with nothing
| Petri Gerel.....[2400 HP] | important, explore it if you want.
| Scylla.....[3000 HP] |
o=====o

```

Continue north. SAVE outside Silvalant, then head in.

```

o=====o=====o=====o=====o=====o=====o=====o=====o=====o
| Silvalant                                     | SEARCH | 02.14 |
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
| Recommended Level      | 34      |
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
|          Item Checklist          |          Enemy Checklist          |
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
| Blueberries.....|_| |          NONE          |
| Resurrection Elixir.....|_| |
| Silvalant Emblem.....|_| |
o=====o=====o=====o=====o=====o=====o=====o=====o=====o

```

```

O=====O
|                               Silvalant                               |
O-----O-----O-----O-----O-----O-----O-----O-----O
|                               |                                       |
| Key:                          |                                       |
|                               |                                       |
|   H = House                   I = Item Shop                 |
|   F = Food Shop               B = Bar                       |
|   S = Skill Guild            SD = Santa Dealer             |
|                               |                                       |
O-----O-----O-----O-----O-----O-----O-----O-----O
|
|                               CASTLE                               |
|                               #.....#    #####              |
|       #####                  #.....#    #..2#$$$$$$$      |
|       #...#                  #.....#    ##H##$.....$      |
|       #####INN#####.....###.....####..SD$.$....$     |
| #####.....#####.....#####.....$....$                |
| #.S.....#####.....$....$                              |
| #.K.....#####.....$....$                              |
| #.L.....###.....W$....$                                  |
| #####.....#####..P$....$                               |
|                               #F.....#     #..N$....$      |
|                               #O.....I#    #...$....$      |
|                               #O.....T#    #...$....$      |
|       #####                  #D.....M#    ####..$....$   |
|       #...#                  #.....#     #.##...$....$    |
| #####BAR#####.....#####H##...$....$                 |
| #.....$....$                                                |
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| #...#####$....$#1....S#                                   |
| #...$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$....$#....H# |
| #.....I#                                                    |
| #.....P#                                                    |
| #####.....#####                                          |
|                               ENTRANCE                               |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

From the entrance of Silvalant head right 3 screens and grab the BLUEBERRIES(1) from the chest. Go back a screen, down the stairs then straight ahead. The weapon shop is on your right, buy what you need from it.

```

o-- The Icy Blade -----o
|
| Walloon Sword.....4000 Fol   Flameberge.....7100 Fol |
| Baselard.....2500 Fol     Crested Rod.....3000 Fol |
| Cestus.....4500 Fol      Spear.....4000 Fol |
| Crossbow.....3000 Fol     Crescent Orb.....12000 Fol |
| Playful Handy Stick.....4000 Fol   Plate Armor.....4200 Fol |
| Holy Cloak.....10000 Fol  Shaolin Top.....3000 Fol |
| Fashionable Bikini.....1800 Fol  Plate Helmet.....2800 Fol |
| Plate Greaves.....1300 Fol
|
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Go west a bit (but not to the next screen), inside the house is a RESURRECTION ELIXIR(2) and behind the tree in front of the house is Santa the dealer. This guy sells Tri-emblems and Magical Rasps. Buy a Magical Rasp (you want it) and maybe a couple Jewel of Frogs (if you have enough money).

```

o-- Santa the Dealer -----o
|
| Santa's Boots.....450000 Fol   tri-Emblem.....8000765 Fol |
| Music Editor.....100000 Fol   Magical Rasp.....100000 Fol |
| Jewel of the Frog.....100000 Fol |
|
|-----o

```

To get money easily search [06.02]. Buy an emblem or not, they aren't needed to beat the game (nor make it much easier).

Anyway, continue west. South is the Food and Item shop.

```

o-- Gifts for the Season -----o
|
| Blueberries.....50 Fol   Aquaberries.....70 Fol |
| Blackberries.....180 Fol  Antidote.....100 Fol |
| Medicine Bottle.....300 Fol  Resurrection Elixir.....500 Fol |
| Artemis Leaf.....320 Fol   Lavender.....35 Fol |
| Athelas.....800 Fol   Sweet Syrup.....200 Fol |
| Witch Powder.....500 Fol   Potion of Might.....500 Fol |
| Sleeping Gas.....200 Fol   Mind Bomb.....300 Fol |
| Flare Bomb.....180 Fol   Pet Food.....10 Fol |
| Spectacles.....10 Fol   Iron.....150 Fol |
| Keen Kitchen Knife.....4000 Fol |
|
|-----o

```

```

o-- Grocery Store -----o
|
| Grains.....150 Fol   Fruit.....80 Fol |
| Vegetables.....20 Fol  Meat.....50 Fol |
| Seafood.....150 Fol   Sirloin.....7200 Fol |
| Creamy Cheese.....3600 Fol  Ingredients of Yarma....100000 Fol |
|
|-----o

```

West is the Inn and Skill Guild.

```

o-- Silvalant Guild -----o
|
| Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol |
| Sense 3     (Effort, ESP, Aesthetic Design).....2700 Fol |
| Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol |
| Combat 3    (Feint, Counter, Hasten Speech, Concentration).....4500 Fol |
|
|-----o

```

Rest at the Inn if you need to and then head north to the castle.

After getting the Silvalant Emblem, head to the harbor (where the first chest was). Talk to the sailor here and you'll be able to go to ANY of the port towns (for a small fee).

Before choosing where to go here are a few optional places/people that you can go to/recruit now.

```

O=====O
|   OPTIONAL THINGS TO DO NOW   |
O=====O

```

```

| Mt. Metorx Mine [05.01]
|-----|
| Old Race Ruins [05.02] - Get rid of MAVELLE (if you have her)
|-----|
| Recruit PERICCI [08.11]
|-----|
| Recruit PHIA [08.07] - (You must have 6 or less characters to recruit)
|-----|
| Recruit T'NIQUE [08.09] - (You must have 6 or less characters to recruit)
|-----|
| Recruit WELCH [08.12]
|-----o

```

When your ready, let's head on over to Portmith to get our 3rd Emblem.

Before heading up to the Castle, make sure RODDICK, and IOSHUA/MILLIE, has the Item Creation Customization. You can get Customization by getting the skills: Eye for Detail, Smithing, and Aesthetic Design.

You should have several Damascus' as well. You can get Damascus with the Item Creation Alchemy. You can get Alchemy by getting the skills: Technology, Mineralogy, Faeriology.

NOTE: Give Alchemy to one of your mages (they have the Talent Blessing of Mana, which increases the success rate of Alchemy).

Once you have this go on up to the Castle (if you don't have it then don't worry too much, you should level up a couple levels while inside so you can get it then).

```

o=====o=====
| Muah Treasury | SEARCH | 02.15 |
o=====o=====
| Recommended Level | 36 |
o=====o=====
| Item Checklist | Enemy Checklist |
o-----o-----o
| Luxurious Sword.....|_| | Mephisto.....[1500 HP] |
| Luxurious Rod.....|_| | Wisp.....[1680 HP] |
| Luxurious Robe.....|_| | Shadow Beast.....[3000 HP] |
| Medicine Bottle.....|_| | Stirge.....[3000 HP] |
| Feline SFT.....|_| | Succubus.....[ BOSS ] |
| Luxurious Armor.....|_| |
| Resurrection Elixir.....|_| |
| Luxurious Rod.....|_| |
| Luxurious Sword.....|_| |
| Luxurious Armor.....|_| |
| Bangua SFT.....|_| |
| Luxurious Robe.....|_| |
| ?Jewlery (Ring of Mental Power)..|_| |
| Hammer Charm.....|_| |
| 20000 Fol.....|_| |
| 200 Skill Points.....|_| |
| Muah Emblem.....|_| |
o=====o=====

```

At the Portmith/Muah Castle you'll be asked to take care of some monsters in the treasury. They won't let you keep any of the weapons/armor you find inside, but we don't care because we'll be customizing them.

MAP HERE

Go in the first room and get a LUXURIOUS SWORD(1). Continue into the next room for a LUXURIOUS ROD(2) and a LUXURIOUS ROBE(3). Leave and go south 2 screens into the door and down the stairs.

In the hallway, go in all the rooms for a MEDICINE BOTTLE(4), FELINE SFT(5), and LUXURIOUS ARMOR(6). When you've got them all, go down the stairs.

Head east first, and in the room for a RESURRECTION ELIXIR(7). Back out, continue north through another door for a LUXURIOUS ROD(8) and LUXURIOUS SWORD(9). Leave and continue north inside another room for LUXURIOUS ARMOR(10).

Backtrack to the main hallway, head southeast into the door for the BAGUA SFT(11).

Now head west at the main hallway. Grab a LUXURIOUS ROBE(12) from the room before heading downstairs.

SAVE!

Now unequip all your Luxurious weapons. Hopefully you have several Damascus' as well as the Item Creation Customization.

Customize the Luxurious Sword with Damascus to get a Dueling Sword, the best non-elemental sword in the game.

SAVE.

Customize the Luxurious Rod with Damascus to get a Rod of the Feather, the best rod until you get to the Cave of the Seven Stars.

Don't be afraid to reload if you fail.

Save again once you've got your weapons, then head north for the boss.

```
O=====O
|Name: Succubus      |                               | (BOSS-6) |
|=====O=====|
| Level Range: 36+   | HP Range: 54,000   MP Range: 50   | EXP: 6,390 |
|=====O=====|
| Weakness(es): Light                               |
| Strength(s): Earth, Water, Fire, Wind, Dark      |
|=====|
| DROPS LIST: N/A                                   |
|=====O=====O=====O=====O=====|
| Strategy: She has 8 Shadow Beasts with her, so it'll be a little tougher |
| ----- than normal. Still, spam Dragon Roar and keep an eye on your HP |
| and you should be fine.                           |
O=====O
```

As a reward, everyone in your active party receives +1 AL toward each other.

After you beat her, go through the door and nab ?JEWELRY(13) (Ring of Mental Power) from the chest. Then run all the way back to the entrance.

If you failed, forgot, or didn't bother customizing the Luxurious weapons then the minister will take them away. You'll then be given 20,000 Fol, Hammer Charm and 200 Skill Points for your trouble.



In the throne room, watch the scenes and you'll get the Muah Emblem. Leave the throne room and then the castle.

If you recruited PERICCI, then the PA needed to get the Bunny Whistle can be done now.

When your ready, head to Autanim or Tropp, and then make your way to Tatori, and then Astral (If you did this already to get PHIA then skip to [02.17]).

Astral Castle		SEARCH   02.16
Recommended Level	37	
Item Checklist		Enemy Checklist
Astral Emblem..... _		NONE

Head north into the castle. PHIA will greet you and take you to the King (you can ask her to join you ONLY IF you have 6 or less in your party).

After the scenes you'll get the Astral Emblem.

Make your way back to Van, then head into the Castle.

You'll be told you now need to head to Purgatorium. If you've been there before then head on over. If you haven't then make your way to Tropp. From Tropp follow the path north until you get to a cave. Go through the cave and you'll be at the entrance to Purgatorium.

Purgatorium		SEARCH   02.17
Recommended Level	20	
Item Checklist		Enemy Checklist
50 Skill Points..... _	Assassin Bug.....[280 HP]	
50 Skill Points..... _	Stroper.....[520 HP]	
50 Skill Points..... _	Witchette.....[420 HP]	
Froghead..... _	Savant.....[720 HP]	
50 Skill Points..... _	Cutiebell.....[840 HP]	
50 Skill Points..... _	Wolf Spirit.....[ BOSS ]	
Ring of Resistance..... _		
Resurrection Elixir..... _		
?Mineral (Rune Metal)..... _		
50 Skill Points..... _		
50 Skill Points..... _		

NOTE: This is all asuming you have NOT been here before. If you have, then make your way to the end (where the Runes are) and skip to [02.18]

The entrance is not where you want to go, but it has 50 free Skill Points for you.

Anyway, inside head north 2 screens and into the east door. Go into the door and pull the switch. You'll hear a "click". Leave the room and head back into

the previous room. This time enter the west door. You'll see a chalice.

Examine it to get 50SP.

Now leave the building itself.

Head east around the mountain until the screen changes. This is the back entrance to Purgatorium. Head north and watch the scene.

MAP HERE

When you gain control go inside the west door and pull the switch. The tablet is a clue. It reads:

Clue 1: "The red light is thy enemy; the blue light is the true path."

What does this mean? We'll find out soon. Go back and into the east door this time.

The east path holds a door with 2 more SP chalices holding 50SP each. Get them or save them for later. Continue north to enter a large room with blobs of color bounding around. Remember the clue?

Touching the red one forces you into a battle, while the blue one takes you to the exit. The orange takes you back to the beginning, and the green takes you to the chest that holds a FROGHEAD.

An easy way to touch the green one is to stand slightly to the west to the stairs, while an easy way to touch the blue is to stand a little way in front of the stairs.

Touch the blue one to continue on. Head west then south. In the door is another SP statue. Save it or grab it then head north into the door.

Examine the tablet for another clue.

Clue 2: "Thy path opens from a steep road."

Go through the door. You'll be at another color blob room, this time with 2 chests. Luckily, the green blobs don't move around so it's just a matter of dodging the orange ones.

The eastern blob takes you to a RING OF RESISTANCE.

The northwestern blob takes you to a RESURRECTION ELIXIR.

There are also 2 rooms to the east and west. The west room holds the steep road from the clue. There's a switch at the top. Pull it.

The eastern room has a switch and 2 more 50 SP chalices. After you've pulled both switches head back to the blob room and touch the blue blob.

Enter the door and SAVE. Then look at the third clue.

Clue 3: "Thy road may not always be the same."

Enter the door and you'll be in yet another color blob room, this one much larger than the others. It can be very confusing on how to get to the door, but hopefully you'll understand my directions.

There are 2 blue blobs here, one sends you to the chest, while the other takes you back to the beginning.

One blue one goes back and forth diagonally, while the other one goes in a sort of backwards L boxing it.

Try and manuvre your way to the backwards L blob, it will take you to another blue blob touch the second one and that one will take you to the green one, and then to the chest, ?MINERAL (Rune Metal).

Touch the the green, blue, and blue blob again to get back to the bottom.

Now look for the orange blob (it's moving in a bigger backwards L pattern).

When you touch it, you'll be near another blue and orange blob. DO NOT TOUCH the blue blob. Instead touch the orange one you came from. Remember the 3rd clue: "Thy road may not always be the same."

You'll now be between 2 orange blobs. Touch the LEFT one (the one you came from) and you'll be at the door.

Enter the door to see 3 doors at the north, west, and east.

The west door will take you to a chalice that will heal your wounds, while the east door is empty.?

Continue through the north door for a boss battle.

```
O=====O
|Name: Wolf Spirit      |                               | (BOSS-5) |
|=====O=====|
| Level Range: 24+    | HP Range: 4,000             | EXP: 1200 |
|=====O=====|
| Weakness(es): Dark  |                               |           |
| Strength(s): Light  |                               |           |
|=====|
| DROPS LIST: ?MINERAL (Rune Metal) |                               |
|=====O=====O=====O=====O=====|
| Strategy: There are 4 of them, and you start out stunned. Spam Dragon Roar |
| ----- and you'll be golden. |
O=====O
```

As a reward, everyone in your active party recieves +1 AL toward each other.

After the battle go through the door and watch the scenes.

```
O=====O=====O=====O=====O=====O=====O=====O=====
| Purgatorium Inner Sanctum                               | SEARCH | 02.18 |
O=====O=====O=====O=====O=====O=====O=====O=====
| Recommended Level      | 40                                           |
O=====O=====O=====O=====O=====O=====O=====O=====
|           Item Checklist          |           Enemy Checklist          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----
| Flare Ring.....|_| | Fighter Spirit.....[2450 HP] |
| R-Card.....|_| | Viking Spirit.....[2450 HP] |
| ?Mineral (Rune Metal).....|_| | Warrior Spirit.....[2450 HP] |
| Aqua Ring.....|_| | Aspitel Prototype.....[5300 HP] |
| ?Mineral (Oricalcum).....|_| | Gunner L1.....[7950 HP] |
| Air Slicer.....|_| |                               |
| Arbalest.....|_| |                               |
```

```

| ?Item (Sweet Syrup).....|_| |
| Mandrake.....|_| |
| Mist Insignia.....|_| |
| ?Herb (Artemis Leaf).....|_| |
| ?Mineral (Mithril).....|_| |
| Sour Syrup.....|_| |
| B-Card.....|_| |
| Sour Syrup.....|_| |
| Faerie Elixir.....|_| |
| Ring of Lunacy.....|_| |
| Angel Statuette.....|_| |
| Eye of Truth.....|_| |
o=====o=====

```

MAP OF B1

Ignore the chest for now, and head straight down the stairs to B2-A.

MAP OF B2-A

East to the next screen then west for the FLARE RING(1). Continue east then south. You won't be able to enter the red doors yet, so head west and down to B3-A

MAP OF B3-A

Ignore the northeast path for now and go to the northwest and into the white door.

A guard system will activate and you'll enter a battle with 1x Gunner L1 and 2x Aspitel Prototype. They aren't weak against anything, but shouldn't be a problem. After the battle, examine the computer panel (to the left of the white button) to get the R-Card(2).

This will let us all those pretty red doors we passed.

Leave the room and go to the northeast path we passed before and enter the red door. Grab ?MINERAL(3) (Rune Metal), and AQUA RING(4) from the chests and then make your way back to B2-A.

Enter the red doors for a ?MINERAL(5) (Oricalcum), AIR SLICER(6), and ARBALEST(7). Then head back to the entrance of B1.

From the entrance, head east up the stairs. Grab the ?ITEM(8) (Sweet Syrup) from the chest and follow the path west. Grab the MANDRAKE(9) before going down the stairs to B2-B.

MAP OF B2-B

Follow the path until you reach the red door, enter and grab the MIST INSIGNIA(10) before heading down the stairs.

MAP OF B3-B

Head all the way west and SAVE at the save point. Then head north. At the intersection go east up the stairs to another section of B2.

MAP OF B2-C

This room has 3 circular switches. Each switch corresponds to 1 of the 3

looked doors on the previous floor. If you press them all the door will close. Don't be fooled though, you can still enter and exit.

The first switch (the right most) opens the first door you saw, and contains an ?HERB(11) (Artemis Leaf).

The second switch (the middle), opens the western door and has a ?MINERAL(12) (Mithril) and SOUR SYRUP(13).

The third switch (left most), opens the eastern door. Fight the forced battle, then examine the computer to get the B-CARD(14).

Now head all the way north, then west down the blue door to B4-A.

MAP OF B4-A

Follow the path and press the switch. Head back then east down the stairs to B4-B.

MAP OF B4-B

Head south and grab the chest, SOUR SYURP(15), and then head west up the stairs. Nab the ?ITEM(16) (Faerie Elixir), and press the switch. Now go all the way east and into the blue room for a RING OF LUNACY(17).

Backtrack down the stairs and take the west path through the door to B5.

MAP OF B5

Grab the ANGEL STATUETTE(18), and go through the door. After the scenes SAVE!

Goto the computer panel on the west and examine it. Place the emblems in the following order: Astral, Van, Silvalant, Muah.

You'll be forced into the now open door, and have to watch a whole bunch of scenes before recieving the EYE OF TRUTH(19).

NOTE: After recieving the Eye of Truth, EVERYONE gains +1 AL toward each other.

After the scenes, you'll be in Van Castle talking with the King. Soon a demon will enter and tell them Asmodeous has completed a new weapon. You'll then see a demonstration of this new weapon. Afterwords you'll be outside Van Castle. Leave Van.

[SAVE]

Make your way to Silvalant now, and talk to the sailor and sail to the Deserted Island. Here you'll enter the Demon World.

=====O=====O=====O=====	
Demon World, Part 1	SEARCH   02.19
=====O=====O=====O=====	
Recommended Level	45
=====O=====O=====O=====	
Item Checklist	Enemy Checklist
-----O-----O-----O-----	
NONE	Del Argosy.....[ BOSS ]
	Arachmene.....[ BOSS ]
=====O=====O=====O=====	



```

| Old Race Ruins [05.02] - Get rid of MAVELLE (if you have her) |
|-----|
| Recruit PERICCI [08.11] |
|-----|
| Recruit T'NIQUE [08.09] - (You must have 6 or less characters to recruit) |
|-----|
| Recruit WELCH [08.12] |
|-----|
| Tatori Arena [05.04] |
|-----|
| Private Actions (See PA Guide) |
|-----o

```

NOTE: Once you kill Asmodeous you WILL NOT BE ABLE TO DO THESE THINGS.

When your ready make your way back to the Demon World.

```

o=====o=====o=====o=====o=====
| Demon World, Part 2 | SEARCH | 02.20 |
o=====o=====o=====o=====o=====
| Recommended Level | 45 |
o=====o=====o=====o=====o=====
| Item Checklist | Enemy Checklist |
o-----o-----o-----o-----o-----o
| Sweet Syrup.....|_| | Killer Rabbit.....[5700 HP] |
| Green Beryl.....|_| | Alraune.....[5700 HP] |
| ?Herb (Athelas).....|_| | Little Devil.....[6100 HP] |
| Lavender.....|_| | Raptor King.....[9150 HP] |
| Foot Insignia.....|_| | Deathteller.....[9750 HP] |
| ?Weapon (Metal Fang).....|_| | |
| Orichalcum.....|_| | |
| Emerald Ring.....|_| | |
o=====o=====o=====o=====o=====

```

The Demon World is fairly straight forward, but there a few confusing paths.

#### MAP HERE

Head north, then west for SWEET SYRUP(1). Then head east for GREEN BERYL(2). Continue north, at the cross go west then north to get an ?HERB(3) (Athelas)

Go back to the cross, and head east this time. From this screen go northwest for LAVENDER(4). Then go northeast 2 screens for a FOOT INSIGNIA(5).

Leave this screen then head west until you come across a chest with ?WEAPON(6) (Metal Fang). Back 1 screen, go south then north.

You'll see a save point north, but go south first and grab the ORICHALCUM(7). Then go northwest for a EMERALD RING(8).

NOTE: The emerald ring is reproducible.

Head back to the save point and SAVE. Continue on until you reach a building.

After some scenes enter. Watch some more scenes and you'll find yourself in the Space-Time-Labratory.

```

o=====o=====o=====o=====o=====
| Space-Time Labratory | SEARCH | 02.21 |
o=====o=====o=====o=====o=====

```

Item Checklist	Enemy Checklist
Elven Cap..... _	ENK.....[1625 HP]
Amulet of Freedom..... _	Sorcerer.....[3550 HP]
Rainbow Diamond..... _	Otiph.....[7100 HP]
Medicine Bottle..... _	Aspitel.....[7700 HP]
Star Ruby..... _	Angel Knight.....[9750 HP]
Medicine Bottle..... _	Dark Eye, Death Charona...[mini-bs]
?Armor (Kitty Hairband)..... _	Asmodeous.....[ BOSS ]
Mithril..... _	
Robe of Deception..... _	
Star Necklace..... _	
Long Spear..... _	
Ring of Insanity..... _	
Cinderella Glass..... _	
?Jewlery (Star Guard)..... _	
Hammer Charm..... _	
Ravenous Fiend Spell..... _	
Orichalcum..... _	
?Jewlery (Faerie Ring)..... _	
Elemental Blade..... _	
Tedious Handy Stick..... _	
Elven Slippers..... _	

This place is pretty complicated, a lot of turns and dead ends. If you get lost, refer to the maps.

O=====O  
 | Space-Time Labratory Part A |

Key:		
\$\$ = Upper Paths (on raised platforms)		
## = Lower Paths		
Paths: A to B, A to C, C to D		
O-----O		
##### \$\$\$		
#.....# \$.4.\$		
#.....# \$....\$		
#...#####...# \$....\$		
#...# #...# \$....\$		
#...# #...# \$....\$ #####		
#...# #...\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$....\$ #.....#		
#...# #.....# #.8...9.#		
#...# ##### #.....#		
#...# #...B #...\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$....\$ ###...###		
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\$....\$.....#		
\$....\$.....#		





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|                                     #....#
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|                                     $...$ #....# $...$
|                                     ##### $...$ #....# $...$
|                                     #6.#####$....$###...#####$....$#####
|                                     #.....#.....#
|                                     #.....#5.....#
|                                     #7.#####
|                                     #####
|
O=====O

```

Follow the path and grab the STAR RUBY(5). From the chest, go north over the broken glass to the next screen. Immediately go north, up the stairs. Follow this path and grab another MEDICINE BOTTLE(6) and ?ARMOR(7) (Kitty Hairband).

Now go all the way back through the door [To Path A], and past the stairs to the path northeast.

Follow this path until you see a door to the north. Inside grab the MITHRIL(8) and ROBE OF DECEPTION(9) from the chests. Leave the room and go straight south under the pathway above.

Follow the path until you can go north or south.

```

|                                     O=====O
|                                     |   Space-Time Labratory   Part C   |
|                                     O=====O=====O=====O=====O=====O
|
| Key:
|
| SP = Save Point
| $$ = Upper Paths(on raised platforms)
| ## = Lower Paths
| Paths: C to A, C to D
|
O-----O
|
|          $$$$$$$$          #####
|          $13.....$          #.....#
|          $......$          #.....#
|          $...$          #...#####....#
|          $...$          #....#          #....#
|          #####$....$#####....#          Path to D          #....#
|          #.....#          #####          #....#
|          #.....#          D.....#          #....#
|

```

```

| #####D.....# #....#
| #....# D.....#####....#
| #....# ###.....#
| #....# #.....#
| #####.....# #####
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| #....# $....$ $11.12$
| #....# $....$ $$$$$$
| #....# $....$
| #....# $....$
| #....#####$....#####
| #.....#
| #.....10#
| #####
|
|
|=====O

```

Go south first past the stairs into a room for a STAR NECKLACE(10). Leave then go up the stairs, following the path for another room with chests. Grab the LONG SPEAR(11) and RING OF INSANITY(12) then head back and north.

Take the second path west, then north up the stairs to grab the CINDERELLA GLASS(13) from the chest. Back down the stairs, head northeast and into the door.

```

|=====O
| Space-Time Labratory Part D |
|=====O=====O=====O

```

```

| Key:
|
| SP = Save Point
| $$ = Upper Paths(on raised platforms)|
| ## = Lower Paths
| Paths: D to C
|=====O-----O

```

```

| $$$$$$$$
| $18...19$
| $......$
| $$.....$$
| $....$
| $....$ $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
| $....$ $......20$
| $....$ ASMODEOUS $......21$
| $....$ BOSS $....$$$$$$$$$.$$$$$$$$$$$$$$$$

```

```

|      $...$          $....$   #...#   $..$
|      $...$$$$$$$$$$$$$$$$...$$$$$$$$$$$$$$$$$$$$..$
|      #...$.....$$.
|      #...$.....$$.
|      #...$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$..$.
|      #####.....#####   $..$.
|              #.....#   $.$.
|              #.....#   $.$.
|              #.....#   $.$.
|              #.....#   $.$.
|              #Mini..#   $.$.
|      #####   #..Boss#   $.....
|      #17..#   #.....#   $$$$$$$$
|      #.....#####.....#####
|      #.....#
|      #.....#
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|      #.....#####
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|      #SP.....#
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|      #.....#
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|      #.....#   #...#
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|      #.....#   #...###
|      #.....#   #.....C
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|      #...$$$$$$$$$$$$$$$$$$$$   #####   To Path C
|      #.....16$
|      #.....$
|      #...$$$$$$$$$$$$$$$$$$$$
|      #.....#
|      #.....#
|      #.....#
|      #14..15#
|      #####
|
O=====O

```

Ignore the path northwest for now, and continue south. All the way south is a room with ?JEWELRY(14) (Star Guard), and the RAVENOUS FIEND Spell(15) (Spell for RONYX).

Up the stairs is a chest with an ORICHALCUM(16) grab it then take the northwest path.

SAVE at the save point and continue to the next screen. Go all the way west first, to grab a HAMMER CHARM(17).

Go back and SAVE if you wish, and when your ready head north to the computers to trigger a scene. Then fight a mini-boss!

```

O=====O
|Name: Dark Eye x2          |          | (BOSS-9) |
|=====O=====|
| Level Range: 53+       | HP Range: 49,800           MP Range: 80   | EXP: 17,040|
|=====O=====|
| Weakness(es): N/A
| Strength(s): Fire (absorb), Wind (absorb), Dark (absorb)
O=====O=====
|Name: Death Charona x2
|=====O=====|
| Level Range: 53+       | HP Range: 15,400           MP Range: 140
|=====O=====|
| Weakness(es): None
| Strength(s): None
|=====O=====|
| DROPS LIST: ?MINERAL (Meteorite)
|=====O=====O=====O=====O=====|
| Strategy: Try to kill the Death Charona's first, they cast the spell
| ----- Thunder Storm. Firestorm Blade and Redwyrn Thundersuge are no go's
| (Curses!) so you'll need to spam something else (Dragon Roar?). Don't let
| up and you'll kill 'em in no time.
O=====O=====

```

GO BACK AND SAVE!!!

Did you save? Good, because this is the last time we'll be seeing Roak.

Let me repeat that.

ONCE YOU KILL ASMODEOUS YOU WILL NOT BE ABLE TO EXPLORE PAST-ROAK!

If you didn't get your optional characters, or see some PA's or do the side-quests, and want to, then head all the way back to the entrance of the Demon World to leave.

Once your ready head north from the mini-boss. You'll see a door above you, that's where we wanna go, but first head west up the stairs, and follow the path for an ELEMENTAL BLADE(18) and ?JEWELRY(19) (Faerie Ring).

NOTE: The Faerie Ring is reproducable, so you can replicate it! Usefull for all you tech/spell spammers.

Go back and up the east stairs. Ignore the path south for now, and continue east to get ELVEN SLIPPERS(20) and a TEDIOUS HANDY STICK(21).

Go back a screen and head south this time. Follow the path until you get to the door.

This is your last chance to leave and do things in Past-Roak.

If your totally ready (and saved it in case your really not) enter the door.

```

O=====O
O-----O

```

```

|Name: Asmodeous | | (BOSS-10) |
|=====o=====|
| Level Range: 55+ | HP Range: 57,000 MP Range: 570 | EXP: 11,520|
|=====o=====|
| Weakness(es): N/A | |
| Strength(s): N/A | |
|=====|
| DROPS LIST: N/A | |
|=====o=====o=====o=====o=====|
| Strategy: He has no strengths, so your free to spam Redwyrm Thundersurge to|
| ----- your hearts content. He casts Southern Light, so be careful. |
|=====o=====|

```

As a reward, everyone in your active party recieves +1 AL toward each other.

After the battle, the 3rd party will appear and grab some blood while holding MILLIE hostage.

After a million scenes, you'll return to the future.

Game Over! Or is it...?

Apparantly we get to assassinate someone, hurrah!

At least Square covered their bases and gave an explanation of why you can't just shoot him.

When you gain control head east to trigger a scene.

If you have a full party, then 2 of your characters + MILLIE will be taken hostage (is this random?).

When you gain control, you'll be in the rebel Safe House.

```

o=====o=====o=====o=====o=====
| Safe House | SEARCH | 02.22 |
o=====o=====o=====o=====o=====
| Recommended Level | 55 |
o=====o=====o=====o=====o=====
| Item Checklist | Enemy Checklist |
o-----o-----o-----o-----o-----
| NONE | NONE |
o=====o=====o=====o=====o=====

```

The guy standing to the north is the Item/Food/Weapon shops all put together. Stock up.

The pair to the west are the Skill Guild.

In the next screen, the man in between the beds is the Inn.

```

o=====o=====o
| Enemy Checklist - Fargett Continent | When your ready, leave to the south.
o-----o-----o
| SK2.....[2325 HP] | The Army Base is to the southwest,
| Jaguar Spirit.....[8900 HP] | so make your way toward it.
| Black Slime.....[12430 HP] |
| Geburah Pheonix.....[13350 HP] | [SAVE] before entering.
| Gunner L2.....[14250 HP] |
o=====o=====o

```

```

o=====o=====o
| Army Base                                     | SEARCH | 02.23 |
o=====o=====o
| Recommended Level      | 56                                     |
o=====o=====o
|           Item Checklist           |           Enemy Checklist           |
o-----o-----o
| Resurrection Elixir.....|_| | BOK.....[5700 HP] |
| Mithril.....|_| | Aspitel Mk2.....[10500 HP] |
| Medicine Bottle.....|_| | Gunner L3.....[16650 HP] |
o=====o=====o

```

Examine the two blue consoles, and push the switches to open the northern door. Inside to the far east is a chest that contains a RESURRECTION ELIXIR(1).

Back at the entrance, enter the east door. Follow the path to the next screen. Go into the northeast door, and at the end press the 2 red switches to open the door. Grab the MITHRIL(2) at the far east, then go back to the main hallway.

Enter the southwest door first, at the end of the section grab the ?HERB(3) (Lavender), and push the green switch.

Go back to the middle room and enter the southeast door. Grab the MEDICINE BOTTLE(4) at the end, and push the second green switch.

In the main hallway, the north door should now be open. Enter it and walk to the cell that has your party members.

As a reward for rescuing your party, EVERYONE in your party receives +1 AL toward each other.

After some scenes you'll be back in the Safe House. Restock, heal then leave.

```

o=====o=====o
| Enemy Checklist - Fargett Continent | From the Safe House, follow the path
o-----o-----o to the northeast.
| SK2.....[2325 HP] |
| Jaguar Spirit.....[8900 HP] |
| Black Slime.....[12430 HP] | [SAVE] outside the Bio-Lab and then
| Geburah Pheonix.....[13350 HP] | enter.
| Gunner L2.....[14250 HP] |
o=====o=====o

```

```

o=====o=====o
| Bio Lab                                     | SEARCH | 02.24 |
o=====o=====o
| Recommended Level      | 60                                     |
o=====o=====o
|           Item Checklist           |           Enemy Checklist           |
o-----o-----o
|           NONE                 |           NONE                 |
o=====o=====o

```

When inside you'll watch some scenes. When you have control, head down the ladder to the west.

Take note of the transporter in the northwestern corner, it's not on yet, but

if you want to leave Reverse Tower, that's where you'll end up.

There are no random battles down here, so just head east until you get to another ladder. Clime up it, and you'll be in Reverse Tower.

Reverse Tower		SEARCH   02.25	
Recommended Level		60	
Item Checklist		Enemy Checklist	
?Armor (Mithril Shield)..... _	IGK.....[2775 HP]		
Medicine Bottle..... _	Larva Worm.....[11900 HP]		
Sour Syrup..... _	Fatty Ooze.....[11900 HP]		
Mithril Greaves..... _	Aspitel MK3.....[12700 HP]		
Star Guard..... _	Star Seraphim.....[14500 HP]		
Assault bomb..... _	Dark Pheonix.....[14500 HP]		
Demon's Gate Spell..... _	Gunner L4.....[20250 HP]		
Rainbow Diamond..... _	Jie Reverse.....[ BOSS ]		
Meteor Swarm Spell..... _	Neo Reverse.....[ BOSS ]		
Elven Slippers..... _			
Iron..... _			
Artemis Leaf..... _			
?Armor (Hermit's Cap)..... _			
Medicine Bottle..... _			
Mithril Helmet..... _			
Orichalcum..... _			
Defense Bomb..... _			
Sour Syrup..... _			
?Armor (Mithril Mesh)..... _			
Resurrection Mist..... _			
Mithril..... _			
?Armor (Sylvan Mail)..... _			
Spectacles..... _			
?Weapon (Berserk Sword)..... _			
?Herb (Rose Hip)..... _			
Sour Syrup..... _			
?Herb (Artemis Leaf)..... _			
Refreshing Syrup..... _			
Elven Slippers..... _			
Resurrection Mist..... _			
Dream Crown..... _			
Sour Syrup..... _			

From the ladder, north is the exit (to the Bio-Lab). You can leave any time you wish.

Anyway, when your ready head south. The sections here are blocked off, so head east and up into the teleporter. It'll take you to the 1st floor.

MAP HERE 1F

Leave the teleporter. Enter the first door, and then the first room of that hallway for ?ARMOR(1) (Mithril Shield). Leave the room, and exit the hallway to the west.

Enter the north room, grab a MEDICINE BOTTLE(2). Leave and enter the northwest room and take the SOUR SYRUP(3). No go through the southwest door to enter



a hallway. Enter the room in the middle and take the MITHRIL GREAVES(4). Leave and continue south.

Enter the western doors to get a STAR GUARD(5) and an ASSAULT BOMB(6). When you have those, go through the east door into a big room with a hologram of a ship. Watch a scene and continue east.

Enter the first door you see for the DEMON'S GATE SPELL(7) (for RONYX).

Go through the first hallway again to get to the hallway with 4 doors, this time take the southeastern door for a teleport pad. Step on it to get to the 2nd floor.

MAP HERE 2F

The path is straight forward until you get to the hallway AFTER the circular room. From here, enter the first door and grab a RAINBOW DIAMOND(8).

Then go through the far east door for the METEOR SWARM SPELL(9) (for RONYX, and ERYX). Exit and go through the northeast door. Enter both rooms in this hallway for ELVEN SLIPPERS(10) and IRON(11).

Exit the hallway to the west, ignore the door north and continue west. Enter both doors here and take the ARTEMIS LEAF(12) and ?ARMOR(13) (Hermit's Cap).

Continue south, then west for another teleporter. Step up to floor 3.

MAP HERE 3F

Enter the northwest door, and grab a MEDICINE BOTTLE(14). Then follow the path until you get to the teleporter, get on to go to floor 4.

MAP HERE 4F

Follow the path, you'll come across a save point in a big room. SAVE.

In the next room, enter the first door for a MITHRIL HELMET(15). Go to the end of the hallway and grab the ORICHALCUM(16) before going into the northwest door.

In this hallway, go into the first door and take the DEFENSE BOMB(17). Then go to the end of the hallway, and into the north door for another teleporter. This will take you back to the third floor.

Enter the west door and grab the SOUR SYRUP(18), and then go through the east door.

Enter both rooms for ?ARMOR(19) (Mithril Mesh), and a RESURRECTION MIST(20).

Continue south and through the door. Step on the teleporter to get to another part of the 4th floor.

Go up to the last door in the hallway for a MITHRIL(21), and then to the first door to get to the 5th floor.

MAP HERE 5F

Head south first and grab ?ARMOR(22) (Sylvan Mail), then go into the room above the teleporter for SPECTACLES(23). Head to the next screen and grab ?WEAPON(24) (Beserk Sword) from the north room.

Continue west, and grab ?HERB(25) (Rose Hip) and SOUR SYRUP(26) from both rooms. Continue south and into the teleporter for the 6th floor.

MAP HERE 6F

Head up, and grab the ?HERB(27) (Artemis Leaf) and the REFRESHING SYRUP(28), before continuing. In the next screen head north and grab the ELVEN SLIPPERS(29) before continuing east.

Grab the RESURRECTION MIST(30) and the DREAM CROWN(31) from the rooms before going south. Go east here into a room for SOUR SYRUP(32). Leave and enter the northwest door. Follow the path to a teleporter back to the 5th floor.

Follow the path to another teleporter back to the 6th floor. Enter the east door for a big circular room with yet another teleporter. Get on to get to the 7th (and final) floor.

MAP HERE 7F

Go north until you get to a save point.

SAVE IT!

Not only does saving it here give you the sound bits of the characters you have, but it also unlocks the secret dungeon.

Want to do the Cave of the Seven Stars? Search [05.03].

The final boss uses wind/dark spells, so equip some acc. that halve wind/dark damage to help out.

Crystals, Mithrils halve wind damage.  
Rune Metals halve both wind and dark damage.

The final (final) boss uses Light spells, so equip armor that absorbs light for an easier time.

This will help a bunch, healing any damage he inflicts (he usually does a spell after attacking).

Reflecting Plate, Holy cloak, and Silver Charm's absorb light damage.

Cloak of Deception, and Stardust Ring's nulify light damage.

ILIA, T'NIQUE, PERICCI, and WELCH do not have any armor that absorbs/nulifies light damage, so they'd need an accessory.

If you did all the side quests (aside from the Cave of the Seven Stars) then you should have ~2 Stardust Rings, so if you want to use one of the above named characters, equip one of those on them.

If you don't have any Stardust Rings then Sacrificial Dolls, Rainbow Daimonds, Philosopher's Stones, Moonrocks, Mithrils, and Meteorites all halve light damage.

When your ready head north 2 screens, watch the scenes and fight the first final Boss:

O=====O

O-----O

```

|Name: Jie Revorse      |                               | (BOSS-11) |
|=====O=====|
| Level Range: 70+    | HP Range: 55,500      MP Range: 550 | EXP: 13,500|
|=====O=====|
| Weakness(es): N/A   |                               |           |
| Strength(s): All Elements |                               |           |
|=====|
| DROPS LIST: N/A    |                               |           |
|=====O=====|
| Strategy: Spam, Spam, Spam. Don't let up, if you do he'll be able to cast |
| ----- 1 of 3 spells: Imortal Tempest, Field of Pain, or Abyss Cascade. |
| Imortal Tempest is area effect wind damage and Abyss Cascade all dark |
| damage so beware. Field of Pain is a smaller area of effect that he does |
| when you surround him. |
|=====O=====|

```

Watch a cinematic scene, and then fight the final, Final boss:

```

O=====O-----O
|Name: Neo Revorse    |                               | (BOSS-12) |
|=====O=====|
| Level Range: 70+    | HP Range: 94,500      MP Range: 940 | EXP: 19,440|
|=====O=====|
| Weakness(es): N/A   |                               |           |
| Strength(s): All Elements (absorbs light) |                               |           |
|=====|
| DROPS LIST: N/A    |                               |           |
|=====O=====|
| Strategy: Spam, Spam, Spam. Don't let up, if you do he'll be able to cast |
| ----- 1 of 2 spells: Sacred Law or Seraphic Storm. However, if you |
| equipped light absorbing/nulifying armor then you have nothing to worry |
| about. |
|=====O=====|

```

Congrats! You've beaten the game. Watch your endings and be happy. Then restart and pick different characters to see some different endings.

NOTE: Some endings appear AFTER the credits, so yes you have to watch them.

```

O=====O
|                               ASHLAY Berndbeldt [03.00]                               |
|=====O=====|

```

NOTE: If you follow this portion of the walkthrough, you acknowledge that you do NOT want CYUSS. You acknowledge that MAVELLE will automatically join your party and will not leave unless you kick her out (by taking her to where you recruit ERYS)

```

O=====O-----O-----O
| Haute |                               | SEARCH | 03.01 |
|=====O=====|
| Recommended Level | 5 |                               |           |
|=====O=====|
| Item Checklist |                               | Enemy Checklist |           | |
|---|---|---|---|---|
| Sweet Syrup.....|_| |                               | NONE |
| Resurrection Elixir.....|_| |                               |           |
|=====O=====|

```

Watch the scene then head west. Grab the SWEET SYRUP, and head up the stairs.

The Inn is the first building, so rest for 60Fol if you need to. The girl next to the Inn gives you info about the various kingdoms on Roak so talk to her if you want to know.

The guy next to her on the bridge wants to know which way to Portmith. Tell him to head north and continue to the right.

After the bridge is the Food Shop, don't buy anything there as you wouldn't be able to cook anything anyway, and we want to SAVE our Fol.

```
o-- Food Shop -----o
|
| Grains.....150 Fol    Fruit.....80 Fol |
| Vegetables.....20 Fol  Meat.....50 Fol  |
| Eggs & Dairy.....10 Fol |
|
o-----o
```

Go inside the building to the right of you and observe the scene. Head to the left and talk to the right-most girl to buy your first set of skills.

```
o-- Haute Skill Guild -----o
|
| Knowledge 1 (Mineralogy, Herbology, Recipe).....300 Fol |
| Sense 1    (Aesthetics, Resilience, Keen Eye, Courage).....400 Fol |
| Technical 1 (Sketching, Knife, Whistling, Imitation).....400 Fol |
| Combat 1   (Guardbreak, Power Burst, Qigong, Trance).....400 Fol |
|
o-----o
```

It'll cost 1500 to buy them all, but you should have enough so get them. If you don't you can either: a) go outside and fight until you do, or b) continue on and buy it eventually

NOTE: You can use your skill points now, but DO NOT USE ANY. We want to save them for another skill.

Now talk to the guy in front of the door. You'll get three options. The first takes you to his store:

```
o-- Badam's Items -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol  Antidote.....100 Fol  |
| Paralysis Cure.....100 Fol  Stone Cure.....100 Fol |
| Flare Bomb.....180 Fol    Spectacles.....10 Fol  |
| Harmonica.....800 Fol     Pickaxe.....1200 Fol  |
|
o-----o
```

You don't need to get anything from here yet, save your money for the next town's Weapons/Armor.

The second option doesn't do anything, so choose "I'd like to talk" and then "Take the job".

Unfortunately we need a weapon, so head back out and talk to the guy above the south entrance. He'll offer to sell you a sword for 20 Fol. Buy it even though we know it's a scam.

The guy we saw when we first entered will appear then and stop you.

Head outside and save.

Then go back to Badam's Item shop and see the guy trying to steal our job!  
Grr!

He'll be nice and try and give it back by offering to give us a sword.  
However, Badam wants him to go with us.

Meet CYUSS Warren [08.05].

Badam will give you a 200 Føl advance, as well as the Permit needed to enter Portmith. Then CYUSS will give you a LONGSWORD so equip it on RODDICK if you took the Equipment wizard off. Then take a look at CYUSS' talents, and make sure he DOES NOT have the talents "Taste" and "Design Sense".

Head north to leave Haute, but stop in the northern house and nab a RESURRECTION ELIXIR on the left. Then leave Haute to the north and go up to Mt. Metorx.

Another PA is available between ILIA and RODDICK (You won't get any PA's with CYUSS unless you permanently accept him into your party, and if you plan on doing that your in the wrong section of walkthrough).

BIGNOTE: If you have cwCheat, and use the Bunny Whistle to by-pass Mt.Metorx then you will not be able to continue the game (unless you get rid of CYUSS without completing the job). There is a scene in Mt. Metorx with CYUSS and your party that you must see to continue. Be sure to see it, before using the Bunny Whistle to by-pass it.

```

o=====o=====o=====o=====o=====
| Mt. Metorx                                     | SEARCH | 03.02 |
o=====o=====o=====o=====o=====
| Recommended Level      | 5                                               |
o=====o=====o=====o=====o=====
|           Item Checklist           |           Enemy Checklist           |
o-----o-----o-----o-----o-----o-----
| ?Herb (Lavender).....|_| | Little Bunny.....[60 HP] |
| Rose Hip.....|_| | Killer Bee.....[160 HP] |
| Wolfsbane.....|_| | Fellworm.....[200 HP] |
|           | Slime.....[420 HP] |
o=====o=====o=====o=====o=====

```

Mt. Metorx is very straight forward. Just head north three screens until your at the healing spring. You can take the time to level up here, where you can heal for free, or you can wait.

As you pass the spring a scene will occur and you'll end up one screen up. Go back down and hit the action button (X) next to the glitter to get ?HERB.

Continue on to the next screen and search another glitter on the right for a ROSE HIP. Head down two screens and search the glitter near a tree for WOLFSBANE.

Now go south once more to exit Mt. Metorx.

```

o=====o=====o A new enemy is here on this side of
| Enemy Checklist - Muah Continent | the mountain. Bushwackers seem to
o-----o appear more when your near Portmith.

```

| Little Bunny.....[60 HP] | These enemies can kill you since you  
 | Theiving Scum.....[80 HP] | have no armor on. They also give you  
 | Bushwacker.....[200 HP] | a decent amount of Fol.

o=====o Three of them will give you 300 Fol,  
 while two of them and two wolves give you 260 Fol. If you spent all your  
 money getting you first set of skills fight near Portmith to get some cash,  
 but KEEP AN EYE ON YOUR HP! And don't be afraid to use some Blueberries if  
 your getting low on health.

Don't try to level up until you've bought some armor. If you have a decent  
 amount of cash already head up to Portmith now.

```

o=====o=====o=====o
| Portmith | SEARCH | 03.03 |
o=====o=====o=====o
| Recommended Level | 8 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Faerie Elixir.....|_|| NONE |
o=====o=====o=====o
  
```

After the scenes you'll be able to explore Portmith.

NOTE: You can get rid of CYUSS now if you want, instead of completing the job  
 Badam gave you, and having to go ALL the way back to Haute. To do so, go to  
 the docks and talk to the top left most sailor. He'll tell you about the  
 pirates, and CYUSS will ask about Badam's job. Choose "Don't deliver it."  
 and he'll start to walk away. You'll then have the option to stop him.  
 "Stop him."

- "Yes." - Keep CYUSS, no AL change.
- "No." - ILIA -1 AL toward RODDICK, no more CYUSS.

"Don't stop him." - ILIA -1 AL toward RODDICK, no more CYUSS.

NOTE2: If you're going to get rid of CYUSS in Portmith so you don't have to go  
 all the way back to Haute, be sure to do his Purity Fol Trick (see: OP002) to  
 get some quick Fol before you do.

NOTE3: If you do this you will not get the +1 AL toward everybody upon  
 completing this job.

```

o=====o
| Portmith |
o=====o=====o=====o
| | | |
| Key: | | |
| | | |
| H = House I = Item Shop | | |
| F = Food Shop B = Bar | | |
| S = Skill Guild | | |
| | | |
o-----o-----o-----o
| #...CASTLE..# | |
| #.....# | |
| #####.....##### | |
| ##.....### ##### | |
| #####.....### #...# | |
| #.....#####WPN### | |
| #####.....# | |
| #....SHIP.....#.H.....###.....# | |
  
```

```

#####.....###.....#
#.....#####.....#####
#...#.Inn.....#####.....###...####
#.....#####.....###.....###
#...###.....##.....#####.....#####BAR#####
#...#.H.....#SKL#.....#
#####.....###.....1.....#
#.....#
#####.....#####.....###
#.....#####.....#####.....#####
#.....#.#.....#####.....#...#
#####ITM#####.....#####.....#####FOOD##
#.....#
#.....#
#####.....#####
#.....#
ENTRANCE

```

=====O

If you still don't know where everything is after looking at the map, I'm sorry. The map is pretty easy to read. Although, Portmuth is pretty straight forward so you probably don't need it.

West is the Item Shop and east is the Food Shop.

o-- Just like Mama's -----o

```

|
| Grain.....150 Fol    Fruit.....20 Fol |
| Vegetables.....20 Fol    Meat.....50 Fol |
| Seafood.....150 Fol    Marenne Oysters.....12000 Fol |
| Rose Hip.....230 Fol    Lavender.....35 Fol |
|

```

o-----o

o-- Ye Olde Item Shoppe -----o

```

|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol    Antidote.....100 Fol |
| Paralysis Cure.....100 Fol    Stone Cure.....100 Fol |
| Flare Bomb.....180 Fol    Magical Canvas.....300 Fol |
| Magical Clay.....300 Fol    Spectacles.....10 Fol |
| Harmonica.....800 Fol    Pickaxe.....1200 Fol |
|

```

o-----o

Above the Food Shop is the Bar. Between the Food Shop and bar is the guy we gave directions to in Haute. Talk to him to get a FAERIE ELIXIR (1).

The Skill Guild is above the Item Shop, and it has a new skill to buy. We'll want to buy Sense 2, but wait until you've bought your Weapons/Armor.

o-- Portmuth Skill Guild -----o

```

|
| Knowledge 1 (Mineralogy, Herbology, Recipe).....300 Fol |
| Sense 2 (Determination, Danger Radar, Purity, P. Face).....1600 Fol |
| Technical 1 (Sketching, Knife, Whistling, Imitation).....400 Fol |
| Combat 1 (Guardbreak, Power Burst, Qigong, Trance).....400 Fol |
|

```

o-----o

There isn't anything of interest at the Docks yet, but remember where it is.

There are no chests in any of the homes, so ignore them. Rest at the Inn if you need to.

We can't go to the Castle yet, so head on over to the Weapon Shop.

After the scene talk to him again to buy some Weapons/Armor.

```

o-- Just Like Papa's -----o
|
| Longsword.....100 Fol      Saber.....300 Fol |
| Two-Handed Sword.....500 Fol  Rod.....100 Fol |
| Brass Knuckles.....200 Fol    Padded Armor.....300 Fol |
| Silk Robe.....200 Fol        Martial Arts Outfit.....1200 Fol |
| Bikini.....100 Fol          Leather Helmet.....80 Fol |
| Round Shield.....180 Fol     Leather Greaves.....100 Fol |
| Boots.....50 Fol
|
|-----o

```

To get all the Weapons/Armor, you need 2,230 Fol. (1 Saber, 1 Brass Knuckles, 1 Padded Armor, 1 Martial Arts Outfit, 1 Round Shield, 1 Boots)

NOTE: Take off CYUSS's Armor and give it to RODDICK (Saves you ~500 Fol)

You'll need another 1,600 Fol for Sense 2, that's 3,830 Fol all together.

5,330 Fol for Wep/Armor, Sense 2 and a Pickaxe (A Pickaxe is needed for the some dungeons, but you don't need one just yet)

If you need more money go fight some Bushwackers and you should have enough after several battles.

Now then, you should have between 60-80 Skill Points (SP) depending on your level and if you didn't spend any like I told you to. Now that we have Sense 2, we have Determination--our first skill we are going to master.

Determination lowers the SP needed for each Skill, something we really want!.

```

o-----o
|      Skill      | SP Needed: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----|-----|
| Determination |           8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 |
|-----|-----|
|                |                Total SP Needed to Master: 440 |
|-----|-----o

```

Now I know what your thinking, "That's a lot of SP!" But it really isn't that much, and this skill is something we really need to get the other skills with as few SP as possible.

Goto the Skill screen and level Determination to level 3 for everyone. Then level up Herbology until it costs more than 1 SP (lvl 3).

Herbology raises the restorative effects of Blueberries/Blackberries by 3% each level, meaning you won't have to use as much as you do without Herbology.

This next section is for those of you who want easy Fol, and don't mind



spending 30-40 minutes leveling up a bit read on. To continue skip to (SKIP1)

```
O=====O
|                CYUSS' Purity Fol Trick  [03.0A]                |
O=====O
```

With this nifty little trick, you should have enough Fol to last you for a good while.

Remember, this is only if you have decided NOT TO TAKE CYUSS! Do not do this with RODDICK or ILIA, you don't need that much Fol in the beggining of the game.

First, level CYUSS up to level 15.

NOTE: A fast way to level him to 15 is to put ILIA and RODDICK in your Reserve Party. (Tactics-->Replace-->Move them to the right) This is risky, however, because if he dies, it's game over. So if your going to do it heal often.

Once he's level 15, goto his skill menu and level up Determination to level 2.

Why upgrade Determination to just level 2? Because at level 2, you'll be able to master Purity with the least amount of SP (349SP). Upgrading DTM anymore will raise it (353, 365+).

Now scroll down the skill list and find the skill Purity (It'll be on the right side).

Purity: A mind that is open to the whims of the Gods of Creation.

Ehhh? What does that mean? -grins- It means you get free Fol! That's right you read correctly FREE FOL! (Purity = Playfulness for you SO2 players)

The only problem with this skill is it costs so much! (So I suppose it's not really free....) But that's where Determination comes in! Sadly, it would take too long to get Determination to level 10, and that's not what we want for CYUSS anyway. We want to get Purity as high as possible!

```
O-----O
| Skill      | Level:      0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|-----|-----|
| Purity     | SP Needed:  13 | 15 | 17 | 19 | 21 | 26 | 36 | 46 | 56 | 76 |
|-----|-----|
|When        | Fol Made: 100|700|1900|3700|6100|9100|12700|16900|21700| 27100|
|Determination| Note: Fol Made is Constant even if Determination is higher |
|is level 2  | Total SP Needed to Master: 325 SP |
O-----O
```

When Determination is level 2, Purity costs 13 SP. At level 15 you have enough SP to get Purity to level 4 which will give you 6,400 Fol!

But wait! Your not done yet! Go to the Item Shop in Portmith and buy 15 Magic Canvas', then head to the Food Shop and get 20 Vegetables.

Goto your menu and acess CYUSS' Skill page. Level up Sketching to level 3 and Aesthetics to level 3 to get the Item Creation Skill Art to level 3. Then get Knife to level 1, Recipe to level 6, and Keen Eye to level 4 to get the Item Creation Skill Cooking to level 3.

Save your game.

Now goto CYUSS' Item Creation page. You should have two options, Art and Cooking. First goto Art and use your Magic Canvas' until you hear a "Ping" and see the message "CYUSS has aquired the Secret Talent Design Sense". Then goto Cooking and use those Vegetables until you hear another "Ping" and see the message "CYUSS has aquired the Secret Talent Taste" [07.05].

If you used all your Canvas' and didn't unlock it, reload and try again. I once had to buy 40 Canvas' to get it unlocked, then when I reloaded it only took me 3 Canvas'. It's random.

Now goto his skill page again. Voila! You now have 200 extra Skill Points, 100 SP for each talent you unlocked. Now put all this SP into Purity to get it to level 9. Doing so will get you a whopping 66,500 Fol. That's 72,900 Fol all together!

And the best part is, CYUSS will be leaving our party soon, so we didn't waste our main party's SP getting cash, we just spent an extra 40 minutes leveling up (and that's not bad).

So, 40-60 min to get 72,900 Fol? Is it worth it? You tell me. CYUSS isn't going to be in your party for much longer, so why not get as much Fol as you can from him?

Design Sense and Sense of Taste are the only two talents you can unlock now, so lvl 9 purity is about as much as your gonna get unless you spend another hour or so getting 74 more skill points to get Purity to level 10.

Getting it to level 10 will get you another 27,100 Fol. Frankly, 72,900 Fol is enough to last you a long while, even if your constantly buying Blackberries. It's up to you if you wanna spend the time getting it to level 10, but I wouldn't. (76SP and you getting ~10-15 SP per lvl?..)

o-----SKIP1--o

When your done, head back through Mt. Metorx to Haute. Once there goto Badam's Shop and watch the scenes. You'll get 600 Fol for your trouble.

Your party will get +1 AL toward each other for successfully delievering the bunny.

It is time to either beg CYUSS to stay, or let him leave. This walkthrough is for ASHLAY, so you'll be saying no. (If you want CYUSS go to [03.00])

Leave the shop. Your given three choices, the first lets CYUSS join your party permanently, while the last lets him leave. The second choice tells you about the Mt. Metorx Mine sidequest [05.01], which we don't want to go to just yet (the enemies there will slaughter you unless you're lvl 35-40).

Choose the third and head all the way back to Portmith.

Head to the west to get to the docks. Go to the northern most pier and talk to the sailor there. He will tell you that no ships are sailing because of pirates.

Your then given three choices. The first will let you take a boat below you to the Pirate Hideout.

The second will be like you didn't talk to him.

Choosing the third means that you will not be doing this side-quest. That's all fine and good, but it also means you WILL NOT BE ABLE TO RECRUIT PERICCI [08.11]! The sailor will comment that it'll be 20 days before the Pirate problem is taken care of, which means you'll have to stay at the Inn 20 times.

NOTE: If you accidentally choose the third option, and you suddenly decide that you wanted to do the quest instead of skipping it, you can still talk to the sailor and choose to fight. However, once you have slept at the Inn 20 times, you will not be able to do this quest.

20x60 = 1,200 Fol, 20x90 = 1,800 Fol Depending on how many characters you have in your party (2 or 3) this is how much Fol you'll need to bypass the Pirate side-quest.

Honestly, I would do the quest, not only will you level up to level ~16-19 you'll get some decent items too (RAINBOW DIAMOND!). AND, you'll be able to recruit PERICCI later on.

It's up to you though, if you've chosen to skip the quest skip ahead to [03.04].

```
o=====o=====o
| Pirate Hideout | SEARCH | 03.0B |
o=====o=====o
| Recommended Level | 12 |
o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o
| Antidote.....|_| | Horned Wolf.....[160 HP] |
| Blueberries.....|_| | Bandit.....[200 HP] |
| Resurrection Elixir.....|_| | Bushwacker.....[200 HP] |
| Blackberries.....|_| | Kobold.....[280 HP] |
| Lavender.....|_| | Robber Axman.....[540 HP] |
| Sapphire.....|_| | Vlekhent.....[MiniBS] |
| Necklace.....|_| | Vlekhent Cheif.....[ BOSS ] |
| Resurrection Elixir.....|_| |
| Resurrection Elixir.....|_| |
| Sweet Syrup.....|_| |
| Sacrificial Doll.....|_| |
| Blueberries.....|_| |
| Sweet Syrup.....|_| |
| Resurrection Elixir.....|_| |
| Magic Canvas.....|_| |
| Ruby.....|_| |
| Rainbow Diamond.....|_| |
| Saint Elmo's Charm**.....|_| |
o=====o=====o
```

\* - This item appears in Portmith AFTER you've completed this quest.

You'll appear in front of the Hideout next to your boat. You can sail back and forth to Portmith and the Hideout until you beat the boss. So if you run out of Blue/Blackberries or want to rest at the inn, you can.

I have included maps to all the floors, they're pretty big -- sorry, but hopefully they'll make any directions I give clearer. (If anyone can make smaller maps, that are readable, I would appreciate it)

```

              |                First Floor                |
O=====O=====O=====O=====O=====O=====O=====
|                                                                 |
| Key:                                                                 |
|   xxx = Gas (Need Flint to destroy) |                 |
|   SSS = Slime (Walk across)         |                 |
|   ____ = Stairs                      |                 |
|                                                                 |
O-----O-----O-----
|                                                                 |
|                                                                 |
|             #####                                          #####          |
| #####      #..____.#                                     #.....#          |
| #.10....X..#    #.....#                                 #.....#          |
| #.....X.....#    #.....#                               #2....#####..#   |
| #.....X.....#    #.....#                               #...3.#.....##..#  |
| #...X.....#####.....#####.....#####.....1###.#  |
| #####.....SSSSS.....#.....#..#                       |
|    ##.....SSSSS.....#.....#..#                       |
|    #####.....#####.....#.....#                       |
|                                     #.....#             #####          |
|                                     #.....#             |
|                                     START                   |
|                                                                 |
O=====O=====O=====O=====O=====O=====O=====

```

From the Entrance head to the right and grab the ANTIDOTE(1) from the chest. Then go down and up. Follow the path to the next screen and nab the BLUEBERRIES(2) and RESURRECTION ELIXIR(3) from the chests.

Go back to Entrance and go left this time. You'll come upon a 2 way path with some slime on the floor.

If you run across the slime you'll slide over the the oposite side, so walk across (hold circle O) to get where you want to go.

Going left across it will take you to a room with gas. We can't access the chest behind it yet, so go north and down the stairs to Basement level 1.

```

              O=====O=====
              |                Basement 1-1                |
O=====O=====O=====O=====O=====O=====O=====
|                                                                 |
| Key:                                                                 |
|   xxx = Gas (Need Flint to destroy) |                 |
|   SSS = Slime (Walk across)         |                 |
|   ____ = Stairs                      |                 |
|   W    = Switch                       |                 |
|                                                                 |
O-----O-----O-----
|                                                                 |
|                                                                 |
| #####                                                  |
| .....X.....#                                         |
| START .....X____#                                     |
| .....X.....#                                         |

```











Once in Portmith the catgirl runs away saying stuff about her being a bird and flying away. Alrightie then. She'll trip and drop her ocarina, so go pick it up. It's that little glitter of light.

NOTE: If you don't pick up the ocarina then you cannot recruit this character. Want to know who she is? Search [08.11].

NOTE2: Go down and talk to the blue-eyed boy now and he'll give you a SAINT ELMO'S CHARM, an accessory which absorbs water. This item is missable! If you do not get it now, you won't ever get it.

NOTE3: GO BUY A PICKAXE! You should have enough money if you did the side quest. If you don't buy one now, you won't be able to get quite a few items in the next dungeon.

Head outside of Portmith and save. Then return and talk to the sailor.

He'll be so happy you got rid of the pirates he'll take you over to Autanim for free. This is a one time deal. After this ship costs will be 30 Fol per person.

```
o=====o=====o=====o
| Autanim | SEARCH | 03.04 |
o=====o=====o=====o
| Recommended Level | 16 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Amulet of Antivenin.....|_| | NONE |
o=====o=====o=====o
```

When you arrive at Autanim a women will come up to you and wonder where ILIA's tail is. ILIA'll make up a sob story about losing it in a childhood accident. The red-head will apologize for being rude and introduce herself.

Meet PHIA Melle [08.07]. She'll then offer to escort you to Astral City.

Saying no will have no negative effects, nor will it get rid of the opportunity to recruit PHIA. If you take her, once you get to Tatroi City she'll leave anyway. So the only reason you'd take her is if you think the enemies on the Astral Continent will be too tough for you.

NOTE: Letting PHIA temporarily join gives ILIA +1 AL toward RODDICK.

My opinion: If your level 17+ you don't need to take PHIA with you. You'll be able to level up more if your on your own, and the enemies while tough with just two in your party, are not going to kill you.

You should probably decide whether or not you want to recruit her now. You won't be able to recruit her until much later, but if you don't plan on recruiting her at all, you can do the Purity Fol Trick with her like you did with CYUSS.

If you don't want to do the Purity Fol Trick, or you didn't bother having her escort you skip ahead to (SKIP2)

```
o=====o=====o=====o
| PHIA's Purity Fol Trick [03.0C] |
o=====o=====o=====o
```



| Key: |  
| |  
| H = House ITM = Item Shop |  
| FOOD = Food Shop SHIP = Ship |  
| SKL = Skill Guild WPN = Weapon Shop |  
| |

o-----o  
|  
| #####  
| #####..1#####...#####  
| #####..#####...#####  
| #####H#####FOOD#####  
| #####H#####...#####  
| #.....#####...#####  
| #####.....#WPN#####  
| ##INN#.....#####  
| #.....#####  
| #.....#####  
| #####.....#####  
| #####.....#####  
| #####.....#...#.....#####  
| #.....#...#.....#####...##  
| #.....#SKL#.....#####ITM##.....###  
| #.....#####  
| #.....#####  
| #.....#.....#####  
| #####.....#  
| #.....#####.....S#  
| #.....#####.....H#  
| #.....#####.....I#  
| #.....#####.....P#  
| #.....#####  
| ENTRANCE  
|  
o=====o

Head north from the docks to end up on a screen with the Food and Item Shops.  
North is the Food and West is the Item.

o-- Decorous Foods -----o  
|  
| Grains.....150 Fol Fruit.....80 Fol |  
| Vegetables.....20 Fol Meat.....50 Fol |  
| Seafood.....150 Fol Eggs & Dairy.....10 Fol |  
| Top Quality Tuna.....9000 Fol Rose Hip.....230 Fol |  
| Lavender.....35 Fol Mandrake.....80 Fol |  
|  
o-----o

o-- Elle's Odds and Ends -----o  
|  
| Blueberries.....50 Fol Aquaberries.....70 Fol |  
| Blackberries.....180 Fol Antidote.....100 Fol |  
| Paralysis Cure.....100 Fol Stone Cure.....100 Fol |  
| Resurrection Elixir.....500 Fol Sleeping Gas.....200 Fol |  
| Mind Bomb.....300 Fol Flare Bomb.....180 Fol |  
| Amulet of Antivenin.....1000 Fol Spectacles.....10 Fol |  
| Magical Canvas.....300 Fol Magical Clay.....300 Fol |  
| Feather Pen.....20 Fol Ruby.....600 Fol |  
| Sapphire.....600 Fol Crystal.....2000 Fol |  
| Diamond.....3000 Fol Iron.....150 Fol |  
|

| Scrap Iron.....5 Fol |

| |  
o-----o

The man next to the Item Shop with the art supplies will offer to sell you pictures of you characters. Don't bother, buying them will get you a DOODLE. (If you fail at making something with the Item Creation Art you get a DOODLE.)

From this screen head west two screens.

This screen houses the Skill Guild, go in and buy Knowledge 2 then head north.

o-- Autanim Skill Guild -----o  
| |  
| Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol |  
| Sense 2 (Determination, Danger Radar, Purity, P. Face).....1600 Fol |  
| Technical 1 (Sketching, Knife, Whistling, Imitation).....400 Fol |  
| Combat 1 (Guardbreak, Power Burst, Qigong, Trance).....400 Fol |  
| |  
o-----o

This screen has the Inn/Bar.

If you rest in the Inn here you'll see a scene with MILLIE and RONYX. MILLIE is praying and RONYX comments that on Earth religion is a relic of the past. MILLIE doesn't think RONYX is right. Then she suggests he learns Symbology. Not staying at the Inn, and not watching this scene will not have any negative impact on the game. It's just an explanation about how RONYX learned symbology (remember on Earth no one has heard of Symbology).

East from the Inn is the Weapon shop. Buy the new Weapons/Armor.

o-- The Art of War -----o  
| |  
| Saber.....300 Fol Claymore.....1300 Fol |  
| Rod.....100 Fol Hard Knuckles.....800 Fol |  
| Padded Armor.....300 Fol Silk Robe.....200 Fol |  
| Martial Arts Outfit.....1200 Fol Leather Helmet.....80 Fol |  
| Padded Helmet.....600 Fol Round Shield.....180 Fol |  
| Leather Greaves.....100 Fol Iron Greaves.....300 Fol |  
| |  
o-----o

NOTE: Before you buy anything from the WPN shop, unequip all of PHIA's armor and equip it on RODDICK. This way, the only thing you'll need to get for him is a Padded Helmet.

Behind the weapon shop is a house with an AMULET OF ANTIVENIN. An accessory that prevents poison. Equip it if you want, as the Assassin Bugs outside can poison you.

Stock up on Blue/Blackberries, and Aquaberries or Antidotes. You should have a decent amount of money from going through the Pirate Hidout.

You want Aquaberries or Antidotes because the Assassin Bugs can poison you. Although, the Item Shop sells Amulets of Antivenin so if you want to buy extra to equip instead of getting Aquaberries/Antidotes you can. It's a bit more expensive though.

After you've got all the equipment and items you want head south and exit the

city.

NOTE2: If you choose PHIA to do her Purity Fol Trick, but don't want her in your party so you can level up RODDICK and ILIA, put her in the Reserve Party. Goto Tactics-->Replace-->Move her to the right

```
o=====o=====o NOTE: Assassin Bugs are weak against
| Enemy Checklist - Astral Continent | fire, Axman are strong against fire,
o-----o but Sandworms absorb fire. So be
| Assassin Bug.....[280 HP] | selective about using your Firestorm
| Sandworm.....[360 HP] | Blade here. Ooze, Slime, and
| Mandrake.....[360 HP] | Mandrakes appear in the areas after
| Slime.....[420 HP] | Tatori.
| Robber Axman.....[540 HP] |
| Ooze.....[660 HP] | Follow the path. [SAVE] in front of
o=====o the next city you see, then enter.
```

```
o=====o=====o
| Tatori | SEARCH | 03.05 |
o-----o-----o
| Recommended Level | 17 |
o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o
| Resurrection Elixir.....|_ | ARENA |
| Aquaberries.....|_ | |
| Spectacles.....|_ | |
o=====o=====o
```

```
o=====o
| Tatori |
o-----o-----o
| Key: |
| |
| H = House ITM = Item Shop |
| FOOD = Food Shop SHIP = Ship |
| SKL = Skill Guild WPN = Weapon Shop|
| |
o-----o-----o
| ARENA |
| #####.....##### |
| #####.....##### |
| #####.....##### |
| #####.....##...#####...### |
| #####.....##ITM#####WPN### |
| #####.....## |
| #...3#####.....## |
| #.....#####.....## |
| ###H#####.....#####FOOD## |
| ##.....# |
| #####.....# |
| #####.....#####.....# |
| #####.....#####.....# |
| #####.....#####.....# |
| #####.....#####.....# |
| #####.....#####.....S# |
| #####.....#####...2#.....#####H# |
| #####INN#####H#####.....#####I# |
| #####.....#####.....P# |
| ###.....##### |
```

```

|           ###.....#####.....#
|           ###.....1....#.....#
|           #####.....#####.....#
|           .....##...#.....#
| ASTRAL CAVE .....##SKL##.....#
|           .....#
|           #####.....#
|           #.....##...#.....#
|           #.....##...#.....#
|           #####.....#
|           #.....#
|           ENTRANCE
|
O=====O

```

If you took PHIA with you she will leave your party as you enter. If you wanted to keep her, never fear you'll have the chance later.

NOTE: DO NOT GO INTO THE ASTRAL CAVE. IF YOU TAKE ONE STEP INSIDE YOU WILL NOT BE ABLE TO RECRUIT ASHLAY.

Head up and into the little niche to get a RESSURECTION ELXIR (1).

The bottom of the stairs houses the Skill Guild. Buy the 2 new skills from here. (Tech2, Combat2)

```

o-- Tatori Skill Guild -----o
|
| Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol |
| Sense 2      (Determination, Danger Radar, Purity, P. Face).....1600 Fol |
| Technical 2 (Eye for D., Penmanship, A. Training, Machinery).....1600 Fol |
| Combat 2     (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
|-----o

```

Straight above the Skill Guild is a house with AQUABERRIES (2) inside. To the left of the house is the Inn. Rest if needed.

Between the Inn and the house is a girl named Puffy. She let is a roleplaying person and will let you RP with her for 600 Fol. You can get a Flare Bomb and 120 Fol from her if you choose the right options, but it isn't worth it. The results of what you choose are funny though (If you come back after you get a Victory bomb? then you can see what happens when you beat her boss).

North from the Entrance is a 5-way intersection. Go left and into the house to get another chest with SPECTCALES (3). Back at the itersection go on the path above the stairs to the right. The first place here is the Item Shop.

```

o-- The Fighting Merchant -----o
|
| Blueberries.....50 Fol      Aquaberries.....70 Fol |
| Blackberries.....180 Fol    Antidote.....100 Fol |
| Paralysis Cure.....100 Fol   Stone Cure.....100 Fol |
| Resurrection Elixir.....500 Fol Sleeping Gas.....200 Fol |
| Mind Bomb.....300 Fol        Flare Bomb.....180 Fol |
| Amulet of Antivenin.....1000 Fol Pet Food.....10 Fol |
| Spectacles.....10 Fol        Magic Canvas.....300 Fol |
| Magic Clay.....300 Fol        Feather Pen.....20 Fol |
| Ruby.....600 Fol             Sapphire.....600 Fol |
| Pipe Organ.....5000 Fol       Iron.....150 Fol |

```

Restock on Blue/Blackberries here and continue next door to the Weapon Shop.

o-- Ed's Hardware -----o

Saber.....300 Fol	Sinclair.....2000 Fol
Claymore.....1300 Fol	Rod.....100 Fol
Hard Knuckles.....800 Fol	Padded Armor.....300 Fol
Silk Robe.....200 Fol	Martial Arts Outfit.....1200 Fol
Leather Helmet.....80 Fol	Padded Helmet.....600 Fol
Round Shield.....180 Fol	Leather Greaves.....100 Fol
Iron Greaves.....300 Fol	

NOTE2: You will be able to get a chest with the Sinclair soon. It's up to you if you wanna buy it now though. If you have more than enough money (Purity Fol Trick?) then go ahead and buy it anyway.

Go northwest down the stairs and you'll be in the Food Shop. Exit.

o-- Feast of Victory -----o

Grains.....150 Fol	Fruit.....80 Fol
Vegetables.....20 Fol	Meat.....50 Fol
Seafood.....150 Fol	Organic Vegetables.....4000 Fol
Sirloin.....7200 Fol	Rose Hip.....230 Fol
Lavender.....35 Fol	Mandrake.....80 Fol

To the right is the Harbor, but ignore it for now. Head back to the intersection and go up this time. Watch the small scene and continue on.

You'll be in the Tatori Arena.

In the Arena you're able to fight 5 battles. The battles differ depending on your rank. Once you beat a rank, you'll be bumped up to the next rank.

You start on rank G, and you can go up to rank A. The monsters grow with difficulty as the rank increases.

You also are only able to use the items they give you. So don't expect to be able to heal everytime you get hurt.

For the rules, a list of the monsters in each rank, and the prizes you get search [05.04].

When you enter the Arena, head right. Then left past the first set of stairs to the second. Go up left and down the first set of stairs. To the right in the corner is ASHLAY. Talk to him and he'll leave. Go back to the Entrance of the arena and go left this time.

Past the standing guards to the guards sitting behind the desk. The one on the right will give you the rules of the Arena, and the one on the left will let you sign up to fight.

Battles here are one-on-one, so when you sign up you have to choose who is

going to battle.

To get ASHLAY you need to fight and win one rank. If your 18+ you won't have any problems with the enemies.

It doesn't matter who you fight with, but I prefer RODDICK.

Sign RODDICK up, and you'll be in the middle of the Arena.

Rank H and Rank G start with 4x Blue/Blackberries

O=====O		
	Rank H	
O=====O=====O=====O=====O		
Round 1	Bushwacker (200 HP)	
----- ----- ----- ----- ----- ----- ----- ----- ----- ----- ----- -----		
Round 2	Slime (420 HP)	
----- ----- ----- ----- ----- ----- ----- ----- ----- ----- ----- -----		
Round 3	Kabold (280 HP)	
----- ----- ----- ----- ----- ----- ----- ----- ----- ----- ----- -----		
Round 4	Robber Axman (540 HP)	
----- ----- ----- ----- ----- ----- ----- ----- ----- ----- ----- -----		
Final Round	Velkhent (2500 HP) (BOSS-2)	
O=====O		

This shouldn't be a problem. These are all enemies you've fought before. If you do have problems don't be afraid to use Blue/Blackberries as they don't use yours.

Spam regular attacks to save your MP for the final round. Spam Firestorm Blade the final round and you'll be done!

For beating Rank H you'll get a Medical Set (1x Antidote, 1x Blueberries, 1x Paralysis Cure, 1x Stone Cure)

I was at level 21 when I entered Tatori. At level 21 it is possible (with his best weapon so far -- Sinclair) to make it to Rank C. At rank C you should be at level 26 or 27. At level 27 the Determination skill should be at level 10. You can upgrade the skill Resilience to level 5 and the skill Knife to level 4. This way you'll have a bit more defence and strength. With this you can make it to Rank A.

At rank C you'll get the Omega SFT, which lets you upgrade some characters killer moves.

You can't get past rank A until you get a better weapon and level up though. I was at level 32 and I did 30-40 dmg to the Round 1 of rank A. Bah.

I don't really recommend getting to Rank A right now, though. Rank C is kinda iffy. You don't really need the Omega SFT right now, but if you rea~lly want it go for it.

Anyway, once you've beaten the first Rank (or however many you wanted to beat) head toward the harbor. At the harbor you'll see ASHLAY, he'll ask about your story, and then offer to join. Say yes and you'll automatically be taken to Astral City.

NOTE2: Before you go to Astral City, make sure you have a Pickaxe. If you don't have one, you'll have to go all the way back to Portmith and get one. It is needed for the next dungeon.



```

O=====O=====O=====O
| Astral | SEARCH | 03.06 |
O=====O=====O=====O
| Recommended Level | 17 |
O=====O=====O=====O
| Item Checklist | Enemy Checklist |
O-----O-----O-----O
| NONE | NONE |
O=====O=====O=====O

```

A cutscene of PHIA killing 2 guards at the Astral Cave Entrance at Tatori will happen before you'll be at the Astral City harbor.

When there, PHIA will greet you (how did she get here so fast?) and take you to her father, Lord Lias' house.

After the scenes you'll be in the guest room with the option to shop or sleep. Pick shop and leave the room. Go left and down the stairs. To the right you can eavesdrop on ASHLAY and Lias talking.

Leave from the south when ready. It's time to explore Astral City.

```

O=====O=====O=====O
| Astral City |
O=====O=====O=====O
| Key: |
| |
| H = House ITM = Item Shop |
| FOOD = Food Shop SHIP = Ship |
| SKL = Skill Guild WPN = Weapon Shop|
| LLH = Lord Lias' House |
| |
O-----O-----O-----O
| CASTLE |
| #####.....##### |
| #####.....##### |
| #####.....##### |
| #.....##### |
| #####H#####.....##### |
| #.....#####WPN |
| #.....## |
| #.....## |
| #.....#####.....### |
| #.....#####.....###..# |
| #.....#####.....SKL..# |
| #.....#####.....#### |
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| #.....#####.....# |
| #.....#####.....# |
| #.....#####.....# |
| #.....#####.....# |
| #####.....#.....#####.....# |
| S.....#.....#.....#####.....#ITM##FOOD####.....# |
| H.....#.....#LLH##.....# |
| I.....#.....# |
| P.....#.....# |

```

```

| .....SP.....#
| #####.....#
| #.....#####
| #.....# #####
| #..... ASTRAL CAVE
| #.....
| #.....
O=====O

```

There are no chests here, so all that you need is to get ILIA's newest Armor at the Weapon Shop.

o-- The Astral Armory -----o

```

|
| Sinclair.....2000 Fol   Claymore.....1300 Fol |
| Ruby Wand.....1000 Fol   Hard Knuckles.....800 Fol |
| Ring Mail.....600 Fol    Kung Fu Top..... 3200 Fol |
| Padded Helmet.....600 Fol   Knight's Shield.....1100 Fol |
| Iron Greaves.....300 Fol
|
O-----O

```

You should also stock up on Blue/Blackberries, and get 20 Pet Food from the Item Shop.

o-- Esther's Knickknackles -----o

```

|
| Blueberries.....50 Fol   Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol |
| Paralysis Cure.....100 Fol   Stone Cure.....100 Fol |
| Resurrection Elixir.....500 Fol   Sleeping Gas.....200 Fol |
| Mind Bomb.....300 Fol     Flare Bomb.....180 Fol |
| Amulet of Antivenin.....1000 Fol   Pet Food.....10 Fol |
| Spectacles.....10 Fol     Magic Canvas.....300 Fol |
| Magic Clay.....300 Fol     Feather Pen.....20 Fol |
| Ruby.....600 Fol         Sapphire.....600 Fol |
| Crystal.....2000 Fol     Diamond.....3000 Fol |
| Iron.....150 Fol
|
O-----O

```

o-- The Desert's Gifts -----o

```

|
| Grains.....150 Fol     Fruit.....80 Fol |
| Vegetables.....20 Fol   Meat.....50 Fol |
| Seafood.....150 Fol    Eggs and Dairy.....20 Fol |
| Geletinous Slime.....100 Fol   Wobbly Slime.....100 Fol |
| Rose Hip.....230 Fol     Lavender.....35 Fol |
| Mandrake.....80 Fol
|
O-----O

```

Also, make sure you have a Pickaxe. Equip it (it's an accessory).

When you ready, save and head back to Lias' guest room and rest.

After the scene head out of Lias' house and go to the right. You'll see PHIA go south, so follow her and head into the cave.

O=====O=====O=====O

Astral Cave		SEARCH   03.07	
Recommended Level		17	
Item Checklist		Enemy Checklist	
Sweet Syrup..... _		Cutie Bunny.....[260 HP]	
Resurrection Elixir..... _		Mandrake.....[360 HP]	
Silver..... _		Cleric.....[360 HP]	
Sapphire..... _		Armored Knight.....[600 HP]	
Amulet of Antivenin..... _		Ooze.....[660 HP]	
Sacrificial Doll..... _		Darth Widow.....[ BOSS ]	
?Weapon (Silver Sword)..... _			
Necklace..... _			
Gladius..... _			
Crystal..... _			
Green Beryl..... _			
?Item (Refreshing Syrup)..... _			
Sinclair..... _			
1200 Fol..... _			
Iron..... _			
Flare Bomb..... _			
Sapphire..... _			
Crystal..... _			
Lunar Talisman..... _			
Cinderella Glass..... _			
200 Skill Points..... _			

NOTE: Armored Knights drop Sinclairs.

NOTE2: Make sure you have a Pickaxe equipped.

You should have ~100 SP, and there are a few items here that require you to appraise it. To get the Item Creation Appraising get these skills:

Item Knowledge, Mineralogy, and Herbology.

If they start to cost more than 1 SP don't bother leveling them yet. You should be able to get Appraising to around level 4 or 5. You need spectacles to appraise, but you should have alot. If by some chance you don't you can leave the cave and buy them.

Astral Cave	
Key:	
SP = Save Point      W = Switch	
DD = Door      \$\$ = Tatori to Astral	
## = Astral to Tatori	
A	
S #####	
T ...HEAL.....#	
R .....#	
A ....SP.....#	
L #####DD#####.....#	
\$.\$.                      ##....#	



|  
O=====O  
That's a really big map...

Anyway, inside is a SP and a statue above it. The statue heals your HP/MP so this is an ideal place to level. The enemies here give a decent amount of EXP. Getting to level 30+ or so won't take you too long. (RODDICK gets Dragon Roar at level 30).

The boss at the end of this is relatively easy at level 20+, so you don't NEED to level up, but it would make things easier.

Anyway, when your ready head east, because the door south is locked.

These paths are one way, so you can only go one way when headed to Tatori, and vise versa.

Continue past one screen. Make sure you have a pickaxe equipped (it's an accessory) and search near the glitter for SILVER(1), then continue south.

At the intersection go south and search another glitter for SAPPHIRE(2), then head to the next screen for 3 chests: AMULET OF ANTIVENIN(3), SACRIFICIAL DOLL(4), and ?WEAPON(5) (Silver Sword, equipable on CYUSS only).

Go back to the intersection and go left for another intersection. Take the right path and grab the NECKLACE(6) before returning and leaving south. Continue south 2 screens until your in a large room with 4 paths.

Take the northwest path first for a GLADIUS(7) (PHIA's), then take the east path and search the glitter for CRYSTAL(8). Now take the south path this time, and continue until you reach a save point.

Now you have two options.

Continue south and fight the boss. This will make you leave the dungeon. Come back and get the rest of the treasure later.

OR

Get the treasure now.

My opinion: Get the treasure now. Your here already so just get it over with.

If your going to get the treasure later skip to (BOSS-4).

From the SP go north, and search the glitter on the right for GREEN BERYL(9), then head right to get the chest of ?ITEM(10) (Refreshing Syrup).

Back one screen and continue north and over the bridge. You'll be at a screen with a chest, SINCLAIR(11) (RODDICK/ASHLAY), a switch, and 3 doors.

Pull the switch to open the left door, go in and grab 1200 Fol(12) from the chest and IRON(13) from the glitter.

Pull the switch 2 more times, to open the right door. Grab the FLARE BOMB(14) then go back and pull the switch twice more. Go through the middle door now. Take the SAPPHIRE(15) and CRYSTAL(16) from the glitters and go through the door. You'll end up at the SP near the Astral City exit. Heal at the statue then head all the way back to the SP near Tatori.

Save then head south to fight the boss.

```

O=====O
|Name: Darth Widow      |                               | (BOSS-4) |
|=====O=====|
| Level Range: 20+      | HP Range: 10,000      | MP Range: 40      | EXP: --- |
|=====O=====|
| Weakness(es): Fire    |                               |               |
| Strength(s): Water    |                               |               |
|=====|
| DROPS LIST: N/A      |                               |               |
|=====O=====O=====O=====O=====|
| Strategy: She has 3 Stropers (520HP) with her. These guys can divide in |
| ----- half, creating more of them so kill them quickly. After you've |
| delt with them spam Firestorm Blade like crazy, because she's weak against |
| fire (YAY!). You'll do about 300-400 dmg w/ Firestorm Blade, so it      |
| shouldn't take to long to kill her. As always, keep an eye on your HP/MP. |
O=====O

```

After some scenes you'll be in the King's chamber. For your trouble you'll recieve LUNAR TALISMAN, CINDERELLA GLASS, and 200 SP.

That's right, 200 SP! Weeee!

ASHLAY will tell PHIA to forget about CYUSS, that he had his reasons to leave. Your given the choice to talk about CYUSS or say nothing.

Talking about CYUSS will have PHIA saying something along the lings of "at least he's alive."

Saying nothing will continue the story.

After, your given the choice to visit Purgatorium, or search the other towns.

NOTE3: If you do not choose to visit Purgatorium when given the option you WILL NOT be able to get the character IOSHUA [08.08]. Nor will you be able to do his Purity Fol trick (if you don't want to keep him).

NOTE4: If you don't get IOSHUA, you won't be able to get EYRS [08.13].

NOTE5: If you do go to Purgatorium, save the SP Statues. You'll come back here later when you have more characters. If you save the statues, they'll be able to get the SP too.

Anyway, you have 200 more SP! If the skill Determination isn't level 10 upgrade it now!

Once you've mastered Determination(DTM), master Herbology. You should have a good deal of SP left over. So upgrade Resilience to level 7.

Resilience: The will to withstand pain and suffering. Raises CON by 2 per LV.

Con = Defence. We like defence.

```

O-----O
| Skill      |Level:      1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----|-----|
| Resilience |SP Needed:  1 | 1 | 1 | 1 | 1 | 2 | 9 | 17 | 26 | 36 |

```

```
|-----|-----|
| DTM at lvl 10 | Total SP Needed to Master: 95 |
o-----o
```

We have a long trek to Purgatorium, so look and see if someone has the talent "Love of Animals" [07.05] if someone does, upgrade the skill Whistling and Animal Training to get the Specialty Familiar. Upgrade Familiar to level 2 or 9 For a list of the shops search (SP001).

This specialty lets you open a shop anywhere. What is in the shop depends on what the Specialty level is. We want an Eagle (or Pigeon), so we want to upgrade Familiar to level 1-2 or 9-10. (1-2 = Pigeon, 9-10 = Eagle).

This specialty requires the item Pet Food, which I told you to buy earlier. It is a must for us, because it lets us restock Blue/Blackberries. You'll probably be using quite a few Blackberries.

If none of you characters has the talent "Love of Animals" then pick which character you want to get it and give them the Specialty Familiar.

Then goto their Specialty page and Call a bird until you hear a "Ping" and see the message "You have unlocked the Secret Talent Love of Animals". Once you do this you'll be able to call a bird to you anywhere. Hurrah. (If you use all your Pet Food then buy some more and try again, they're cheap enough)

```
o-- Eagle Run (level 9-10) -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Spectacles.....10 Fol |
| Athelas.....800 Fol      Medicine Bottle.....300 Fol |
| Resurrection Elixir.....500 Fol   Magic Canvas.....300 Fol |
|
o-----o
```

Don't upgrade anything else. We're going to save our skill points for another skill -- Effort.

Leave Lias' manor and restock on Pet Food, Food items, and some Magic Clay. I would buy 20 of each (Grains, Fruit, Vegetables, Meat, Seafood) before heading west to the dock and taking the ship back to Tatori. Leave Tatori now.

Hit the START button until the map on the bottom right of the screen is fixed and shows the whole world. Follow the road west until you get to a split.

Continuing west will take you to Tropp, while going east will take you to a cave and on to Purgatorium.

If you've chosen not to go to Purgatorium (and subsequently not recruit IOSHUA or ERYS) skip to [03.09].

When you exit the cave, look around and you should see a building. This is the front of Purgatorium. Going inside will get us a free 50 SP. I would save it for later, when you have all the optional characters you want so they can get the SP as well.

Anyway, inside head north 2 screens and into the east door. Go into the door and pull the switch. You'll hear a "click". Leave the room and head back into the previous room. This time enter the west door. You'll see a chalice.

Examine it to get 50SP.

Now leave the building itself.

Head east around the mountain until the screen changes. This is the back entrance to Purgatorium. Head north and watch the scene.

Meet IOSHUA Jerand [08.08].

IOSHUA is a healer/attack mage. He has Water/Earth/Wind and Light spells at his disposal, as well as healing spells. IOSHUA's only failing is he does not have Raise Dead.

IOSHUA is required to get ERYS [08.13], his sister. His sister is also a healer/attack mage. She has Fire/Earth/Light spells, healing spells and Raise Dead.

Personally, I think IOSHUA is a great character to have. He and his sister beat RONYX spell wise too. (For some reason, RONYX's weapons don't give him any MAG stats).

Anyway, decide now. Go outside and [SAVE] regardless of what you've choosen.

When ready head inside.

```
o=====o=====o=====
| Purgatorium                                | SEARCH | 03.08 |
o=====o=====o=====
| Recommended Level      | 20                                     |
o=====o=====o=====
|          Item Checklist          |          Enemy Checklist          |
o-----o-----o-----
| 50 Skill Points.....|_| | Assassin Bug.....[280 HP] |
| 50 Skill Points.....|_| | Stroper.....[520 HP] |
| 50 Skill Points.....|_| | Witchette.....[420 HP] |
| Froghead.....|_| | Savant.....[720 HP] |
| 50 Skill Points.....|_| | Cutiebell.....[840 HP] |
| 50 Skill Points.....|_| | Wolf Spirit.....[ BOSS ] |
| Ring of Resistance.....|_| |
| Resurrection Elixir.....|_| |
| ?Mineral (Rune Metal).....|_| |
| 50 Skill Points.....|_| |
| 50 Skill Points.....|_| |
o=====o=====o=====
```

MAP HERE

When you gain control go inside the west door and pull the switch. The tablet is a clue. It reads:

Clue 1: "The red light is thy enemy; the blue light is the true path."

What does this mean? We'll find out soon. Go back and into the east door this time.

The east path holds a door with 2 more SP chalices holding 50SP each. Get them or save them for later. Continue north to enter a large room with blobs of color bounding around. Remember the clue?

Touching the red one forces you into a battle, while the blue one takes you to the exit. The orange takes you back to the beggining, and the green takes



you to the chest that holds a FROGHEAD (Equip this on ASHLAY as he has the lowest defence at this time).

An easy way to touch the green one is to stand slightly to the west to the stairs, while an easy way to touch the blue is to stand a little way in front of the stairs.

Touch the blue one to continue on. Head west then south. In the door is another SP statue. Save it or grab it then head north into the door.

You'll see IOSHUA getting beat up by a Velkhent, so you'll get to save him.

In battle you'll be fighting 3 of them, but they're easy (they only have 2500 HP) RODDICK's firestorm blade should do between 600-1400 damage to them, so the battle will be over quick if you spam it.

Afterwards IOSHUA will tell you more about himself and join you. His strategy is set at "Heal Friends Only" so if you want him to use his battle magic then switch it to "Do what it takes to win". He'll still heal you if you get low on HP, so don't worry.

If you DO NOT plan on keeping IOSHUA, and want (relatively) easy Fol read on, if your keeping him skip to (SKIP3)

```
O=====O
|                IOSHUA's Purity Fol Trick [03.0D]                |
O=====O
```

NOTE: Do this trick only if you DO NOT PLAN ON RECRUITING IOSHUA later on. Do NOT do this trick with your regular characters.

IOSHUA is the most annoying character to do this trick with.

Not only because there isn't a quick save point near by, but he likes to take his sweet time unlocking the talent Taste.

Go to his status menu and scroll down to his talents. Make sure he DOES NOT have the talents Taste and Design Sense. IOSHUA really liked to start with Design Sense for me (I tried to reload 10x and he had it 9 of them!). Reload until you don't have them.

Anyway, head all the way back outside. Upgrade his Determination to 2, Recipe and Keen Eye to 3, Knife to 1, Art to 1, and to 1.

Why upgrade Determination to just level 2? Because at level 2, you'll be able to master Purity with the least amount of SP (349SP). Upgrading it anymore will raise it (353, 365+).

SAVE IT.

Go to IOSHUA's Item Creation menu and choose cooking, hopefully you bought 20 of each, your going to need it.

IOSHUA likes to take his time unlocking the Talent Taste. For about an hour of numerous reloads I was convinced he couldn't learn it despite what I read otherwise. I even tried to upgrade Cooking to level 10 and it still took me ~70 foods to unlock it!

If you upgrade his cooking to any more than 3 you won't be able to get Purity to level 10 so don't bother.

This is why you save before attempting to unlock anything. If you use up all the food you bought (man IOSHUA sucks at cooking) reload and try again. Hopefully it won't take you too long to unlock it.

Save again, then unlock Design Sense with your Magic Clay.

Now we want the skill Purity.

Purity: A mind that is open to the whims of the Gods of Creation.

EWhat does that mean? -grins- It means you get free Fol! That's right you read correctly FREE FOL! (Purity = Playfulness for you SO2 players)

The only problem with this skill is it costs so much! (So I suppose it's not really free....) But that's where Determination comes in! Sadly, it would take too many SP to get Determination to level 10, and that's not what we want anyway.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Purity	SP Needed:	13	15	17	19	21	26	36	46	56	76
When	Fol Made:	100	700	1900	3700	6100	9100	12700	16900	21700	27100
Determination	Note:	Fol Made is Constant even if Determination is higher									
is level 2		Total SP Needed to Master: 325 SP									

Scroll down and put all his remaining points into Purity. This will level it to level 10 giving you 100,000 Fol. Congrats! Free Fol!

Anyway, when your ready go back to the room you found IOSHUA in.

-----SKIP3-----

Examine the tablet for another clue.

Clue 2: "Thy path opens from a steep road."

Go through the door. You'll be at another color blob room, this time with 2 chests. Luckily, the green blobs don't move around so it's just a matter of dodging the orange ones.

The eastern blob takes you to a RING OF RESISTANCE.

The northwestern blob takes you to a RESURRECTION ELIXIR.

There are also 2 rooms to the east and west. The west room holds the steep road from the clue. There's a switch at the top. Pull it.

The eastern room has a switch and 2 more 50 SP chalices. After you've pulled both switches head back to the blob room and touch the blue blob.

Enter the door and SAVE. Then look at the third clue.

Clue 3: "Thy road may not always be the same."

Enter the door and you'll be in yet another color blob room, this one much larger than the others. It can be very confusing on how to get to the door,

but hopefully you'll understand my directions.

There are 2 blue blobs here, one sends you to the chest, while the other takes you back to the beginning.

One blue one goes back and forth diagonally, while the other one goes in a sort of backwards L boxing it.

Try and manuvre your way to the backwards L blob, it will take you to another blue blob touch the second one and that one will take you to the green one, and then to the chest, ?MINERAL (Rune Metal).

Touch the the green, blue, and blue blob again to get back to the bottom.

Now look for the orange blob (it's moving in a bigger backwards L pattern).

When you touch it, you'll be near another blue and orange blob. DO NOT TOUCH the blue blob. Instead touch the orange one you came from. Remember the 3rd clue: "Thy road may not always be the same."

You'll now be between 2 orange blobs. Touch the LEFT one (the one you came from) and you'll be at the door.

Enter the door to see 3 doors at the north, west, and east.

The west door will take you to a chalice that will heal your wounds, while the east door will take you to 2 chalices of 50 SP.

Continue through the north door for a boss battle.

```
O=====O                                     O-----O
|Name: Wolf Spirit      |                               | (BOSS-5) |
|=====O=====|
| Level Range: 21+     | HP Range: 4,000           | EXP: 1200 |
|=====O=====|
| Weakness(es): Dark  |                               |           |
| Strength(s): Light  |                               |           |
|=====|
| DROPS LIST: ?MINERAL (Rune Metal) |
|=====O=====O=====O=====O=====|
| Strategy: There are 4 of them, and you start out stunned. Dragon Roar does |
|----- ~350 dmg and hits 3-4 times, while Firestorm Blade does ~650 dmg |
|and hits twice. Spam either one and they'll go down easily. You won't have |
|worry about healing, because IOSHUA should be doing it for you.           |
O=====O
```

As a reward, everyone in your active party recieves +1 AL toward each other.

After the battle go through the door and watch the scenes.

IOSHUA sadly won't be told where his sister is, but you'll find out where MILLIE and RONYX are. Turns out they're somewhere in the Van Kingdom.

Afterwords you'll be transported to the front entrance of the Purgatorium.

NOTE: You will choose whether to keep IOSHUA or let him go. If you let him go you will NOT be able to get ERYS.

Select either option and then you'll remember IOSHUA. You have 2 chances to get rid of him, so be careful. The choice "Stop him" is the second one, so be



When you enter Tropp you'll see something crash on the planet and then you giving 2 options:

"You wanna go way back there?" makes ILIA and IOSHUA lose -1 AL toward RODDICK

"I've got to see this!" makes ILIA and IOSHUA gain +1 AL toward RODDICK and has RODDICK telling ILIA about the Celestial ship from the future.

No matter what you choose you'll have to go ALL the way back to Kraat. Grr. Explore Tropp first if you want. Straight ahead is the skill guild.

```
o-- Tropp Skill Guild -----o
|
| Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol |
| Sense 2      (Determination, Danger Radar, Purity, P. Face).....1600 Fol |
| Technical 2 (Eye for D., Penmanship, A. Training, Machinery).....1600 Fol |
| Combat 2     (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
|-----o
```

To the east is a house with a chest of ?ITEM(1) (Cinderella Glass)

North of the plaza has the Inn and Weapon shop, west of that has the bar and Food shop.

```
o-- Neptune's Trident -----o
|
| Sinclair.....2000 Fol   Claymore.....1300 Fol |
| Ruby Wand.....1000 Fol   Hard Knuckles.....800 Fol |
| Ruby Orb.....5000 Fol   Ring Mail.....600 Fol |
| Kung Fu Top.....3200 Fol   Padded Helmet.....600 Fol |
| Knight's Shield.....1100 Fol   Iron Greaves.....300 Fol |
|
|-----o
```

```
o-- Feast of Victory -----o
|
| Grains.....150 Fol   Fruit.....80 Fol |
| Vegetables.....20 Fol   Meat.....50 Fol |
| Seafood.....150 Fol   Organic Vegetables.....4000 Fol |
| Sirloin.....7200 Fol   Rose Hip.....230 Fol |
| Lavender.....35 Fol   Mandrake.....80 Fol |
|
|-----o
```

The weapon shop has a Ruby Orb for the character you'll be getting with RONYX. Nab it if you want it (if plan to use her).

Go to the west from the entrance to get to the Harbor. Talk to the southwest most sailor to head to Portmith. Then head all the way to the area near Kraat.

Before you get to Kraat, you'll see the ship that crashed (it's straight north from the bridge).

After the scenes head all the way back to Tropp, and then talk to the sailor above the Portmith one to get to Eckdart.

```
o=====o=====o=====o
| Eckdart | SEARCH | 03.10 |
```

Recommended Level		22
Item Checklist		Enemy Checklist
Spectacles..... _		NONE

You'll appear at the docks. If IOSHUA is NOT in your party, you'll see MILLIE running by. She'll be in the Inn.

If you have IOSHUA, then MILLIE will be in Silvalant.

But for now it's time to explore Eckdart.

Eckdart	
Key:	
H = House	ITM = Item Shop
FOOD = Food Shop	SKL = Skill Guild
\$\$\$\$ = Bridge	JWL = Jewel Shop
MSC = Music Shop	
<pre> ##### #.....##### #####.....#####.....##### #.....#####JWL#####MSC##### #####.....# #...#.....# #####H###.....# #####.#####.#####.##### #..SKL.....#####.##### #####.....# #####INN#####.....# #.....# #.....# #.....###.....# ###..### #.....# #.....# #.....# #..# #.....# #.....# #.....# #..\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$#####.....# #.....# #.....#####.....# #.....# #..\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$\$.....#..1#.....# #.....# #.....# #.....##H###.....# #.....# #####.....##### #.....# #.....# #.....ITM# #.....# #.....# #.....#####.....# #.....# #.....# #.....#####.....#####.....# #.....# #.....#####.....#####.....#####.....# ##### #.....#####.....###.....##.....#...####.....#### #...# #.....#####.....#####BAR###.....#H#####.....# ###FOOD#####.....SHIP# #.....# #####.....##### #.....# ENTRANCE </pre>	

Directly west of the docks is the Bar and some homes. The northern most

home contains SPECTACLES(1).

North of this is the Music/Jewel shops.

```

o-- Dibson Instruments -----o
|
| Feather Pen.....20 Fol      Conductor Baton.....100 Fol |
| Harmonica.....800 Fol      Pipe Organ.....5000 Fol |
| Lyre.....12000 Fol      Cembalo.....16000 Fol |
| Violin.....50000 Fol      Piano.....80000 Fol |
| Mystical Shamisen.....100000 Fol      Silver Trumpet.....300000 Fol |
|
o-----o

```

```

o-- The Jewel in Her Eye -----o
|
| Ruby.....600 Fol      Sapphire.....600 Fol |
| Green Beryl.....2000 Fol      Crystal.....2000 Fol |
| Diamond.....3000 Fol      Silver.....300 Fol |
| Gold.....300 Fol      Brooch.....2500 Fol |
| Necklace.....500 Fol      Iron.....150 Fol |
|
o-----o

```

West of this is the View Point. Southwest of the View Point is a house and the Skill Guild.

In the Skill Guild, BUY SENSE 3 (and the other skills you need). Sense 3 has the next skill we want: Effort.

```

o-- Eckdart Skill Guild -----o
|
| Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol |
| Sense 3      (Effort, ESP, Aesthetic Design).....2700 Fol |
| Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol |
| Combat 2     (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
o-----o

```

Effort - "The will to push one's self towards one's goals. Lowers EXP needed to level up."

```

o-----o
|      Skill      | SP Needed: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----|-----|
|      Effort      |              1 | 4 | 12 | 20 | 28 | 36 | 44 | 52 | 60 | 68 |
|-----|-----|
|      DTM @ 10    |                                Total SP Needed to Master: 325 |
o-----o

```

This skills reduces the EXP needed to level up by 50%. So it is recommended that you level Effort up 1-2 levels, level your character up, and then level up Effort again.

If you got the skill Resilience like I said to before, then with the skills Determination, Effort, and Resilience you'll have the Specialty Train.

Train - "The special ability to lower one's attributes in return for gaining more EXP in battle."

If you start training, then your stats IN BATTLE will be lowered (making battles slightly harder), but you'll get more EXP.

Start training. The enemies shouldn't be a problem even if you have lowered stats in battle.

With the skills Herbology and Resilience you'll have the Specialty Survival.

With both Specialties Train and Survival you'll have the Super Specialty Enlightenment.

Enlightenment - "An Super Specialty where everyone makes a few sacrifices to earn more skill points per level."

Activate this to get more SP when you level up.

Once you have these skills mastered you can level up whatever you choose to.

I'd try to get Customization and Alchemy first though. For a list of Item Creations/Specialties/Super Specialties search [07.03].

South of the Skill Guild is the entrance with the man in the northeast corner the item shop.

```
o-- Oroshi the Peddler -----o
|
| Blueberries.....50 Fol   Aquaberries.....70 Fol |
| Blackberries.....180 Fol  Antidote.....100 Fol  |
| Medicine Bottle.....300 Fol Resurrection Elixir.....500 Fol |
| Artemis Leaf.....320 Fol   Wolfsbane.....150 Fol  |
| Lavender.....35 Fol       Athelas.....800 Fol   |
| Pet Food.....10 Fol       Spectacles.....10 Fol  |
| Magic Canvas.....300 Fol   Magic Clay.....300 Fol |
| Keen Kitchen Knife.....4000 Fol
|
|
o-----o
```

The building west of the entrance is the Food Shop.

```
o-- Nectar of the Gods -----o
|
| Root Beer.....300 Fol   Bloody Driver.....300 Fol |
| Fire in the Sky.....900 Fol   Luxury Grape Juice.....218000 Fol |
|
|
o-----o
```

North of the entrance is the Inn.

When you've gotten everything you want, exit Eckdart.

```
o=====o
|   Enemy Checklist - Van Continent | As you leave, if you have IOSHUA
o-----o he'll ask to visit the old man who
| Cleric.....[360 HP] | saved him.
| Magician.....[680 HP] |
| Savant.....[720 HP] | If you don't have IOSHUA or don't
| Dire Wolf.....[1080 HP] | want to do this, skip ahead to
| Lizard Axman.....[1620 HP] | [03.11], otherwise continue.
o=====o
```



Mt. Eckdart is directly to the northeast of Eckdart. You should see a dirt path that leads behind the mountain.

Mt. Eckdart		SEARCH   03.0E
Recommended Level		23
Item Checklist		Enemy Checklist
?Herb (Lavender)..... _	Magician.....[680 HP]	
Rose Hip..... _	Savant.....[720 HP]	
Blueberries..... _	Dire Wolf.....[1080 HP]	
Spectacles..... _	Kobold King.....[1200 HP]	
Fine Shield..... _	Gerel.....[1200 HP]	
?Herb (Mandrake)..... _	Dragonfly.....[1200 HP]	
Rod of Jewels..... _	Pixie.....[1360 HP]	
Lavender..... _	Lizard Axman.....[1620 HP]	
?Herb (Artemis Leaf)..... _		
Robe of Deception..... _		
Wolfsbane..... _		
Elven Cap..... _		
Elven Bow..... _		

Follow the straight forward path until you get to a cottage. Watch the scene. Soon you'll be given the choice to clear the monsters out or stay silent.

"Let's take them out!" - IOSHUA, ILIA and ASHLAY +1 AL toward RODDICK.

"..." - IOSHUA, ILIA and ASHLAY -1 AL toward RODDICK.

Choose "Let's take them out!" The old man will let you rest here for free, so this is a decent place to level up if you want.

North from the cottage is a save point. SAVE.

MAP HERE

Above is a Gerel for you to fight. Be aware they split in half and can stone you. Above the Gerel is a glitter that is an ?HERB(1) (Lavender).

Afterwards head west and kill the Dragonfly, grabe the ROSE HIP(2) from the glitter. Head south and kill the Gerel. Take the BLUEBERRIES(3) from the chest.

Backtrack north, then go west. Kill another Gerel and nab the SPECTACLES(4). Afterwards go north, kill another Gerel and take the FINE SHIELD(5). Equip it on RODDICK, and head back to the save point.

North from the SP, kill a Dragonfly and search the glitter for a ?HERB(6) (Mandrake). Northwest now. Kill another Dragonfly and grab the ROD OF JEWELS(7). Continue east 2 screens, kill the Gerel and search the glitter for a LAVENDER(8). Continue east. Kill yet another Gerel and search the glitter for another ?HERB(9) (Artemis Leaf).

Head northeast, then south. Kill the Dragonfly and grab the ROBE OF DECEPTION(10) from the chest. Go back north and grab the WOLFSBANE(11) from the glitter, before killing another Dragonfly.

Keep heading north to kill ANOTHER Dragonfly. Nab the ELVEN CAP(12) from the chest.

RODDICK should stop and let you know you've gotten all the monsters. If he didn't do this, your missing a monster, so go search for it.

As a reward, everyone in your active party recieves +1 AL toward each other.

Head back to Foster's cabin. He'll give you an ELVIN BOW for your trouble, IOSHUA recieves another +1 AL toward RODDICK

That was the side-quest, so leave.

```
o=====o=====o=====o
| Ionis | SEARCH | 03.11 |
o=====o=====o=====o
| Recommended Level | 23 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Resurrection Elixir.....|_| | NONE |
o=====o=====o=====o
```

On the world map, go to the dirt path and follow it northwest. Save outside the city you come across, then head in.

Watch the lo~ng sequence of scenes.

MAVELLE will automatically join your party if you have either ASHLAY or IOSHUA in your party. If you have both, you can switch her for ERYs later on. If you only have one of them, then you can kick her out later (but for now your stuck with her). You won't get it on this play through (since you should be playing with ASHLAY), but if you just have IOSHUA (no ASHLAY) and you get rid of MAVELLE you'll unlock the secret movie.

Anyway, when you gain control it's time to explore Ionis.

MAP HERE

Ionis is the inventor's city. It has all your inventing needs (or most of them). The only thing it doesn't have is items that raise the sucess rate of some Item Creation's.

From the entrance, head east up the stairs.

The first door here contains the Food Shop.

```
o-- Food for Thought -----o
| | |
| Grains.....150 Fol Fruit.....80 Fol |
| Vegetables.....20 Fol Meat.....50 Fol |
| Seafood.....150 Fol Marenne Oysters.....12000 Fol |
| Magic Rice.....5000 Fol Rose Hip.....230 Fol |
| Lavender.....35 Fol |
| |
o-----o
```

The second is the Inn.

The third is the Item/Weapon Shops.

```

o-- Creator's Workshop -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol  |
| Medicine Bottle.....300 Fol Resurrection Elixir.....500 Fol |
| Magic Canvas.....300 Fol   Magic Clay.....300 Fol |
| Fountain Pen.....180 Fol   Feather Pen.....20 Fol  |
| Premium Paper.....150 Fol  Magic Camera.....2000 Fol |
| Magic Film.....300 Fol    Mechanic's Toolbox.....1200 Fol |
| Smith's Hammer.....600 Fol Mandrake.....80 Fol  |
| Rose Hip.....230 Fol      Lavender.....35 Fol   |
| Athelas.....800 Fol     Ruby.....600 Fol     |
| Sapphire.....600 Fol     Diamond.....3000 Fol  |
| Pet Food.....10 Fol      Iron.....150 Fol     |
| Spectacles.....10 Fol    Lezard Flask.....40000 Fol |
| Beret.....30000 Fol     Thief's Glove.....10000 Fol |
|
|
o-----o

```

```

o-- Weapons by Design -----o
|
| Sinclair.....2000 Fol    Claymore.....1300 Fol |
| Ruby Wand.....1000 Fol   Hard Knuckles.....800 Fol |
| Brigandine.....1800 Fol  Amber Robe.....800 Fol  |
| Kung Fu Top.....3200 Fol  Iron Helmet.....1200 Fol |
| Round Shield.....1800 Fol Iron Greaves.....300 Fol |
| Kung Fu Shoes.....2200 Fol
|
|
o-----o

```

South of this is the bar. West of these shops are 2 houses. The first house contains a RESURRECTION ELIXIR(1).

West another screen is the Skill Guild.

```

o-- Ionis Skill Guild -----o
|
| Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol |
| Sense 3     (Effort, ESP, Aesthetic Design).....2700 Fol  |
| Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol |
| Combat 2    (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
|
o-----o

```

South of the Skill Guild is another house.

When your ready to continue on (after you've messed around with inventing) leave Ionis and continue west around the mountain (you should pass 2 bridges).

NOTE: New PA's are available.

SAVE outside then head in.

```

o=====o=====o=====o
| Van Y Illie                                     | SEARCH | 03.12 |
o=====o=====o=====o
| Recommended Level      | 30      |
o=====o=====o=====o
|
| Item Checklist          |          | Enemy Checklist        |
|

```

```

-----o
| ?Item (Mind Bomb).....|_| |                NONE
| Spectacles.....|_| |
| Emerald Ring.....|_| |
| .....|_| |
| Van Emblem.....|_| |
-----o

```

When you enter, ASHALY will tell the party to let him to the talking. After the scene your free to explore the town.

```

-----o
|                Van Y Ille                |
-----o

```

```

|
| Key:
|
|   H = House           I = Item Shop
|   F = Food Shop      B = Bar
|   S = Skill Guild
|
-----o

```

```

|          #####          CASTLE
|          #...SKL...#          #.....#
|          #.WPN.#####          #.....#
|          #.....#          #####.....#          #### #
|          #.....#          #ITM.....#          #..# #2#
|          #.....#####FOOD.....#####..#####H####
|          #.....#
|          #.....#
|          #####.....#.....#####.....#
|          #.....#          #####          #...#
|          #.....#          #...#          #...#
|          #.....#####BAR#####.....#
|          ##### #.....#.....#
|          #...# #.....#.....#
|          ###INN###.....#.....#####.....#
|          #.....#.....S..#          #...#
|          #.....#.....H..#          #...#
|          #.....#.....O..#          #...#
|          #.....#.....E..#          #####...#
|          #####.....#          #1.....#
|          #.....#          #####
|
|          ENTRANCE
-----o

```

The first shop to the east has footwear to sell (even though it says it's an Item Shop).

```

o-- Victor the Cobbler -----o
|
| Sandals.....30 Fol   Boots.....50 Fol
| Suede Boots.....400 Fol   Leather Boots.....800 Fol
| Martial Arts Shoes.....920 Fol   Kung Fu Shoes.....2200 Fol
| Shaolin Shoes.....2200 Fol
|
-----o

```

To the west is an Inn, rest if you need to.

Above the shoestore, and to the east of the stairs takes you to the bar. Up the stairs and to the east takes you to a chest with ?ITEM(1) (Mindbomb) in it.

Backtrack a screen, and head west this time. This will take you to a house with SPECTACLES(2) in a chest hidden behind a folding screen.

Exit and continue west. North is the castle, and west is the Food, Item, Weapon, and Skill shops.

```
o-- Oroshi the Peddler -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol  |
| Medicine Bottle.....300 Fol Resurrection Elixir.....500 Fol |
| Artemis Leaf.....320 Fol   Wolfsbane.....150 Fol |
| Lavender.....35 Fol       Athelas.....800 Fol  |
| Pet Food.....10 Fol       Spectacles.....10 Fol |
| Magic Canvas.....300 Fol   Magic Clay.....300 Fol |
| Keen Kitchen Knife.....4000 Fol
|
o-----o
```

```
o-- Food for the Valiant -----o
|
| Grains.....150 Fol    Fruit.....80 Fol    |
| Vegetables.....20 Fol  Meat.....50 Fol     |
| Seafood.....150 Fol   Organic Vegetables.....4000 Fol |
| Sweet Fruit.....2000 Fol
|
o-----o
```

The Weapon Shop has a new weapon for ILIA and MAVELLE so go buy it for them (if you use them).

```
o-- The Mighty Battleaxe -----o
|
| Sinclair.....2000 Fol   Zweihander.....4000 Fol |
| Taloned Knuckles.....3000 Fol Gladius.....1300 Fol |
| Quarterstaff.....200 Fol Long Bow.....2000 Fol |
| Water Orb.....8000 Fol  Fuzzy Handy Stick.....1000 Fol |
| Silver Robe.....3200 Fol Kung Fu Top.....3200 Fol |
| Shaolin Top.....3000 Fol Fashionable Bikini.....1800 Fol |
| Knight's Shield.....1100 Fol Plate Greaves.....1300 Fol |
|
o-----o
```

The Skill Guild has Combat 3 available, so grab it too.

```
o-- Van y Ille Skill Guild -----o
|
| Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol |
| Sense 3     (Effort, ESP, Aesthetic Design).....2700 Fol  |
| Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol |
| Combat 3    (Feint, Counter, Hasten Speech, Concentration).....4500 Fol |
|
o-----o
```

When your ready head north to the castle, and watch ASHLAY talk his way to in to see the King.

Watch the scenes.

The King will wish to test you to see if you a strong enough to kill the Archfiend (who saw this comming?).

You'll be taken to the basement of the castle and told to head through a door. The trial will be complete when you exit from the other door, sounds simple no?

Before you enter, head east and back up the stairs. There is a chest hidden at the northwest of the screen. It contains the ever valuable EMERALD RING.

This ring lowers the MP cost of ALL skills (like Dragon Roar) by 1/3. It CAN be replicated. So if you want to make 4 of them, knock yourself out.

Anyway, head back down and into the middle door to enter the...

```

o=====o=====o=====o=====o=====
| Labryinth of Champions                      | SEARCH | 03.13 |
o=====o=====o=====o=====o=====
| Recommended Level      | 30                        |
o=====o=====o=====o=====o=====
|           Item Checklist           |           Enemy Checklist           |
o-----o-----
| ?Item (Resurrection Mist).....|_|| Sorceress.....[760 HP] |
| Amulet of Flexibility.....|_|| Pixie.....[1360 HP] |
| Diamond.....|_|| Savage.....[1520 HP] |
| Green Beryl.....|_|| Wisp.....[1680 HP] |
| ?Mineral (Mithril).....|_|| Peryton.....[ BOSS ] |
o=====o=====o=====o=====o=====

```

```

                        o=====o
                        | Labyrinth of Champions      Part 1 |
o=====o=====o=====o=====o=====
|
| Key:
|
| -- = Openable Door
| XX = Locked Door
| A-F = Switches
| SP = Save Point
o-----o-----
|
|              ##--##
|              #.....#
|              #.....#
|              #...Clue...#
|              #.....#
|              #..SP..#
|              #....#
|              ##--###
|              #.....#
|              #.....#
|              #....##.....#
|              #.....#####.....#
|              #.....#####5.....#
|              #.....####4.....#
|

```

```

#.....##3.....#
#.....#
#####.#####
#--###
#....#
#.....#
#..Clue..#
#.....#
#....#
#..#
####--###
#.....#
#.....#
#..###.....#
#..# #.....#
#..# #.....#
#..# #.....#
#..# #.....#
#..# #.....#
### #..# ##--#####
#.1####..# #.....# #####
#--###--## #.....# #2.#
#.....# #.....#####--###
#.....# #.....#
#.....# #.....#
###...### #.....#####.....#
#...# #.....# #.....#
#...# #.....# #.....#
#...# #.....# #.....#
#..#####.....# #.....#
#.....# #.....#
#.....# #.....#
#####.....# #.....#
#.....# #.....#
#.....# #.....#
#.....#####.....#
#.....#
#.....# #.....#
#.....#####.....#
#.....#
#.....#####
#ENTRANCE#
O=====O

```

Head west first and enter the western door. Grab the ?ITEM(1) from the chest and go back out. Go north through the door, then south, then east to another room. Grab the AMULET OF FLEXIBILITY(2) from the chest, then head back north through the door.

You'll see a tablet in the middle, this is our first clue (yay a puzzle!).

Clue 1: "Where there is light, there is shadow."

No shit, yeah? Continue north. The next screen has 3 glitters to the east, so make sure to equip your Pickaxe to get the DIAMOND(3), GREEN BERYL(4), and ?MINERAL(5).

Make your way around the circle wall and enter the door to the north. SAVE at the save point and read the tablet for another clue.

Clue 2: "The True Path lies in the shadows."





After you've beaten him, continue west, then east and you'll be out of the Labryinth.

You'll be immediatly taken to the King. It's time to start the Emblem Quest.

The Emblem Quest has you going to all the Kings and getting their information about the Demon World/Eye of Truth. This will also give you their Emblems.

You'll receive the Van Emblem, but note that he doesn't give us the Van Kingdom's information. This means we'll need to come back here after we get the other 3 Emblems.

You'll also get the Four Beasts SFT.

After the scenes you'll be asked if you remember what to do.

"I remember" - RONYX +1 AL toward RODDICK

"Tell me again" - RONYX -1 AL toward RODDICK

No matter which you choose, you'll be reminded again so pick whether you want RONYX to like RODDICK or not.

When you gain control, leave the city.

More PA's are available. NOTE: If you want to get the Wyrms SFT (which lets RODDICK learn his best moves) then do some PA's in Van City now. You want to see the PA where ASHLAY is in the weapon shop. He asks RODDICK what the path of the swordsman means to him. Choose "There's never really an end." and then "The power to build my character." this will give ASHLAY +3 AL for RODDICK.

You MUST do this PA to get the Wyrms SFT. If you don't want it, then don't bother.

Now, we have to backtrack to all the kingdoms to get their emblems. To make things easier, we'll go to the Silvalant Kingdom first, because they give you a ship that'll take us to any of the port cities, making our trip much quicker.

However, if you recruited IOSHUA, and you want PHIA or T'NIQUE then you MUST go get them now. To get PHIA go to the Astral Castle, PHIA will greet you and you'll have the option of getting her. You'll then get the Astral Emblem. To get T'NIQUE go to the Tatori Arena and fight through the ranks until he jumps down and fights you. Beat him and afterwards he'll ask to join.

If you don't get them now, then you won't be able to once you get MILLIE (who is in Silvalant). Both of them require you to have 6 or less people in your party, and getting MILLIE will make 7.

Anyway, when your ready to continue, follow the dirt path west from Van and you'll come across a drawbridge. Enter it and watch the scenes. After showing the Van Emblem, you'll exit on the other side.

Straight ahead is a cave, enter it.

```
o=====o=====o
|           Item Checklist           | Head to the next screen, and then
o-----o right. Grab the COMBO LINK from the
| Combo Link.....|_| | chest and go back. Continue north two
| Green Beryl.....|_| | screens. Grab the Green Beryl and
o=====o
```

continue out of the cave. You'll now be on the snowy continent of Silvalant.

```
o=====o
|      Enemy Checklist      |
o-----o
| Shaman.....[1000 HP] | Follow the path north. Soon it will
| Cuniculus.....[1100 HP] | split in 2, north and west. West will
| Wisp.....[1630 HP] | take you to a small town with nothing
| Petri Gerel.....[2400 HP] | important, explore it if you want.
| Scylla.....[3000 HP] |
o=====o
```

Continue north. SAVE outside Silvalant, then head in.

```
o=====o
| Silvalant                                     | SEARCH | 03.14 |
o=====o
| Recommended Level   | 34                                       |
o=====o
|      Item Checklist      |      Enemy Checklist      |
o-----o
| Blueberries.....|_| |      NONE      |
| Resurrection Elixir.....|_| |
| Silvalant Emblem.....|_| |
o=====o
```

If you have IOSHUA then you'll see a scene, RODDICK running off and MILLIE writing letters. MILLIE will then join your party, hurrah. Let's explore now.

```
      o=====o
      |      Silvalant      |
o=====o
|           |           |
| Key:      |           |
|           |           |
| H = House      I = Item Shop |
| F = Food Shop      B = Bar    |
| S = Skill Guild      SD = Santa Dealer|
|           |           |
o-----o
|           |           |
|           |           |
|           | CASTLE |
|           |         |
|           |         | #.....# #####
|           |         | #.....# #..2#$$$$$$$
|           |         | #...#   #H#$.....$
|           |         | #####INN#####..SD$..$.$.
|           |         | ###.....###$.$.
|           |         | #.S.....#####$.$.
|           |         | #.K.....#####$.$.
|           |         | #.L.....###.....W$.$.
|           |         | #####.....P$.$.
|           |         | #F.....#   #..N$.$.
|           |         | #O.....I#   #...$.$.
|           |         | #O.....T#   #...$.$.
|           |         | #####D.....M#   ###...$.$.
|           |         | #...#   #.....#   #.#...$.$.
|           |         | ###BAR#####.....###H##...$.$.
|           |         | #.....$.$.
|           |         | #.....$.$.#####
|           |         | #.....###$.$.#1....S#
|           |         |
```



Vegetables.....20 Fol	Meat.....50 Fol
Seafood.....150 Fol	Sirloin.....7200 Fol
Creamy Cheese.....3600 Fol	Ingredients of Yarma....100000 Fol

West is the Inn and Skill Guild.

o-- Silvalant Guild -----o

Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol
Sense 3 (Effort, ESP, Aesthetic Design).....2700 Fol
Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol
Combat 3 (Feint, Counter, Hasten Speech, Concentration).....4500 Fol

o-----o

Rest at the Inn if you need to and then head north to the castle.

After getting the Silvalant Emblem, head to the harbor (where the first chest was). Talk to the sailor here and you'll be able to go to ANY of the port towns (for a small fee).

Before choosing where to go here are a few optional places/people that you can go to/recruit now.

O=====O	
OPTIONAL THINGS TO DO NOW	
O=====O	O=====O
Mt. Metorx Mine [05.01]	
-----	
Old Race Ruins [05.02] - Recruit ERYs [08.13]	
(YOU MUST HAVE ASHLAY AND IOSHUA IN YOUR PARTY TO RECRUIT ERYs)	
-----	
Recruit PERICCI [08.11]	
-----	
Recruit PHIA [08.07] - (You must have 6 or less characters to recruit)	
-----	
Recruit T'NIQUE [08.09] - (You must have 6 or less characters to recruit)	
-----	
Recruit WELCH [08.12]	
O-----O	O-----O

When your ready, let's head on over to Portmith to get our 3rd Emblem.

Before heading up to the Castle, make sure RODDICK, and IOSHUA/MILLIE, has the Item Creation Customization. You can get Customization by getting the skills: Eye for Detail, Smithing, and Aesthetic Design.

You should have several Damascus' as well. You can get Damascus with the Item Creation Alchemy. You can get Alchemy by getting the skills: Technology, Mineralogy, Faeriology.

NOTE: Give Alchemy to one of your mages (they have the Talent Blessing of Mana, which increases the success rate of Alchemy).

Once you have this go on up to the Castle (if you don't have it then don't worry too much, you should level up a couple levels while inside so you can get it then).

Item Checklist		Enemy Checklist	
Luxurious Sword..... _		Mephisto.....[1500 HP]	
Luxurious Rod..... _		Wisp.....[1680 HP]	
Luxurious Robe..... _		Shadow Beast.....[3000 HP]	
Medicine Bottle..... _		Stirge.....[3000 HP]	
Feline SFT..... _		Succubus.....[ BOSS ]	
Luxurious Armor..... _			
Resurrection Elixir..... _			
Luxurious Rod..... _			
Luxurious Sword..... _			
Luxurious Armor..... _			
Bangua SFT..... _			
Luxurious Robe..... _			
?Jewlery (Ring of Mental Power).. _			
Hammer Charm..... _			
20000 Fol..... _			
200 Skill Points..... _			
Muah Emblem..... _			

At the Portmirth/Muah Castle you'll be asked to take care of some monsters in the treasury. They won't let you keep any of the weapons/armor you find inside, but we don't care because we'll be customizing them.

#### MAP HERE

Go in the first room and get a LUXURIOUS SWORD(1). Continue into the next room for a LUXURIOUS ROD(2) and a LUXURIOUS ROBE(3). Leave and go south 2 screens into the door and down the stairs.

In the hallway, go in all the rooms for a MEDICINE BOTTLE(4), FELINE SFT(5), and LUXURIOUS ARMOR(6). When you've got them all, go down the stairs.

Head east first, and in the room for a RESURRECTION ELIXIR(7). Back out, continue north through another door for a LUXURIOUS ROD(8) and LUXURIOUS SWORD(9). Leave and continue northinside another room for LUXURIOUS ARMOR(10).

Backtrack to the main hallway, head southeast into the door for the BAGUA SFT(11).

Now head west at the main hallway. Grab a LUXURIOUS ROBE(12) from the room before heading downstairs.

SAVE!

Now unequip all your Luxurious weapons. Hopefully you have several Damascus' as well as the Item Creation Customization.

Customize the Luxurious Sword with Damascus to get a Dueling Sword, the best non-elemental sword in the game.

SAVE.



Tropp follow the path north until you get to a cave. Go through the cave and you'll be at the entrance to Purgatorium.

Purgatorium		SEARCH	03.17
Recommended Level	20		
Item Checklist	Enemy Checklist		
50 Skill Points..... _	Assassin Bug.....	[280 HP]	
50 Skill Points..... _	Stroper.....	[520 HP]	
50 Skill Points..... _	Witchette.....	[420 HP]	
Froghead..... _	Savant.....	[720 HP]	
50 Skill Points..... _	Cutiebell.....	[840 HP]	
50 Skill Points..... _	Wolf Spirit.....	[ BOSS ]	
Ring of Resistance..... _			
Resurrection Elixir..... _			
?Mineral (Rune Metal)..... _			
50 Skill Points..... _			
50 Skill Points..... _			

NOTE: This is all asuming you have not been here before. If you have, then make your way to the end and skip to [03.18]

The entrance is not where you want to go, but it has 50 free Skill Points for you.

Anyway, inside head north 2 screens and into the east door. Go into the door and pull the switch. You'll hear a "click". Leave the room and head back into the previous room. This time enter the west door. You'll see a chalice.

Examine it to get 50SP.

Now leave the building itself.

Head east around the mountain until the screen changes. This is the back entrance to Purgatorium. Head north and watch the scene.

MAP HERE

When you gain control go inside the west door and pull the switch. The tablet is a clue. It reads:

Clue 1: "The red light is thy enemy; the blue light is the true path."

What does this mean? We'll find out soon. Go back and into the east door this time.

The east path holds a door with 2 more SP chalices holding 50SP each. Get them or save them for later. Continue north to enter a large room with blobs of color bounding around. Remember the clue?

Touching the red one forces you into a battle, while the blue one takes you to the exit. The orange takes you back to the beggining, and the green takes you to the chest that holds a FROGHEAD.

An easy way to touch the green one is to stand slightly to the west to the stairs, while an easy way to touch the blue is to stand a little way in front

of the stairs.

Touch the blue one to continue on. Head west then south. In the door is another SP statue. Save it or grab it then head north into the door.

Examine the tablet for another clue.

Clue 2: "Thy path opens from a steep road."

Go through the door. You'll be at another color blob room, this time with 2 chests. Luckily, the green blobs don't move around so it's just a matter of dodging the orange ones.

The eastern blob takes you to a RING OF RESISTANCE.

The northwestern blob takes you to a RESURRECTION ELIXIR.

There are also 2 rooms to the east and west. The west room holds the steep road from the clue. There's a switch at the top. Pull it.

The eastern room has a switch and 2 more 50 SP chalices. After you've pulled both switches head back to the blob room and touch the blue blob.

Enter the door and SAVE. Then look at the third clue.

Clue 3: "Thy road may not always be the same."

Enter the door and you'll be in yet another color blob room, this one much larger than the others. It can be very confusing on how to get to the door, but hopefully you'll understand my directions.

There are 2 blue blobs here, one sends you to the chest, while the other takes you back to the beginning.

One blue one goes back and forth diagonally, while the other one goes in a sort of backwards L boxing it.

Try and manuvre your way to the backwards L blob, it will take you to another blue blob touch the second one and that one will take you to the green one, and then to the chest, ?MINERAL (Rune Metal).

Touch the the green, blue, and blue blob again to get back to the bottom.

Now look for the orange blob (it's moving in a bigger backwards L pattern).

When you touch it, you'll be near another blue and orange blob. DO NOT TOUCH the blue blob. Instead touch the orange one you came from. Remember the 3rd clue: "Thy road may not always be the same."

You'll now be between 2 orange blobs. Touch the LEFT one (the one you came from) and you'll be at the door.

Enter the door to see 3 doors at the north, west, and east.

The west door will take you to a chalice that will heal your wounds, while the east door is empty.?

Continue through the north door for a boss battle.

O=====O

O-----O



```
|Name: Wolf Spirit | | (BOSS-5) |
|=====O=====|
| Level Range: 24+ | HP Range: 4,000 | EXP: 1200 |
|=====O=====|
| Weakness(es): Dark |
| Strength(s): Light |
|=====|
| DROPS LIST: ?MINERAL (Rune Metal) |
|=====O=====O=====O=====O=====|
| Strategy: There are 4 of them, and you start out stunned. Spam Dragon Roar |
| ----- and you'll be golden. |
O=====O=====
```

As a reward, everyone in your active party recieves +1 AL toward each other.

After the battle go through the door and watch the scenes.

```
o=====o=====o=====
| Purgatorium Inner Sanctum | SEARCH | 03.18 |
o=====o=====o=====
| Recommended Level | 40 |
o=====o=====o=====
| Item Checklist | | Enemy Checklist |
o-----o-----o-----
| Flare Ring.....|_| | Fighter Spirit.....[2450 HP] |
| R-Card.....|_| | Viking Spirit.....[2450 HP] |
| ?Mineral (Rune Metal).....|_| | Warrior Spirit.....[2450 HP] |
| Aqua Ring.....|_| | Aspitel Prototype.....[5300 HP] |
| ?Mineral (Oricalcum).....|_| | Gunner L1.....[7950 HP] |
| Air Slicer.....|_| |
| Arbalest.....|_| |
| ?Item (Sweet Syrup).....|_| |
| Mandrake.....|_| |
| Mist Insignia.....|_| |
| ?Herb (Artemis Leaf).....|_| |
| ?Mineral (Mithril).....|_| |
| Sour Syrup.....|_| |
| B-Card.....|_| |
| Sour Syrup.....|_| |
| Faerie Elixir.....|_| |
| Ring of Lunacy.....|_| |
| Angel Statuette.....|_| |
| Eye of Truth.....|_| |
o=====o=====o=====
```

#### MAP OF B1

Ignore the chest for now, and head straight down the stairs to B2-A.

#### MAP OF B2-A

East to the next screen then west for the FLARE RING(1). Continue east then south. You won't be able to enter the red doors yet, so head west and down to B3-A

#### MAP OF B3-A

Ignore the northeast path for now and go to the northwest and into the white door.

A guard system will activate and you'll enter a battle with 1x Gunner L1 and 2x Aspitel Prototype. They aren't weak against anything, but shouldn't be a problem. After the battle, examine the computer panel (to the left of the white button) to get the R-Card(2).

This will let us all those pretty red doors we passed.

Leave the room and go to the northeast path we passed before and enter the red door. Grab ?MINTERAL(3) (Rune Metal), and AQUA RING(4) from the chests and then make your way back to B2-A.

Enter the red doors for a ?MINERAL(5) (Oricalcum), AIR SLICER(6), and ARBALEST(7). Then head back to the entrance of B1.

From the entrance, head east up the stairs. Grab the ?ITEM(8) (Sweet Syrup) from the chest and follow the path west. Grab the MANDRAKE(9) before going down the stairs to B2-B.

MAP OF B2-B

Follow the path until you reach the red door, enter and grab the MIST INSIGNIA(10) before heading down the stairs.

MAP OF B3-B

Head all the way west and SAVE at the save point. Then head north. At the intersection go east up the stairs to another section of B2.

MAP OF B2-C

This room has 3 circular switches. Each switch corresponds to 1 of the 3 locked doors on the previous floor. If you press them all the door will close. Don't be fooled though, you can still enter and exit.

The first switch (the right most) opens the first door you saw, and contains an ?HERB(11) (Artemis Leaf).

The second switch (the middle), opens the western door and has a ?MINERAL(12) (Mithril) and SOUR SYRUP(13).

The third switch (left most), opens the eastern door. Fight the forced battle, then examine the computer to get the B-CARD(14).

Now head all the way north, then west down the blue door to B4-A.

MAP OF B4-A

Follow the path and press the switch. Head back then east down the stairs to B4-B.

MAP OF B4-B

Head south and grab the chest, SOUR SYURP(15), and then head west up the stairs. Nab the ?ITEM(16) (Faerie Elixir), and press the switch. Now go all the way east and into the blue room for a RING OF LUNACY(17).

Backtrack down the stairs and take the west path through the door to B5.

MAP OF B5

Grab the ANGEL STATUETTE(18), and go through the door. After the scenes SAVE!

Goto the computer panel on the west and examine it. Place the emblems in the following order: Astral, Van, Silvalant, Muah.

You'll be forced into the now open door, and have to watch a whole bunch of scenes before recieving the EYE OF TRUTH(19).

NOTE: After recieving the Eye of Truth, EVERYONE gains +1 AL toward each other.

After the scenes, you'll be in Van Castle talking with the King. Soon a demon will enter and tell them Asmodeous has completed a new weapon. You'll then see a demonstration of this new weapon. Afterwords you'll be outside Van Castle. Leave Van.

[SAVE]

Make your way to Silvalant now, and talk to the sailor and sail to the Deserted Island. Here you'll enter the Demon World.

NOTE: If you did a previous PA in the Van weapon shop with ASHLAY, then head over to Silvalant and do a PA there. If ASHLAY's AL for RODDICK is 9 or higher then he should ask RODDICK to meet him in the Castle. Go to the Inner Courtyard of the Castle and talk to ASHLAY to get the Wyrn SFT.

```

o=====o=====o=====
| Demon World, Part 1 | SEARCH | 03.19 |
o=====o=====o=====
| Recommended Level | 45 |
o=====o=====o=====
| Item Checklist | Enemy Checklist |
o-----o-----o-----
| NONE | Del Argosy.....[ BOSS ] |
| | Arachmene.....[ BOSS ] |
o=====o=====o=====

```

Shortly after entering you'll encounter the Crimson Shield.

```

o=====o-----o
|Name: Del Argosy | (BOSS-7) |
|=====|
| Level Range: 45+ | HP Range: 57,000 | EXP: 8640 |
|=====|
| Weakness(es): None |
| Strength(s): None |
|=====|
| DROPS LIST: Gale Earring |
|=====|
| Strategy: Spam your moves and watch your HP. |
o=====o=====o=====

```

As a reward, everyone in your active party recieves +1 AL toward each other.

After the battle you'll learn (if you didn't get ERYs already) that the Crimson Shield had been controlled by the Mirror of Incarnation. Then you'll learn that Astral is being attacked by Demons!

Using the Eye of Truth you pop out in the middle of Astral City.

After the scenes you'll fight:

```
O=====O                                                    O-----O
|Name: Arachmene          |                                | (BOSS-8) |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Level Range: 45+      | HP Range: 34,950      MP Range: 100   | EXP: 7875 |
|=====O=====O=====O=====O=====O=====O=====O=====|
| Weakness(es): Fire                                         |
| Strength(s): Water                                          |
|=====O=====O=====O=====O=====O=====O=====O=====|
| DROPS LIST: N/A                                           |
|-----O-----O-----O-----O-----O-----O-----O-----|
| Strategy: Spam your moves and watch your HP.              |
O=====O=====O=====O=====O=====O=====O=====O=====
```

After the battle it's off to see Lias about that 'bladeless sword'. Watch the scenes and afterwards you'll receive 2x Force Sword. Sadly you can't replicate this weapon.

The Force Sword is PHIA's strongest weapon, whereas for RODDICK and ASHLAY you can customize it with a Philosopher's stone to get the Silvance.

However, the Silvance is a Light, Wind, and Dark elemental blade (which some enemies can absorb, ex: Final, Final Boss absorbs Light).

In my opinion, Silvance isn't worth it. Since you have two, you can make one if you wish, but in my opinion, it isn't worth it. To many elements.

Anyway, there are a few things you should do now if you didn't do them before.

```
                O=====O
                |  OPTIONAL THINGS TO DO NOW  |
O=====O=====O=====O=====O=====O=====O=====O=====
| Mt. Metorx Mine [05.01]                                   |
|-----O-----O-----O-----O-----O-----O-----O-----|
| Old Race Ruins [05.02] - Recruit ERYs [08.13]           |
| (YOU MUST HAVE ASHLAY AND IOSHUA IN YOUR PARTY TO RECRUIT ERYs) |
|-----O-----O-----O-----O-----O-----O-----O-----|
| Recruit PERICCI [08.11]                                  |
|-----O-----O-----O-----O-----O-----O-----O-----|
| Recruit T'NIQUE [08.09] - (You must have 6 or less characters to recruit) |
|-----O-----O-----O-----O-----O-----O-----O-----|
| Recruit WELCH [08.12]                                    |
|-----O-----O-----O-----O-----O-----O-----O-----|
| Private Actions                                          |
|-----O-----O-----O-----O-----O-----O-----O-----|
| Tatori Arena [05.04]                                     |
O-----O-----O-----O-----O-----O-----O-----O-----
```

NOTE: Once you kill Asmodeous you WILL NOT BE ABLE TO DO THESE THINGS.

When your ready make your way back to the Demon World.

```
O=====O=====O=====O=====O=====O=====O=====O=====
| Demon World, Part 2                                | SEARCH | 03.20 |
O=====O=====O=====O=====O=====O=====O=====O=====
| Recommended Level      | 45                                           |
O=====O=====O=====O=====O=====O=====O=====O=====
|           Item Checklist          |                        Enemy Checklist                |
O-----O-----O-----O-----O-----O-----O-----O-----
```

```

| Sweet Syrup.....|_| | Killer Rabbit.....[5700 HP] |
| Green Beryl.....|_| | Alraune.....[5700 HP] |
| ?Herb (Athelas).....|_| | Little Devil.....[6100 HP] |
| Lavender.....|_| | Raptor King.....[9150 HP] |
| Foot Insignia.....|_| | Deathteller.....[9750 HP] |
| ?Weapon (Metal Fang).....|_| |
| Orichalcum.....|_| |
| Emerald Ring.....|_| |

```

o=====o=====o=====

The Demon World is fairly straight forward, but there a few confusing paths.

MAP HERE

Head north, then west for SWEET SYRUP(1). Then head east for GREEN BERYL(2). Continue north, at the cross go west then north to get an ?HERB(3) (Athelas)

Go back to the cross, and head east this time. From this screen go northwest for LAVENDER(4). Then go northeast 2 screens for a FOOT INSIGNIA(5).

Leave this screen then head west until you come across a chest with ?WEAPON(6) (Metal Fang). Back 1 screen, go south then north.

You'll see a save point north, but go south first and grab the ORICHALCUM(7). Then go northwest for a EMERALD RING(8).

NOTE: The emerald ring is reproducible.

Head back to the save point and SAVE. Continue on until you reach a building.

After some scenes enter. Watch some more scenes and you'll find yourself in the Space-Time-Labratory.

o=====o=====o=====

```

| Space-Time Labratory | SEARCH | 03.21 |

```

o=====o=====o=====

```

| Recommended Level | 50 |

```

o=====o=====o=====

```

| Item Checklist | Enemy Checklist |

```

o-----o-----o-----

```

| Elven Cap.....|_| | ENK.....[1625 HP] |
| Amulet of Freedom.....|_| | Sorcerer.....[3550 HP] |
| Rainbow Diamond.....|_| | Otiph.....[7100 HP] |
| Medicine Bottle.....|_| | Aspitel.....[7700 HP] |
| Star Ruby.....|_| | Angel Knight.....[9750 HP] |
| Medicine Bottle.....|_| | Dark Eye, Death Charona...[mini-bs] |
| ?Armor (Kitty Hairband).....|_| | Asmodeous.....[ BOSS ] |
| Mithril.....|_| |
| Robe of Deception.....|_| |
| Star Necklace.....|_| |
| Long Spear.....|_| |
| Ring of Insanity.....|_| |
| Cinderella Glass.....|_| |
| ?Jewlery (Star Guard).....|_| |
| Hammer Charm.....|_| |
| Ravenous Fiend Spell.....|_| |
| Orichalcum.....|_| |
| ?Jewlery (Faerie Ring).....|_| |
| Elemental Blade.....|_| |
| Tedious Handy Stick.....|_| |

```



```

|   #...###$...$#####...#   #....$....$###$....$
|   #1.....#                 #.....#
|   #.....#                 #.....#
|   #2..#####              #####
|   ####                     #.....#
|                               ENTRANCE
|
O=====O

```

Anyway, from the entrance head west under the pathway above, and follow the path 2 screens. Continue southwest into a room with 2 chests. Grab the ELVEN CAP(1) and the AMULET OF FREEDOM(2), then leave the room.

Outside, go up the stairs and north 2 screens to get a RAINBOW DIAMOND(3). Head all the way back to the entrance, and go up the east set of stairs now.

Follow the path until you see a chest to the north, and stairs to the west. Head north and grab the MEDICINE BOTTLE(4) from the chest, then go down the stairs.

Make a note of the path northeast, but head southwest first and into the door.

```

                          O=====O
                          |   Space-Time Labratory Part B   |
O=====O=====O=====O=====O=====O=====O=====O=====O
|
|   Key:
|
|   SP = Save Point
|   $$ = Upper Paths (on raised platforms)
|   ## = Lower Paths
|   Paths: B to A
|
O-----O
|
|                               To path A
|                               #....#
|                               #....#
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|   #### $...$ #....# $...$
|   #6.#####$...$###...#####$...$#####
|   #.....#.....#
|   #.....#5.....#
|   #7.#####

```

####                                |  
O=====O

Follow the path and grab the STAR RUBY(5). From the chest, go north over the broken glass to the next screen. Immediately go north, up the stairs. Follow this path and grab another MEDICINE BOTTLE(6) and ?ARMOR(7) (Kitty Hairband).

Now go all the way back through the door, and past the stairs to the path northeast.

Follow this path until you see a door to the north. Inside grab the MITHRIL(8) and ROBE OF DECEPTION(9) from the chests. Leave the room and go straight south under the pathway above.

Follow the path until you can go north or south.

                                O=====O  
                                |          Space-Time Labratory          Part C          |  
O=====O=====O=====O

```
|                                     |
| Key:                                |
|                                     |
| SP = Save Point                     |
| $$ = Upper Paths(on raised platforms)|
| ## = Lower Paths                    |
| Paths: C to A, C to D               |
O-----O
```

```
|
|          $$$$$$$$$$                #####
|          $13.....$                #.....#
|          $.....$                    #.....#
|          $....$                     #...#####...#
|          $....$                     #....#          #....#
| #####$....$#####                  Path to D      #....#
| #.....#                            #####          #....#
| #.....#                            D.....#          #....#
| #####                              D.....#          #....#
|          #....#                      D.....#####...#
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|          #####                      #####
| Path to C.....#                    $$$$$$$$$$$$$$$
| C.....#                            $......$
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|          #....#                      $....$$$$$....$
|          #....#                      $....$      $....$
|          #....#                      $....$      $......$
|          #....#                      $....$      $11.12$
|          #....#                      $....$      $$$$$$$
|          #....#                      $....$
|          #....#                      $....$
```



```

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|                                     #.....#
|                                     #.....10#
|                                     #####
|
O=====O

```

Go south first past the stairs into a room for a STAR NECKLACE(10). Leave then go up the stairs, following the path for another room with chests. Grab the LONG SPEAR(11) and RING OF INSANITY(12) then head back and north.

Take the second path west, then north up the stairs to grab the CINDERELLA GLASS(13) from the chest. Back down the stairs, head northeast and into the door.

```

O=====O
|      Space-Time Labratory Part D      |
O=====O=====O=====O=====O=====O

```

```

|                                     |
| Key:                               |
|                                     |
| SP = Save Point                    |
| $$ = Upper Paths(on raised platforms)|
| ## = Lower Paths                   |
| Paths: D to C                      |
O-----O

```

```

|
|  $$$$$$$$
|  $18...19$
|  $.....$
|  $$.....$$
|  $...$
|  $...$          $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
|  $...$          $.....20$
|  $...$          ASMODEOUS $.....21$
|  $...$          BOSS   $...$$$$$$$$$.$$$$$$$$$$$$$$$$
|  $...$          $...$  #...#    $..$
|  $...$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$..$
|  #...$.....$$..$
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|  #####.....##### $...$$..$
|          #.....#    $...$$..$
|          #.....#    $..$$..$
|          #.....#    $..$$..$
|          #.....#    $..$$..$
|          #Mini..#    $...$$..$
|  #####          #..Boss#  $.....$
|  #17..#          #.....#  $$$$$$$$
|  #....#####.....#####
|  #.....#
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|  #.....#
|  #.....#####
|  #.....#
|  #SP.....#

```

```

|                                     #####...#
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|                                     #.....#
|                                     #14..15#
|                                     #####
O=====O

```

Ignore the path northwest for now, and continue south. All the way south is a room with ?JEWELRY(14) (Star Guard), and the RAVENOUS FIEND Spell(15) (Spell for RONYX).

Up the stairs is a chest with an ORICHALCUM(16) grab it then take the northwest path.

SAVE at the save point and continue to the next screen. Go all the way west first, to grab a HAMMER CHARM(17).

Go back and SAVE if you wish, and when your ready head north to the computers to trigger a scene. Then fight a mini-boss!

```

O=====O                                     O-----O
|Name: Dark Eye x2          |                   | (BOSS-9) |
|=====O=====|
| Level Range: 53+      | HP Range: 49,800      | MP Range: 80 | EXP: 17,040 |
|=====O=====|
| Weakness(es): N/A
| Strength(s): Fire (absorb), Wind (absorb), Dark (absorb)
O=====O=====|
|Name: Death Charona x2
|=====O=====|
| Level Range: 53+      | HP Range: 15,400      | MP Range: 140 |
|=====O=====|
| Weakness(es): None
| Strength(s): None
|=====O=====|
| DROPS LIST: ?MINERAL (Meteorite)
|=====O=====O=====O=====O=====|

```

```

| Strategy: Try to kill the Death Charona's first, they cast the spell
| ----- Thunder Storm. Firestorm Blade and Redwyrn Thundersuge are no go's
| (Curses!) so you'll need to spam something else (Dragon Roar?). Don't let
| up and you'll kill 'em in no time.

```

=====O

GO BACK AND SAVE!!!

Did you save? Good, because this is the last time we'll be seeing Roak.

Let me repeat that.

ONCE YOU KILL ASMODEOUS YOU WILL NOT BE ABLE TO EXPLORE PAST-ROAK!

If you didn't get your optional characters, or see some PA's or do the side-quests, and want to, then head all the way back to the entrance of the Demon World to leave.

Once your ready head north from the mini-boss. You'll see a door above you, that's where we wanna go, but first head west up the stairs, and follow the path for an ELEMENTAL BLADE(18) and ?JEWELRY(19) (Faerie Ring).

NOTE: The Faerie Ring is reproducable, so you can replicate it! Usefull for all you tech/spell spammers.

Go back and up the east stairs. Ignore the path south for now, and continue east to get ELVEN SLIPPERS(20) and a TEDIOUS HANDY STICK(21).

Go back a screen and head south this time. Follow the path until you get to the door.

This is your last chance to leave and do things in Past-Roak.

If your totally ready (and saved it in case your really not) enter the door.

```

O=====O
|Name: Asmodeous           | (BOSS-10) |
|=====O=====|
| Level Range: 55+      | HP Range: 57,000      | MP Range: 570  | EXP: 11,520 |
|=====O=====|
| Weakness(es): N/A         |
| Strength(s): N/A         |
|=====O=====|
| DROPS LIST: N/A         |
|=====O=====O=====O=====O=====|
| Strategy: He has no strengths, so your free to spam Redwyrn Thundersurge to
| ----- your hearts content. He casts Southern Light, so be careful.
O=====O

```

As a reward, everyone in your active party recieves +1 AL toward each other.

After the battle, the 3rd party will appear and grab some blood while holding MILLIE hostage.

After a million scenes, you'll return to the future.

Game Over! Or is it...?

Apparantly we get to assassinate someone, hurrah!

At least Square covered their bases and gave an explanation of why you can't just shoot him.

When you gain control head east to trigger a scene.

If you have a full party, then 2 of your characters + MILLIE will be taken hostage (is this random?).

When you gain control, you'll be in the rebel Safe House.

```
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
| Safe House | SEARCH | 03.22 |
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
| Recommended Level | 55 |
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
| NONE | NONE |
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
```

The guy standing to the north is the Item/Food/Weapon shops all put together. Stock up.

The pair to the west are the Skill Guild.

In the next screen, the man in between the beds is the Inn.

```
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
| Enemy Checklist - Fargett Continent | When your ready, leave to the south.
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
| SK2.....[2325 HP] | The Army Base is to the southwest,
| Jaguar Spirit.....[8900 HP] | so make your way toward it.
| Black Slime.....[12430 HP] |
| Geburah Pheonix.....[13350 HP] | [SAVE] before entering.
| Gunner L2.....[14250 HP] |
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
```

```
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
| Army Base | SEARCH | 03.23 |
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
| Recommended Level | 56 |
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o-----o-----o-----o-----o-----o-----o
| Resurrection Elixir.....|_| | BOK.....[5700 HP] |
| Mithril.....|_| | Aspitel Mk2.....[10500 HP] |
| Medicine Bottle.....|_| | Gunner L3.....[16650 HP] |
o=====o=====o=====o=====o=====o=====o=====o=====o=====o
```

Examine the two blue consoles, and push the switches to open the northern door. Inside to the far east is a chest that contains a RESURRECTION ELIXIR(1).

Back at the entrance, enter the east door. Follow the path to the next screen. Go into the northeast door, and at the end press the 2 red switches to open the door. Grab the MITHRIL(2) at the far east, then go back to the main hallway.

Enter the southwest door first, at at the end of the section grab the ?HERB(3) (Lavender), and push the green switch.

Go back to the middle room and enter the southeast door. Grab the MEDICINE BOTTLE(4) at the end, and push the second green switch.

In the main hallway, the north door should now be open. Enter it and walk to the cell that has your party members.

As a reward for rescuing your party, EVERYONE in your party receives +1 AL toward each other.

After some scenes you'll be back in the Safe House. Restock, heal then leave.

```
o=====o=====o
| Enemy Checklist - Fargett Continent | From the Safe House, follow the path
o-----o to the northeast.
| SK2.....[2325 HP] |
| Jaguar Spirit.....[8900 HP] |
| Black Slime.....[12430 HP] | [SAVE] outside the Bio-Lab and then
| Geburah Pheonix.....[13350 HP] | enter.
| Gunner L2.....[14250 HP] |
o=====o
```

```
o=====o=====o=====o
| Bio Lab | SEARCH | 03.24 |
o=====o=====o=====o
| Recommended Level | 60 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| NONE | NONE |
o=====o=====o=====o
```

When inside you'll watch some scenes. When you have control, head down the ladder to the west.

Take note of the transporter in the northwestern corner, it's not on yet, but if you want to leave Reverse Tower, that's where you'll end up.

There are no random battles down here, so just head east until you get to another ladder. Clime up it, and you'll be in Reverse Tower.

```
o=====o=====o=====o
| Reverse Tower | SEARCH | 03.25 |
o=====o=====o=====o
| Recommended Level | 60 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| ?Armor (Mithril Shield).....|_ | IGK.....[2775 HP] |
| Medicine Bottle.....|_ | Larva Worm.....[11900 HP] |
| Sour Syrup.....|_ | Fatty Ooze.....[11900 HP] |
| Mithril Greaves.....|_ | Aspitel MK3.....[12700 HP] |
| Star Guard.....|_ | Star Seraphim.....[14500 HP] |
| Assault bomb.....|_ | Dark Pheonix.....[14500 HP] |
| Demon's Gate Spell.....|_ | Gunner L4.....[20250 HP] |
| Rainbow Diamond.....|_ | Jie Reverse.....[ BOSS ] |
| Meteor Swarm Spell.....|_ | Neo Reverse.....[ BOSS ] |
| Elven Slippers.....|_ | |
| Iron.....|_ | |
| Artemis Leaf.....|_ | |
```

```

| ?Armor (Hermit's Cap).....|_| |
| Medicine Bottle.....|_| |
| Mithril Helmet.....|_| |
| Orichalcum.....|_| |
| Defense Bomb.....|_| |
| Sour Syrup.....|_| |
| ?Armor (Mithril Mesh).....|_| |
| Resurrection Mist.....|_| |
| Mithril.....|_| |
| ?Armor (Sylvan Mail).....|_| |
| Spectacles.....|_| |
| ?Weapon (Berserk Sword).....|_| |
| ?Herb (Rose Hip).....|_| |
| Sour Syrup.....|_| |
| ?Herb (Artemis Leaf).....|_| |
| Refreshing Syrup.....|_| |
| Elven Slippers.....|_| |
| Resurrection Mist.....|_| |
| Dream Crown.....|_| |
| Sour Syrup.....|_| |
o=====o=====

```

From the ladder, north is the exit (to the Bio-Lab). You can leave any time you wish.

Anyway, when your ready head south. The sections here are blocked off, so head east and up into the teleporter. It'll take you to the 1st floor.

MAP HERE 1F

Leave the teleporter. Enter the first door, and then the first room of that hallway for ?ARMOR(1) (Mithril Shield). Leave the room, and exit the hallway to the west.

Enter the north room, grab a MEDICINE BOTTLE(2). Leave and enter the northwest room and take the SOUR SYRUP(3). No go through the southwest door to enter a hallway. Enter the room in the middle and take the MITHRIL GREAVES(4). Leave and continue south.

Enter the western doors to get a STAR GUARD(5) and an ASSAULT BOMB(6). When you have those, go through the east door into a big room with a hologram of a ship. Watch a scene and continue east.

Enter the first door you see for the DEMON'S GATE SPELL(7) (for RONYX).

Go through the first hallway again to get to the hallway with 4 doors, this time take the southeastern door for a teleport pad. Step on it to get to the 2nd floor.

MAP HERE 2F

The path is straight forward until you get to the hallway AFTER the circular room. From here, enter the first door and grab a RAINBOW DIAMOND(8).

Then go through the far east door for the METEOR SWARM SPELL(9) (for RONYX, and ERYS). Exit and go through the northeast door. Enter both rooms in this hallway for ELVEN SLIPPERS(10) and IRON(11).

Exit the hallway to the west, ignore the door north and continue west. Enter both doors here and take the ARTEMIS LEAF(12) and ?ARMOR(13) (Hermit's Cap).

Continue south, then west for another teleporter. Step up to floor 3.

MAP HERE 3F

Enter the northwest door, and grab a MEDICINE BOTTLE(14). Then follow the path until you get to the teleporter, get on to go to floor 4.

MAP HERE 4F

Follow the path, you'll come across a save point in a big room. SAVE.

In the next room, enter the first door for a MITHRIL HELMET(15). Go to the end of the hallway and grab the ORICHALCUM(16) before going into the northwest door.

In this hallway, go into the first door and take the DEFENSE BOMB(17). Then go to the end of the hallway, and into the north door for another teleporter. This will take you back to the third floor.

Enter the west door and grab the SOUR SYRUP(18), and then go through the east door.

Enter both rooms for ?ARMOR(19) (Mithril Mesh), and a RESURRECTION MIST(20).

Continue south and through the door. Step on the teleporter to get to another part of the 4th floor.

Go up to the last door in the hallway for a MITHRIL(21), and then to the first door to get to the 5th floor.

MAP HERE 5F

Head south first and grab ?ARMOR(22) (Sylvan Mail), then go into the room above the teleporter for SPECTACLES(23). Head to the next screen and grab ?WEAPON(24) (Beserk Sword) from the north room.

Continue west, and grab ?HERB(25) (Rose Hip) and SOUR SYRUP(26) from both rooms. Continue south and into the teleporter for the 6th floor.

MAP HERE 6F

Head up, and grab the ?HERB(27) (Artemis Leaf) and the REFRESHING SYRUP(28), before continuing. In the next screen head north and grab the ELVEN SLIPPERS(29) before continuing east.

Grab the RESURRECTION MIST(30) and the DREAM CROWN(31) from the rooms before going south. Go east here into a room for SOUR SYRUP(32). Leave and enter the northwest door. Follow the path to a teleporter back to the 5th floor.

Follow the path to another teleporter back to the 6th floor. Enter the east door for a big circular room with yet another teleporter. Get on to get to the 7th (and final) floor.

MAP HERE 7F

Go north until you get to a save point.

SAVE IT!

Not only does saving it here give you the sound bits of the characters you have, but it also unlocks the secret dungeon.

Want to do the Cave of the Seven Stars? Search [05.03].

The final boss uses wind/dark spells, so equip some acc. that halve wind/dark damage to help out.

Crystals, Mithrils halve wind damage.  
Rune Metals halve both wind and dark damage.

The final (final) boss uses Light spells, so equip armor that absorbs light for an easier time.

This will help a bunch, healing any damage he inflicts (he usually does a spell after attacking).

Reflecting Plate, Holy cloak, and Silver Charm's absorb light damage.

Cloak of Deception, and Stardust Ring's nulify light damage.

ILIA, T'NIQUE, PERICCI, and WELCH do not have any armor that absorbs/nulifies light damage, so they'd need an accessory.

If you did all the side quests (aside from the Cave of the Seven Stars) then you should have ~2 Stardust Rings, so if you want to use one of the above named characters, equip one of those on them.

If you don't have any Stardust Rings then Sacrificial Dolls, Rainbow Daimonds, Philosopher's Stones, Moonrocks, Mithrils, and Meteorites all halve light damage.

When your ready head north 2 screens, watch the scenes and fight the first final Boss:

```
O=====O                                                    O-----O
|Name: Jie Reverse      |                                     | (BOSS-11) |
|=====O=====|
| Level Range: 70+     | HP Range: 55,500           MP Range: 550 | EXP: 13,500|
|=====O=====|
| Weakness(es): N/A   |                                     |
| Strength(s): All Elements |                                     |
|=====|
| DROPS LIST: N/A    |                                     |
|=====O=====O=====O=====O=====|
| Strategy: Spam, Spam, Spam. Don't let up, if you do he'll be able to cast |
| ----- 1 of 3 spells: Imortal Tempest, Field of Pain, or Abyss Cascade. |
| Imortal Tempest is area effect wind damage and Abyss Cascade all dark |
| damage so beware. Field of Pain is a smaller area of effect that he does |
| when you surround him. |
O=====O
```

Watch a cinematic scene, and then fight the final, Final boss:

```
O=====O                                                    O-----O
|Name: Neo Reverse     |                                     | (BOSS-12) |
|=====O=====|
| Level Range: 70+     | HP Range: 94,500           MP Range: 940 | EXP: 19,440|
|=====O=====|
| Weakness(es): N/A   |                                     |
```



```

| Strength(s): All Elements (absorbs light)
|=====
| DROPS LIST: N/A
|-----o-----o-----o-----o-----
| Strategy: Spam, Spam, Spam. Don't let up, if you do he'll be able to cast
| ----- 1 of 2 spells: Sacred Law or Seraphic Storm. However, if you
| equipped light absorbing/nulifying armor then you have nothing to worry
| about.
|-----o-----

```

Congrats! You've beaten the game. Watch your endings and be happy. Then restart and pick different characters to see some different endings.

NOTE: Some endings appear AFTER the credits, so yes you have to watch them.

```

O=====
|
|              PHIA Melle [04.00]
|-----O-----

```

NOTE: You CAN NOT get PHIA without IOSHUA. If you just want one or the other then your in the wrong walkthrough. If you recruit IOSHUA, and not PHIA then IOSHUA will leave, and if you don't recruit IOSHUA, PHIA will leave. Which is ridiculous, but whatever...

This means that you will only have 1 open slot, because if you recruit IOSHUA then MAVELLE automatically joins you. You can get rid of her, but that still leaves only 2 slots available to recruit others.

NOTE2: You CANNOT get PHIA's SFT (God of War SFT) if you choose to follow this portion of the walkthrough. If you want both it and PHIA, then recruit PHIA in CYUSS or ASHLAY's walkthrough.

```

o=====o=====o=====
| Haute | SEARCH | 04.01 |
o=====o=====o=====
| Recommended Level | 5 |
o=====o=====o=====
| Item Checklist | Enemy Checklist |
o-----o-----o-----
| Sweet Syrup.....|_| | NONE |
| Resurrection Elixir.....|_| |
o=====o=====o=====

```

Watch the scene then head west. Grab the SWEET SYRUP, and head up the stairs. The Inn is the first building, so rest for 60 Fol if you need to. The girl next to the Inn gives you info about the various kingdoms on Roak so talk to her if you want to know.

The guy next to her on the bridge wants to know which way to Portmith. Tell him to head north and continue to the right.

After the bridge is the Food Shop, don't buy anything there as you wouldn't be able to cook anything anyway, and we want to SAVE our Fol.

```

o-- Food Shop -----o
|
| Grains.....150 Fol   Fruit.....80 Fol |
| Vegetables.....20 Fol   Meat.....50 Fol |
| Eggs & Dairy.....10 Fol
|

```

o-----o  
Go inside the building to the right of you and observe the scene. Head to the left and talk to the right-most girl to buy your first set of skills.

o-- Haute Skill Guild -----o

Knowledge 1 (Mineralogy, Herbology, Recipe).....	300 Fol
Sense 1 (Aesthetics, Resilience, Keen Eye, Courage).....	400 Fol
Technical 1 (Sketching, Knife, Whistling, Imitation).....	400 Fol
Combat 1 (Guardbreak, Power Burst, Qigong, Trance).....	400 Fol

o-----o

It'll cost 1500 to buy them all, but you should have enough so get them. If you don't you can either: a) go outside and fight until you do, or b) continue on and buy it eventually

NOTE: You can use your skill points now, but DO NOT USE ANY. We want to save them for another skill.

Now talk to the guy in front of the door. You'll get three options. The first takes you to his store:

o-- Badam's Items -----o

Blueberries.....	50 Fol Aquaberries.....	70 Fol
Blackberries.....	180 Fol Antidote.....	100 Fol
Paralysis Cure.....	100 Fol Stone Cure.....	100 Fol
Flare Bomb.....	180 Fol Spectacles.....	10 Fol
Harmonica.....	800 Fol Pickaxe.....	1200 Fol

o-----o

You don't need to get anything from here yet, save your money for the next town's Weapons/Armor.

The second option doesn't do anything, so choose "I'd like to talk" and then "Take the job".

Unfortunately we need a weapon, so head back out and talk to the guy above the south entrance. He'll offer to sell you a sword for 20 Fol. Buy it even though we know it's a scam.

The guy we saw when we first entered will appear then and stop you.

Head outside and save.

Then go back to Badam's Item shop and see the guy trying to steal our job! Grr!

He'll be nice and try and give it back by offering to give us a sword. However, Badam wants him to go with us.

Meet CYUSS Warren [08.05].

Badam will give you a 200 Fol advance, as well as the Permit needed to enter Portmith. Then CYUSS will give you a LONGSWORD so equip it on RODDICK if you took the Equipment wizard off. Then take a look at CYUSS' talents, and make sure he DOES NOT have the talents "Taste" and "Design Sense".

Head north to leave Haute, but stop in the northern house and nab a RESURRECTION ELIXIR on the left. Then leave Haute to the north and go up to Mt. Metorx.

Another PA is available between ILIA and RODDICK (You won't get any PA's with CYUSS unless you permanently accept him into your party, and if you plan on doing that your in the wrong section of walkthrough).

BIGNOTE: If you have cwCheat, and use the Bunny Whistle to by-pass Mt.Metorx then you will not be able to continue the game (unless you get rid of CYUSS without completing the job). There is a scene in Mt. Metorx with CYUSS and your party that you must see to continue. Be sure to see it, before using the Bunny Whistle to by-pass it.

```
o=====o=====o=====o
| Mt. Metorx                                     | SEARCH | 04.02 |
o=====o=====o=====o
| Recommended Level      | 5                                             |
o-----o-----o-----o
|           Item Checklist           |           Enemy Checklist           |
o-----o-----o-----o
| ?Herb (Lavender).....|_| | Little Bunny.....[60 HP] |
| Rose Hip.....|_| | Killer Bee.....[160 HP] |
| Wolfsbane.....|_| | Fellworm.....[200 HP] |
|           | Slime.....[420 HP] |
o=====o=====o=====o
```

Mt. Metorx is very straight forward. Just head north three screens until your at the healing spring. You can take the time to level up here, where you can heal for free, or you can wait.

As you pass the spring a scene will occur and you'll end up one screen up. Go back down and hit the action button (X) next to the glitter to get ?HERB.

Continue on to the next screen and search another glitter on the right for a ROSE HIP. Head down two screens and search the glitter near a tree for WOLFSBANE.

Now go south once more to exit Mt. Metorx.

```
o=====o=====o A new enemy is here on this side of
| Enemy Checklist - Muah Continent | the mountain. Bushwackers seem to
o-----o-----o appear more when your near Portmith.
| Little Bunny.....[60 HP] | These enemies can kill you since you
| Theiving Scum.....[80 HP] | have no armor on. They also give you
| Bushwacker.....[200 HP] | a decent amount of Fol.
o=====o=====o Three of them will give you 300 Fol,
while two of them and two wolves give you 260 Fol. If you spent all your
money getting you first set of skills fight near Portmith to get some cash,
but KEEP AN EYE ON YOUR HP! And don't be afraid to use some Blueberries if
your getting low on health.
```

Don't try to level up until you've bought some armor. If you have a decent amount of cash already head up to Portmith now.

```
o=====o=====o
| Portmith                                     | SEARCH | 04.03 |
o=====o=====o
| Recommended Level      | 8                                             |
```

Item Checklist	Enemy Checklist
Faerie Elixir..... _	NONE

After the scenes you'll be able to explore Portmith.

NOTE: You can get rid of CYUSS now if you want, instead of completing the job Badam gave you, and having to go ALL the way back to Haute. To do so, go to the docks and talk to the top left most sailor. He'll tell you about the pirates, and CYUSS will ask about Badam's job. Choose "Don't deliver it." and he'll start to walk away. You'll then have the option to stop him.  
 "Stop him."

- "Yes." - Keep CYUSS, no AL change.

- "No." - ILIA -1 AL toward RODDICK, no more CYUSS.

"Don't stop him." - ILIA -1 AL toward RODDICK, no more CYUSS.

NOTE2: If you're going to get rid of CYUSS in Portmith so you don't have to go all the way back to Haute, be sure to do his Purity Fol Trick (see: OP002) to get some quick Fol before you do.

NOTE3: If you do this you will not get the +1 AL toward everybody upon completing this job.

Portmith	
Key:	
H = House	I = Item Shop
F = Food Shop	B = Bar
S = Skill Guild	
<pre>           #...CASTLE..#           #.....#           #####           ##.....###      #####           #####.....###      #...#           #.....#####WPN###           #####.....###.....#           #...SHIP.....#H.....###.....#           #####.....###.....#           #...#####.....#####           #...#.Inn.....#####.....###...####           #...#####.....##...####.....###...##           #...###.....##...####.....#####BAR#####           #...#.H.....#SKL#.....#           #####.....###.....1.....#           #.....#.....#           #####.....#####.....##           #.....#...#.....#####.....#...#           #####ITM#####.....#####FOOD##           #.....#           #.....#           #####.....#####           #.....# </pre>	

ENTRANCE

If you still don't know where everything is after looking at the map, I'm sorry. The map is pretty easy to read. Although, Portmuth is pretty straight forward so you probably don't need it.

West is the Item Shop and east is the Food Shop.

o-- Just like Mama's -----o

Grain.....150 Fol	Fruit.....20 Fol
Vegetables.....20 Fol	Meat.....50 Fol
Seafood.....150 Fol	Marenne Oysters.....12000 Fol
Rose Hip.....230 Fol	Lavender.....35 Fol

o-----o

o-- Ye Olde Item Shoppe -----o

Blueberries.....50 Fol	Aquaberries.....70 Fol
Blackberries.....180 Fol	Antidote.....100 Fol
Paralysis Cure.....100 Fol	Stone Cure.....100 Fol
Flare Bomb.....180 Fol	Magical Canvas.....300 Fol
Magical Clay.....300 Fol	Spectacles.....10 Fol
Harmonica.....800 Fol	Pickaxe.....1200 Fol

o-----o

Above the Food Shop is the Bar. Between the Food Shop and bar is the guy we gave directions to in Haute. Talk to him to get a FAERIE ELIXIR (1).

The Skill Guild is above the Item Shop, and it has a new skill to buy. We'll want to buy Sense 2, but wait until you've bought your Weapons/Armor.

o-- Portmuth Skill Guild -----o

Knowledge 1 (Mineralogy, Herbology, Recipe).....300 Fol
Sense 2 (Determination, Danger Radar, Purity, P. Face).....1600 Fol
Technical 1 (Sketching, Knife, Whistling, Imitation).....400 Fol
Combat 1 (Guardbreak, Power Burst, Qigong, Trance).....400 Fol

o-----o

There isn't anything of interest at the Docks yet, but remember where it is.

There are no chests in any of the homes, so ignore them. Rest at the Inn if you need to.

We can't go to the Castle yet, so head on over to the Weapon Shop.

After the scene talk to him again to buy some Weapons/Armor.

o-- Just Like Papa's -----o

Longsword.....100 Fol	Saber.....300 Fol
Two-Handed Sword.....500 Fol	Rod.....100 Fol
Brass Knuckles.....200 Fol	Padded Armor.....300 Fol
Silk Robe.....200 Fol	Martial Arts Outfit.....1200 Fol
Bikini.....100 Fol	Leather Helmet.....80 Fol

```

| Round Shield.....180 Fol      Leather Greaves.....100 Fol |
| Boots.....50 Fol              |
|                                |
o-----o

```

To get all the Weapons/Armor, you need 2,230 Fol. (1 Saber, 1 Brass Knuckles, 1 Padded Armor, 1 Martial Arts Outfit, 1 Round Shield, 1 Boots)

NOTE: Take off CYUSS's Armor and give it to RODDICK (Saves you ~500 Fol)

You'll need another 1,600 Fol for Sense 2, that's 3,830 Fol all together.

5,330 Fol for Wep/Armor, Sense 2 and a Pickaxe (A Pickaxe is needed for the some dungeons, but you don't need one just yet)

If you need more money go fight some Bushwackers and you should have enough after several battles.

Now then, you should have between 60-80 Skill Points (SP) depending on your level and if you didn't spend any like I told you to. Now that we have Sense 2, we have Determination--our first skill we are going to master.

Determination lowers the SP needed for each Skill, something we really want!.

```

o-----o
|      Skill      | SP Needed: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----|-----|
| Determination |           8 | 16 | 24 | 32 | 40 | 48 | 56 | 64 | 72 | 80 |
|-----|-----|
|                |                Total SP Needed to Master: 440 |
o-----o

```

Now I know what your thinking, "That's a lot of SP!" But it really isn't that much, and this skill is something we really need to get the other skills with as few SP as possible.

Goto the Skill screen and level Determination to level 3 for everyone. Then level up Herbology until it costs more than 1 SP (lvl 3).

Herbology raises the restorative effects of Blueberries/Blackberries by 3% each level, meaning you won't haveto use as much as you do without Herbology.

This next section is for those of you who want easy Fol, and don't mind spending 30-40 minutes leveling up a bit read on. To continue skip to (SKIP1)

```

o=====o
|                CYUSS' Purity Fol Trick  [04.0A]                |
o=====o

```

With this nifty little trick, you should have enough Fol to last you for a good while.

Remember, this is only if you have decided NOT TO TAKE CYUSS! Do not do this with RODDICK or ILIA, you don't need that much Fol in the beggining of the game.

First, level CYUSS up to level 15.

NOTE: A fast way to level him to 15 is to put ILIA and RODDICK in your Reserve

Party. (Tactics-->Replace-->Move them to the right) This is risky, however, because if he dies, it's game over. So if your going to do it heal often.

Once he's level 15, goto his skill menu and level up Determination to level 2.

Why upgrade Determination to just level 2? Because at level 2, you'll be able to master Purity with the least amount of SP (349SP). Upgrading DTM anymore will raise it (353, 365+).

Now scroll down the skill list and find the skill Purity (It'll be on the right side).

Purity: A mind that is open to the whims of the Gods of Creation.

Ehhh? What does that mean? -grins- It means you get free Fol! That's right you read correctly FREE FOL! (Purity = Playfulness for you SO2 players)

The only problem with this skill is it costs so much! (So I suppose it's not really free....) But that's where Determination comes in! Sadly, it would take too long to get Determination to level 10, and that's not what we want for CYUSS anyway. We want to get Purity as high as possible!

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Purity	SP Needed:	13	15	17	19	21	26	36	46	56	76
When Determination is level 2	Fol Made:	100	700	1900	3700	6100	9100	12700	16900	21700	27100
	Note:	Fol Made is Constant even if Determination is higher									
		Total SP Needed to Master: 325 SP									

When Determination is level 2, Purity costs 13 SP. At level 15 you have enough SP to get Purity to level 4 which will give you 6,400 Fol!

But wait! Your not done yet! Go to the Item Shop in Portmith and buy 15 Magic Canvas', then head to the Food Shop and get 20 Vegetables.

Goto your menu and acess CYUSS' Skill page. Level up Sketching to level 3 and Aesthetics to level 3 to get the Item Creation Skill Art to level 3. Then get Knife to level 1, Recipe to level 6, and Keen Eye to level 4 to get the Item Creation Skill Cooking to level 3.

Save your game.

Now goto CYUSS' Item Creation page. You should have two options, Art and Cooking. First goto Art and use your Magic Canvas' until you hear a "Ping" and see the message "CYUSS has aquired the Secret Talent Design Sense". Then goto Cooking and use those Vegetables until you hear another "Ping" and see the message "CYUSS has aquired the Secret Talent Taste" [07.05].

If you used all your Canvas' and didn't unlock it, reload and try again. I once had to buy 40 Canvas' to get it unlocked, then when I reloaded it only took me 3 Canvas'. It's random.

Now goto his skill page again. Voila! You now have 200 extra Skill Points, 100 SP for each talent you unlocked. Now put all this SP into Purity to get it to level 9. Doing so will get you a whopping 66,500 Fol. That's 72,900 Fol all together!

And the best part is, CYUSS will be leaving our party soon, so we didn't waste our main party's SP getting cash, we just spent an extra 40 minutes leveling up (and that's not bad).

So, 40-60 min to get 72,900 Fol? Is it worth it? You tell me. CYUSS isn't going to be in your party for much longer, so why not get as much Fol as you can from him?

Design Sense and Sense of Taste are the only two talents you can unlock now, so lvl 9 purity is about as much as your gonna get unless you spend another hour or so getting 74 more skill points to get Purity to level 10.

Getting it to level 10 will get you another 27,100 Fol. Frankly, 72,900 Fol is enough to last you a long while, even if your constantly buying Blackberries. It's up to you if you wanna spend the time getting it to level 10, but I wouldn't. (76SP and you getting ~10-15 SP per lvl?..)

o-----SKIP1--o

When your done, head back through Mt. Meteorx to Haute. Once there goto Badam's Shop and watch the scenes. You'll get 600 Fol for your trouble.

Your party will get +1 AL toward each other for successfully delievering the bunny.

It is time to either beg CYUSS to stay, or let him leave. This walkthrough is for PHIA, so you'll be saying no. (If you want CYUSS go to [02.00])

Leave the shop. Your given three choices, the first lets CYUSS join your party permanently, while the last lets him leave. The second choice tells you about the Mt. Meteorx Mine sidequest [05.01], which we don't want to go to just yet (the enemies there will slaughter you unless you're lvl 35-40).

Choose the third and head all the way back to Portmith.

Head to the west to get to the docks. Go to the northern most pier and talk to the sailor there. He will tell you that no ships are sailing because of pirates.

Your then given three choices. The first will let you take a boat below you to the Pirate Hideout.

The second will be like you didn't talk to him.

Choosing the third means that you will not be doing this side-quest. That's all fine and good, but it also means you WILL NOT BE ABLE TO RECRUIT PERICCI [08.11]! The sailor will comment that it'll be 20 days before the Pirate problem is taken care of, which means you'll have to stay at the Inn 20 times.

NOTE: If you accidentality choose the third option, and you suddenly decide that you wanted to do the quest instead of skipping it, you can still talk to the sailor and choose to fight. However, once you have slept at the Inn 20 times, you will not be able to do this quest.

20x60 = 1,200 Fol is how much Fol you'll need to bypass the Pirate side-quest.

Honestly, I would do the quest, not only will you level up to level ~16-19 you'll get some decent items too (RAINBOW DIAMOND!). AND, you'll be able to recruit PERICCI later on.



It's up to you though, if you've chosen to skip the quest skip ahead to (PM006).

```

O=====O=====O=====O
| Pirate Hideout | SEARCH | 04.0B |
O=====O=====O=====O
| Recommended Level | 12 |
O=====O=====O=====O
| Item Checklist | Enemy Checklist |
O-----O-----O-----O
| Antidote.....|_| | Horned Wolf.....[160 HP] |
| Blueberries.....|_| | Bandit.....[200 HP] |
| Resurrection Elixir.....|_| | Bushwacker.....[200 HP] |
| Blackberries.....|_| | Kobold.....[280 HP] |
| Lavender.....|_| | Robber Axman.....[540 HP] |
| Sapphire.....|_| | Vlekhent.....[MiniBS] |
| Necklace.....|_| | Vlekhent Cheif.....[ BOSS ] |
| Resurrection Elixir.....|_| |
| Resurrection Elixir.....|_| |
| Sweet Syrup.....|_| |
| Sacrificial Doll.....|_| |
| Blueberries.....|_| |
| Sweet Syrup.....|_| |
| Resurrection Elixir.....|_| |
| Magic Canvas.....|_| |
| Ruby.....|_| |
| Rainbow Diamond.....|_| |
| Saint Elmo's Charm**.....|_| |
O=====O=====O=====O

```

\* - This item appears in Portmith AFTER you've completed this quest.

You'll appear in front of the Hidout next to your boat. You can sail back and forth to Portmith and the Hidout until you beat the boss. So if you run out of Blue/Blackberries or want to rest at the inn, you can.

I have included maps to all the floors, they're pretty big -- sorry, but hopefully they'll make any directions I give clearer. (If anyone can make smaller maps, that are readable, I would appreciate it)

```

O=====O=====O=====O
| First Floor |
O=====O=====O=====O
| Key: |
| |
| xxx = Gas (Need Flint to destroy) |
| SSS = Slime (Walk across) |
| ___ = Stairs |
O-----O-----O-----O
| |
| |
| ##### | ##### | |
| ##### #.._..# | #.....# |
| #.10...X..# | #.....# |
| #.....X....# | #.....# | #2...#####..# |
| #.....X.....# | #.....# | #...3.#.....##..# |
| #...X.....#####.....#####.....1##..# |

```







```

| #.....#####.....##
| #.....@#@#@#@#@#@.....##
| #.....@#@#@#@#@#@.....##
| #.....#####
| #.....#####
| #....._____.....
| #....._____.....
| #....._____.....
O=====O

```

Head right and pass the gas things. DO NOT IGNITE THEM! IGNORE THEM! Go up and grab SWEET SYRUP(11) and SACRIFICIAL DOLL(12) then head back to the start.

Going down from the gas things will take you to a poisonous gas cloud, so don't bother going there.

From the start go down. Grab the BLUEBERRIES(13) and continue down. At the intersection continue going down as going right will take you back to that poisonous cloud.

Now follow the path forward 3 screens until you get to Basement level 3.

```

O=====O
|           Basement 3           |
O=====O=====O=====O=====O
|           |                   |
| Key:      |                   |
|           |                   |
|   xxx = Gas (Need Flint to destroy) |
|   SP  = Save Point                   |
|   CG  = Catgirl                       |
|           |                   |
O-----O-----O-----O-----O-----O-----O
|
|                                           START
|                                           #.....#
|                                           #.....#
|                                           ##.....##
| #####                                     ##.....##
| ##..##CG##18##17#                          ##.....##
| ##..##..##..##..#####                    ##.....##
| #.....#                                     #####.....##
| #.....#                                     #.....15.....##
| #####.BOSS..#                               #.....##
|      #.....#                               #...#####.....##
|      #.....#                               #...#####.....##
|      ###.....#####.....#####.....##
|      #.....#####.....#
|      #.SP.....#####.....#
|      #####.....#.....#
|      #.....16#.....#
|      #####.....#
|      #####.....##
|      #####X.....##
|      #..14...X.....##
|      #.....X.....##
|      #.....X.....##
|      #####
O=====O

```

Head south past the door until you reach another bunch of gas things. Ignite them and grab the SWEET SYURP(14), then return and go through the door. Pick up your 4th RESURRECTION ELIXIR(15) as you head left, then head southeast to the next screen for MAGIC CANVAS(16).

Then go back and continue west. Save at the save point and heal up, for next is the boss the Velkhent Cheif.

```
O=====O
|Name: Velkhent Chief | (BOSS-3) |
|=====|
| Level Range: 14+ | HP Range: 5,000 | EXP: 650 |
|=====|
| Weakness(es): All Elements |
| Strength(s): N/A |
|=====|
| DROPS LIST: N/A |
|=====|
| Strategy: The Velkhent Chief has a Velkhent with him so they'll be hitting |
| ----- you hard. Good news is that both of them are weak against fire |
| so spam Firestorm Blade like crazy, and if you run out of MP spam regular |
| attacks. If you keep attacking and never let up, they shouldn't have a |
| chance to do too much damage. If you didn't take CYUSS keep an eye on your |
| HP. |
O=====O
```

All your characters will receive +1 AL toward each other as a reward.

Yay! You got rid of him, now we can goto the Astral Continent right? Nope! ILIA wants to explore the rest of the hideout, so head up the stairs to your left.

Hit X next to the cell doors to open them, and open the first two for RUBY(17) and RAINBOW DIAMOND(18). When you get to the third door you'll see a catgirl playing an ocarina.

After the scene, ILIA declares your taking the catgirl with you. Okaaay...

You'll automatically appear in Portmith, and you won't be able to go back to the hideout, so if you didn't get all the treasure inside, restart.

Once in Portmith the catgirl runs away saying stuff about her being a bird and flying away. Alrightie then. She'll trip and drop her ocarina, so go pick it up. It's that little glitter of light.

NOTE: If you don't pick up the ocarina then you cannot recruit this character. Want to know who she is? Search [08.11].

NOTE2: Go down and talk to the blue-eyed boy now and he'll give you a SAINT ELMO'S CHARM, an accessory which absorbs water. This item is missable! If you do not get it now, you won't ever get it.

NOTE3: GO BUY A PICKAXE! You should have enough money if you did the side quest. If you don't buy one now, you won't be able to get quite a few items in the next dungeon.

Head outside of Portmith and save. Then return and talk to the sailor.

He'll be so happy you got rid of the pirates he'll take you over to Autanim

for free. This is a one time deal. After this ship costs will be 30 Fol per person.

```
o=====o=====o=====o
| Autanim | SEARCH | 04.04 |
o=====o=====o=====o
| Recommended Level | 16 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Amulet of Antivenin.....|_| | NONE |
o=====o=====o=====o
```

When you arrive at Autanim a women will come up to you and wonder where ILIA's tail is. ILIA'll make up a sob story about losing it in a childhood accident. The red-head will apologize for being rude and introduce herself.

Meet PHIA Melle [08.07]. She'll then offer to escort you to Astral City.

Saying no will have no negative effects, nor will it get rid of the opportunity to recruit PHIA. If you take her, once you get to Tatroi City she'll leave anyway. So the only reason you'd take her is if you think the enemies on the Astral Continent will be too tough for you.

NOTE: Letting PHIA temporarily join gives ILIA +1 AL toward RODDICK.

```
o=====o=====o=====o
| Autamim |
o=====o=====o=====o
| Key: |
| H = House ITM = Item Shop |
| FOOD = Food Shop SHIP = Ship |
| SKL = Skill Guild WPN = Weapon Shop|
o-----o-----o-----o
|
| #####
| #####.1#####...#####
| #####.#####...#####
| #####.#####H#####FOOD#####
| #####H#####...#####
| ##.....#####...#####
| #####.....#####WPN#####
| ##INN#.....#####
| ##.....#####
| ##.....#####
| #####.....#####
| #####.....#...#.....#####
| #.....#SKL#.....#####ITM##.....###
| #.....#####
| #.....#####
| #.....#.....#####
| #####.....#
| #.....#####S#
| #.....#####H#
| #.....#####I#
| #.....#####P#
```

#.....#####  
 ENTRANCE

Head north from the docks to end up on a screen with the Food and Item Shops.  
 North is the Food and West is the Item.

o-- Decorous Foods -----o

Grains.....150 Fol	Fruit.....80 Fol
Vegetables.....20 Fol	Meat.....50 Fol
Seafood.....150 Fol	Eggs & Dairy.....10 Fol
Top Quality Tuna.....9000 Fol	Rose Hip.....230 Fol
Lavender.....35 Fol	Mandrake.....80 Fol

o-----o

o-- Elle's Odds and Ends -----o

Blueberries.....50 Fol	Aquaberries.....70 Fol
Blackberries.....180 Fol	Antidote.....100 Fol
Paralysis Cure.....100 Fol	Stone Cure.....100 Fol
Resurrection Elixir.....500 Fol	Sleeping Gas.....200 Fol
Mind Bomb.....300 Fol	Flare Bomb.....180 Fol
Amulet of Antivenin.....1000 Fol	Spectacles.....10 Fol
Magical Canvas.....300 Fol	Magical Clay.....300 Fol
Feather Pen.....20 Fol	Ruby.....600 Fol
Sapphire.....600 Fol	Crystal.....2000 Fol
Diamond.....3000 Fol	Iron.....150 Fol
Scrap Iron.....5 Fol	

o-----o

The man next to the Item Shop with the art supplies will offer to sell you pictures of you characters. Don't bother, buying them will get you a DOODLE. (If you fail at making something with the Item Creation Art you get a DOODLE.)

From this screen head west two screens.

This screen houses the Skill Guild, go in and buy Knowledge 2 then head north.

o-- Autanim Skill Guild -----o

Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol
Sense 2 (Determination, Danger Radar, Purity, P. Face).....1600 Fol
Technical 1 (Sketching, Knife, Whistling, Imitation).....400 Fol
Combat 1 (Guardbreak, Power Burst, Qigong, Trance).....400 Fol

o-----o

This screen has the Inn/Bar.

If you rest in the Inn here you'll see a scene with MILLIE and RONYX. MILLIE is praying and RONYX comments that on Earth religion is a relic of the past. MILLIE doesn't think RONYX is right. Then she suggests he learns Symbology. Not staying at the Inn, and not watching this scene will not have any negative impact on the game. It's just an explanation about how RONYX learned symbology (remember on Earth no one has heard of Symbology).



East from the Inn is the Weapon shop. Buy the new Weapons/Armor.

```

o-- The Art of War -----o
|
| Saber.....300 Fol      Claymore.....1300 Fol |
| Rod.....100 Fol       Hard Knuckles.....800 Fol |
| Padded Armor.....300 Fol  Silk Robe.....200 Fol |
| Martial Arts Outfit.....1200 Fol  Leather Helmet.....80 Fol |
| Padded Helmet.....600 Fol  Round Shield.....180 Fol |
| Leather Greaves.....100 Fol  Iron Greaves.....300 Fol |
|
o-----o

```

NOTE: Before you buy anything from the WPN shop, switch all of PHIA's armor and equip it on RODDICK. This way, the only thing you'll need to get for him is a Padded Helmet.

Behind the weapon shop is a house with an AMULET OF ANTIVENIN. An accessory that prevents poison. Equip it if you want, as the Assassin Bugs outside can poison you.

Stock up on Blue/Blackberries, and Aquaberries or Antidotes. You should have a decent amount of money from going through the Pirate Hidout.

You want Aquaberries or Antidotes because the Assassin Bugs can poison you. Although, the Item Shop sells Amulets of Antivenin so if you want to buy extra to equip instead of getting Aquaberries/Antidotes you can. It's a bit more expensive though.

After you've got all the equipment and items you want head south and exit the city.

```

o=====o=====o NOTE: Assassin Bugs are weak against
| Enemy Checklist - Astral Continent | fire, Axman are strong against fire,
o-----o but Sandworms absorb fire. So be
| Assassin Bug.....[280 HP] | selective about using your Firestorm
| Sandworm.....[360 HP] | Blade here. Ooze, Slime, and
| Mandrake.....[360 HP] | Mandrakes appear in the areas after
| Slime.....[420 HP] | Tatori.
| Robber Axman.....[540 HP] |
| Ooze.....[660 HP] | Follow the path. [SAVE] in front of
o=====o the next city you see, then enter.

```

```

o=====o=====o
| Tatori | SEARCH | 04.05 |
o=====o=====o
| Recommended Level | 17 |
o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o
| Resurrection Elixir.....|_ | ARENA |
| Aquaberries.....|_ | |
| Spectacles.....|_ | |
o=====o=====o

```

```

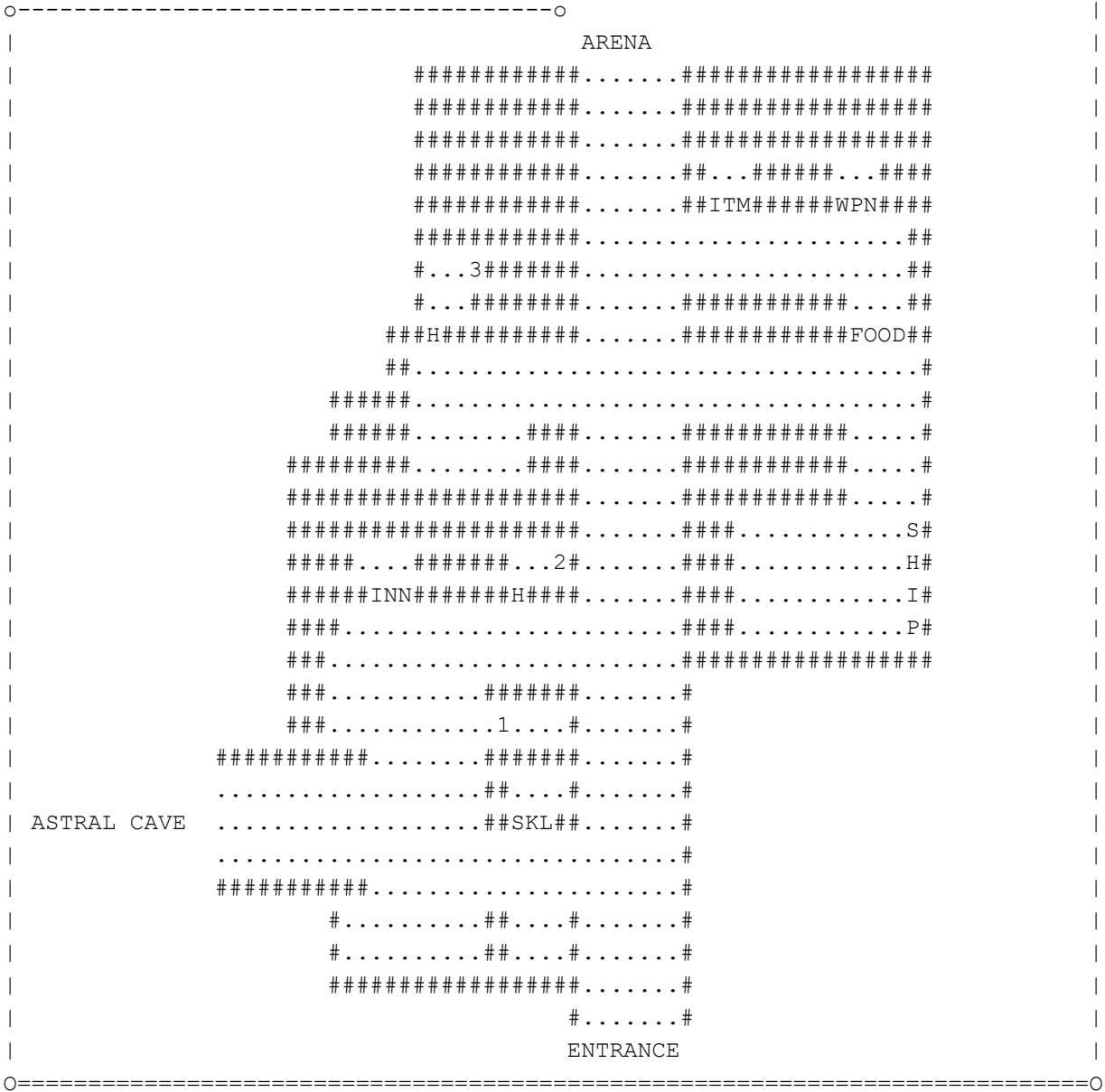
O=====O
| Tatori |
O=====O
| Key: |

```

```

|
| H   = House      ITM = Item Shop |
| FOOD = Food Shop SHIP = Ship     |
| SKL  = Skill Guild WPN = Weapon Shop|
|

```



If you took PHIA with you she will leave your party as you enter. Don't worry you'll have the chance to get her permanently later.

Head up and into the little niche to get a RESSURECTION ELXIR (1).

The bottom of the stairs houses the Skill Guild. Buy the 2 new skills from here. (Tech2, Combat2)

```

o-- Tatori Skill Guild -----o
|
| Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol |
| Sense 2     (Determination, Danger Radar, Purity, P. Face).....1600 Fol |
| Technical 2 (Eye for D., Penmanship, A. Training, Machinery).....1600 Fol |
| Combat 2    (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
|
o-----o

```

Straight above the Skill Guild is a house with AQUABERRIES (2) inside. To the left of the house is the Inn. Rest if needed.

Between the Inn and the house is a girl named Puffy. She let is a roleplaying person and will let you RP with her for 600 Fol. You can get a Flare Bomb and 120 Fol from her if you choose the right options, but it isn't worth it. The results of what you choose are funny though (If you come back after you get a Victory bomb? then you can see what happens when you beat her boss).

North from the Entrance is a 5-way intersection. Go left and into the house to get another chest with SPECTCALES (3). Back at the itersection go on the path above the stairs to the right. The first place here is the Item Shop.

```
o-- The Fighting Merchant -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol |
| Paralysis Cure.....100 Fol  Stone Cure.....100 Fol |
| Resurrection Elixir.....500 Fol  Sleeping Gas.....200 Fol |
| Mind Bomb.....300 Fol       Flare Bomb.....180 Fol |
| Amulet of Antivenin.....1000 Fol  Pet Food.....10 Fol |
| Spectacles.....10 Fol       Magic Canvas.....300 Fol |
| Magic Clay.....300 Fol       Feather Pen.....20 Fol |
| Ruby.....600 Fol           Sapphire.....600 Fol |
| Pipe Organ.....5000 Fol      Iron.....150 Fol |
|
o-----o
```

Restock on Blue/Blackberries here and continue next door to the Weapon Shop.

```
o-- Ed's Hardware -----o
|
| Saber.....300 Fol          Sinclair.....2000 Fol |
| Claymore.....1300 Fol      Rod.....100 Fol |
| Hard Knuckles.....800 Fol  Padded Armor.....300 Fol |
| Silk Robe.....200 Fol      Martial Arts Outfit.....1200 Fol |
| Leather Helmet.....80 Fol   Padded Helmet.....600 Fol |
| Round Shield.....180 Fol    Leather Greaves.....100 Fol |
| Iron Greaves.....300 Fol
|
o-----o
```

NOTE2: You will be able to get a chest with the Sinclair soon. It's up to you if you wanna buy it now though. If you have more than enough money (Purity Fol Trick?) then go ahead and buy it anyway.

Go northwest down the stairs and you'll be in the Food Shop. Exit.

```
o-- Feast of Victory -----o
|
| Grains.....150 Fol        Fruit.....80 Fol |
| Vegetables.....20 Fol     Meat.....50 Fol |
| Seafood.....150 Fol       Organic Vegetables.....4000 Fol |
| Sirloin.....7200 Fol      Rose Hip.....230 Fol |
| Lavender.....35 Fol       Mandrake.....80 Fol |
|
o-----o
```

To the right is the Harbor, but ignore it for now. Head back to the intersection and go up this time. Watch the small scene and continue on.

You'll be in the Tatori Arena.

In the Arena you're able to fight 5 battles. The battles differ depending on your rank. Once you beat a rank, you'll be bumped up to the next rank.

You start on rank G, and you can go up to rank A. The monsters grow with difficulty as the rank increases.

You also are only able to use the items they give you. So don't expect to be able to heal everytime you get hurt.

For the rules, a list of the monsters in each rank, and the prizes you get search [05.04].

At this point, you can choose to ride the ferry to Astral City, or you can walk to Astral City via the Astral Cave. You will be going through the Astral Cave when returning to Tatori, so the choice is yours. This walkthrough will be going via the ferry. If you wish to go through the cave now to get some items and/or level up, search [04.07] for a map.

NOTE2: Before you go to Astral City, make sure you have a Pickaxe. If you don't have one, you'll have to go all the way back to Portmith and get one. It is needed for the next dungeon.

```
o=====o=====o=====o
| Astral | SEARCH | 04.06 |
o=====o=====o=====o
| Recommended Level | 17 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| NONE | NONE |
o=====o=====o=====o
```

As you take the ferry (or come to the out of the Astral Caves) you'll see PHIA killing some guards.

In Astral, ILIA will suggest to find an Inn before asking about their friends. You'll then be automatically taken to the Inn and given the option to look around or rest.

Choose look around and lets explore Astral.

```
          O=====O
          | Astral City |
O=====O=====O=====O
| | | |
| Key: | | |
| | |
| H = House ITM = Item Shop | | |
| FOOD = Food Shop SHIP = Ship | | |
| SKL = Skill Guild WPN = Weapon Shop | | |
| LLH = Lord Lias' House | | |
| | |
o-----o-----o-----o
| | | |
| | | CASTLE |
| | |#####|
| | |#####|
| | |#####|
| | |#.....|
| | |#####H#####|
```



o-- The Desert's Gifts -----o	
Grains.....150 Fol	Fruit.....80 Fol
Vegetables.....20 Fol	Meat.....50 Fol
Seafood.....150 Fol	Eggs and Dairy.....20 Fol
Geletinous Slime.....100 Fol	Wobbly Slime.....100 Fol
Rose Hip.....230 Fol	Lavender.....35 Fol
Mandrake.....80 Fol	
o-----o	

Also, make sure you have a Pickaxe. Equip it (it's an accessory).

When you ready, save, head back to the Inn and rest.

After the scenes leave the Inn and head north up to the Castle. Inside go west to the Inner Courtyard. In here go northeast to be in the castle dungeon.

Talk to the guard and he'll open the door, enter it and walk toward the cell PHIA is in.

NOTE: If you have the Save Anywhere cheat do NOT save inside the dungeon, if you do and you reload the cell door will be closed and you'll be trapped. (This happened to me while I was trying to find the AL changes, so meaan!)

You'll get 3 options:

"Nothing." - If you accidentally pick this option, no worries just talk to PHIA again to get the same options.

"I'm disappointed in you!" - PHIA yells that RODDICK doesn't know anything about her so he has no right to judge. PHIA will lose -2 AL toward RODDICK. ILIA will lose -2 AL toward RODDICK.

"I want to know the truth." - PHIA vehemently denies killing Lias which prompts 2 more options:

"If I could..." and "Leave" Choosing "Leave" will have RODDICK apologizing, and PHIA starting to ask for help, then stoping.

If you talk to her again and choose "I want to know the truth." again RODDICK'll ask how she ended up inthere and she'll give him a theory that it was probably a demon assassin disguised as her. You can then choose the same 2 options again.

Choosing "If I could..." prompts RODDICK to ask her if they can do anything for her and she asks if they could get her out. Your given another 2 options:

"Take her with you." and "Leave." If you choose "Leave" you can still talk to PHIA again and recruit her. If you choose "Take her with you." ILIA will get mad and say they shouldn't free her. Your then free to control RODDICK so walk to the guard and RODDICK'll knock him out and take a key. Run back to the cell to free PHIA.

You'll then run out of the Castle and find that PHIA has more allies than she realized. Anyway, since we can't take a boat back to Tatori head south at the save point to enter the Astral Cave.

NOTE2: Freeing PHIA will give her +1 AL toward RODDICK, hurrah.

PHIA will start at level 20 with 210 SP, if you didn't let her escort you (or didn't use her SP then) then use her SP now and upgrade Dertermination and Herbology.

```

O=====O=====O=====O
| Astral Cave | SEARCH | 04.07 |
O=====O=====O=====O
| Recommended Level | 17 |
O=====O=====O=====O
| Item Checklist | Enemy Checklist |
O-----O-----O-----O
| Sweet Syrup.....|_| | Cutie Bunny.....[260 HP] |
| Resurrection Elixir.....|_| | Mandrake.....[360 HP] |
| Silver.....|_| | Cleric.....[360 HP] |
| Sapphire.....|_| | Armored Knight.....[600 HP] |
| Amulet of Antivenin.....|_| | Ooze.....[660 HP] |
| Sacrificial Doll.....|_| |
| ?Weapon (Silver Sword).....|_| |
| Necklace.....|_| |
| Gladius.....|_| |
| Crystal.....|_| |
| Green Beryl.....|_| |
| ?Item (Refreshing Syrup).....|_| |
| Sinclair.....|_| |
| 1200 Fol.....|_| |
| Iron.....|_| |
| Flare Bomb.....|_| |
| Sapphire.....|_| |
| Crystal.....|_| |
O=====O=====O=====O

```

NOTE: Armored Knights drop Sinclairs.

NOTE2: Make sure you have a Pickaxe equipped.

You should have ~100 SP, and there are a few items here that require you to appraise it. To get the Item Creation Appraising get these skills:

Item Knowledge, Mineralogy, and Herbology.

If they start to cost more than 1 SP don't bother leveling them yet. You should be able to get Appraising to around level 4 or 5. You need spectacles to appraise, but you should have alot.

```

O=====O
| Astral Cave |
O=====O=====O=====O
| Key: |
| |
| SP = Save Point W = Switch |
| DD = Door $$ = Tatori to Astral |
| ## = Astral to Tatori |
O-----O-----O-----O
| A |
| S ##### |
| T ...HEAL.....# |
| R .....# |
| A ....SP.....# |
| L #####DD#####.....# |

```





| \$.....\$ |  
| TATORI |  
O=====O

That's a really big map...

Anyway, inside is a SP and a statue above it. The statue heals your HP/MP so this is an ideal place to level. The enemies here give a decent amount of EXP. Getting to level 30+ or so won't take you too long. (RODDICK gets Dragon Roar at level 30).

The boss at the end of this is relatively easy at level 20+, so you don't NEED to level up, but it would make things easier.

Anyway, when your ready head east, because the door south is locked.

These paths are one way, so you can only go one way when headed to Tatori, and vise versa.

Continue past one screen. Make sure you have a pickaxe equipped (it's an accessory) and search near the glitter for SILVER(1), then continue south.

At the intersection go south and search another glitter for SAPPHIRE(2), then head to the next screen for 3 chests: AMULET OF ANTIVENIN(3), SACRIFICIAL DOLL(4), and ?WEAPON(5) (Silver Sword, equipable on CYUSS only).

Go back to the intersection and go left for another intersection. Take the right path and grab the NECKLACE(6) before returning and leaving south. Continue south 2 screens until your in a large room with 4 paths.

Take the northwest path first for a GLADIUS(7) (PHIA's), then take the east path and search the glitter for CRYSTAL(8). Now take the south path this time, and continue until you reach a save point.

Now you have two options.

Continue south and fight the boss. This will make you leave the dungeon. Come back and get the rest of the treasure later.

OR

Get the treasure now.

My opinion: Get the treasure now. Your here already so just get it over with.

If your going to get the treasure later skip to (BOSS-4).

If your going to get the treasure later or have already gotten the treasure skip ahead to (SKIP2)

From the SP go north, and search the glitter on the right for GREEN BERYL(9), then head right to get the chest of ?ITEM(10) (Refreshing Syrup).

Back one screen and continue north and over the bridge. You'll be at a screen with a chest, SINCLAIR(11) (RODDICK/ASHLAY), a switch, and 3 doors.

Pull the switch to open the left door, go in and grab 1200 Fol(12) from the chest and IRON(13) from the glitter.

Pull the switch 2 more times, to open the right door. Grab the FLARE BOMB(14)

then go back and pull the switch twice more. Go through the middle door now. Take the SAPPHIRE(15) and CRYSTAL(16) from the glitters and go through the door. You'll end up at the SP near the Astral City exit. Heal at the statue then head all the way back to the SP near Tatori.

SAVE and continue south to exit Tatori. No boss in the PHIA section because it's the next day, and the assassin has already escaped.

o-----SKIP2--o

As you leave the cave and enter Tatori, you'll be forced to choose to either ignore PHIA or hear her out.

DO NOT CHOOSE "..."! If you do you won't be able to recruit PHIA! It's the first option so you speed readers who mash X to continue beware!

Choose "Well, let's hear her out" and your'll learn about the Eye of Truth in Purgatorium.

To recruit PHIA you MUST go to Purgatorium, choosing "Let's try some other towns." will have PHIA leave you forever. ILIA will also lose -1 AL to RODDICK (That is really annoying, ILIA says all sorts of things to make you think she doesn't like PHIA, but if your mean to PHIA you lose AL with ILIA! And gain AL if your nice! Ugh. Does ILIA like PHIA or doesn't she?!)

So choose "To the Purgatorium!" and PHIA will join you again, but note that the message "PHIA has joined your party" did not pop up, so she isn't a permanite member yet. PHIA gains +1 AL to RODDICK, and ILIA will lose -1 AL to RODDICK.

So if for some reason you don't want PHIA at all then choose "... " and you won't lose any AL with ILIA. ILIA is really weird, she doesn't like you for NOT going to Purgatorium, but she doesn't like you for taking PHIA with you...

Ugh.

We have a long trek to Purgatorium, so look and see if someone has the talent "Love of Animals" [07.05] if someone does, upgrade the skill Whistling and Animal Training to get the Specialty Familiar. Upgrade Familiar to level 2 or 9 For a list of the shops search (SP001).

This specialty lets you open a shop anywhere. What is in the shop depends on what the Specialty level is. We want an Eagle (or Pigeon), so we want to upgrade Familiar to level 1-2 or 9-10. (1-2 = Pigeon, 9-10 = Eagle).

This specialty requires the item Pet Food, which I told you to buy earlier. It is a must for us, because it lets us restock Blue/Blackberries. You'll probably be using quite a few Blackberries.

If none of you characters has the talent "Love of Animals" then pick which character you want to get it and give them the Specialty Familiar.

Then goto their Specialty page and Call a bird until you hear a "Ping" and see the message "You have unlocked the Secret Talent Love of Animals". Once you do this you'll be able to call a bird to you anywhere. Hurrah. (If you use all your Pet Food then buy some more and try again, they're cheap enough)

NOTE: PHIA will take ~200 Pet Food until you finally unlock it, unless you get lucky. She seems to dislike animals.

```

o-- Eagle Run (level 9-10) -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Spectacles.....10 Fol |
| Athelas.....800 Fol      Medicine Bottle.....300 Fol |
| Resurrection Elixir.....500 Fol   Magic Canvas.....300 Fol |
|
o-----o

```

Don't upgrade anything else. We're going to save our skill points for another skill -- Effort.

Go to the Item/Food Shop in Tatori and restock on Pet Food, Food items, and some Magic Clay. I would buy 20 of each (Grains, Fruit, Vegetables, Meat, Seafood) before leaving Tatori.

NOTE2: Buying 20 of each food ingredients is for IOSHUA's Purity Fol Trick, if you plan on recruiting IOSHUA then you don't have to buy them.

NOTE:3 This is PHIA's walkthrough so we'll be heading to Purgatorium, however if for some reason you've choosen not to go to Purgatorium then walk to Tropp and skip to [04.09].

Hit the START button until the map on the bottom right of the screen is fixed and shows the whole world. Follow the road west until you get to a split.

Continuing west will take you to Tropp, while going east will take you to a cave and on to Purgatorium.

```

o=====o=====o=====o
| Purgatorium                                     | SEARCH | 04.08 |
o=====o=====o=====o
| Recommended Level      | 20                                           |
o=====o=====o=====o
|           Item Checklist           |           Enemy Checklist           |
o-----o-----o-----o
| 50 Skill Points.....|_| | Assassin Bug.....[280 HP] |
| 50 Skill Points.....|_| | Stroper.....[520 HP] |
| 50 Skill Points.....|_| | Witchette.....[420 HP] |
| Froghead.....|_| | Savant.....[720 HP] |
| 50 Skill Points.....|_| | Cutiebell.....[840 HP] |
| 50 Skill Points.....|_| | Wolf Spirit.....[ BOSS ] |
| Ring of Resistance.....|_| |
| Resurrection Elixir.....|_| |
| ?Mineral (Rune Metal).....|_| |
| 50 Skill Points.....|_| |
| 50 Skill Points.....|_| |
o=====o=====o=====o

```

When you exit the cave, look around and you should see a building. This is the front of Purgatorium. Going inside will get us a free 50 SP. I would save it for later, when you have all the optional characters you want so they can get the SP as well.

Anyway, inside head north 2 screens and into the east door. Go into the door and pull the switch. You'll hear a "click". Leave the room and head back into the previous room. This time enter the west door. You'll see a chalice.

Examine it to get 50SP.

Now leave the building itself.

Head east around the mountain until the screen changes. This is the back entrance to Purgatorium. Head north and watch the scene.

Meet IOSHUA Jerand [08.08].

IOSHUA is a healer/attack mage. He has Water/Earth/Wind and Light spells at his disposal, as well as healing spells. IOSHUA's only failing is he does not have Raise Dead.

Since this is the walkthrough for PHIA you will not be able to get ERYS [08.13], IOSHUA's sister, because she requires ASHLAY.

However, with IOSHUA you'll be able to unlock a secret movie if you go to where ERYS is later on.

Personally, I think IOSHUA is a great character to have. He and his sister beat RONYX spell wise too. (For some reason, RONYX's weapons don't give him any MAG stats).

You'll get 2 options when asked to help move the rock, "I can't" and "All right".

Choosing "I can't" will have ILIA get pissed and force you to help. Both ILIA and PHIA lose -1 AL toward RODDICK, and IOSHUA will lose -2 AL toward RODDICK.

Choosing "All right" will not change any AL.

After the door is open, PHIA will stop IOSHUA from going in by himself, and he'll join you now (instead of later like in ASHLAY's Walkthrough).

Anyway, decide now whether you want him. Go outside and SAVE regardless of what you've chosen.

When ready head inside.

NOTE: IOSHUA's strategy is set at "Heal Friends Only" so if you want him to use his battle magic then switch it to "Do what it takes to win". He'll still heal you if you get low on HP, so don't worry.

NOTE2: Savant's drop a Wallon Blade, a pretty decent weapon until you can either get to the Mt. Meteorx Mines or customize your own.

NOTE3: You CANNOT get PHIA without IOSHUA. If you just want one or the other then your in the wrong walkthrough. If you recruit IOSHUA, and not PHIA then IOSHUA will leave, and if you don't recruit IOSHUA, PHIA will leave. Which is ridiculous, but whatever...

MAP HERE

When you gain control go inside the west door and pull the switch. The tablet is a clue. It reads:

Clue 1: "The red light is thy enemy; the blue light is the true path."

What does this mean? We'll find out soon. Go back and into the east door this time.

The east path holds a door with 2 more SP chalices holding 50SP each. Get them or save them for later. Continue north to enter a large room with blobs of color bounding around. Remember the clue?

Touching the red one forces you into a battle, while the blue one takes you to the exit. The orange takes you back to the beginning, and the green takes you to the chest that holds a FROGHEAD.

An easy way to touch the green one is to stand slightly to the west to the stairs, while an easy way to touch the blue is to stand a little way in front of the stairs.

Touch the blue one to continue on. Head west then south. In the door is another SP statue. Save it or grab it then head north into the door.

Examine the tablet for another clue.

Clue 2: "Thy path opens from a steep road."

Go through the door. You'll be at another color blob room, this time with 2 chests. Luckily, the green blobs don't move around so it's just a matter of dodging the orange ones.

The eastern blob takes you to a RING OF RESISTANCE.

The northwestern blob takes you to a RESURRECTION ELIXIR.

There are also 2 rooms to the east and west. The west room holds the steep road from the clue. There's a switch at the top. Pull it.

The eastern room has a switch and 2 more 50 SP chalices. After you've pulled both switches head back to the blob room and touch the blue blob.

Enter the door and SAVE. Then look at the third clue.

Clue 3: "Thy road may not always be the same."

Enter the door and you'll be in yet another color blob room, this one much larger than the others. It can be very confusing on how to get to the door, but hopefully you'll understand my directions.

There are 2 blue blobs here, one sends you to the chest, while the other takes you back to the beginning.

One blue one goes back and forth diagonally, while the other one goes in a sort of backwards L boxing it.

Try and manuvre your way to the backwards L blob, it will take you to another blue blob touch the second one and that one will take you to the green one, and then to the chest, ?MINERAL (Rune Metal).

Touch the the green, blue, and blue blob again to get back to the bottom.

Now look for the orange blob (it's moving in a bigger backwards L pattern).

When you touch it, you'll be near another blue and orange blob. DO NOT TOUCH the blue blob. Instead touch the orange one you came from. Remember the 3rd clue: "Thy road may not always be the same."

You'll now be between 2 orange blobs. Touch the LEFT one (the one you came

from) and you'll be at the door.

Enter the door to see 3 doors at the north, west, and east.

The west door will take you to a chalice that will heal your wounds, while the east door will take you to 2 chalices of 50 SP.

Continue through the north door for a boss battle.

```
O=====O
|Name: Wolf Spirit      |                               | (BOSS-5) |
|=====O-----|
| Level Range: 21+    | HP Range: 4,000                | EXP: 1200 |
|=====O-----|
| Weakness(es): Dark                               |
| Strength(s): Light                               |
|=====|
| DROPS LIST: ?MINERAL (Rune Metal)                |
|=====O-----O-----O-----O-----|
| Strategy: There are 4 of them, and you start out stunned. Dragon Roar does |
|----- ~350 dmg and hits 3-4 times, while Firestorm Blade does ~650 dmg |
| and hits twice. Spam either one and they'll go down easily. You won't have |
| worry about healing, because IOSHUA should be doing it for you.           |
O=====O
```

As a reward, everyone in your active party receives +1 AL toward each other.

After the battle go through the door and watch the scenes.

IOSHUA sadly won't be told where his sister is, but you'll find out where MILLIE and RONYX are. Turns out they're somewhere in the Van Kingdom.

Afterwards you'll be transported to the front entrance of the Purgatorium.

Now we get a bunch of choices! Hurrah!

PHIA apologizes for making you waste your time, prompting you to respond "... " or "No!". Both do the same thing: makes IOSHUA tell his story after which you'll have 2 more options "See him off" or "Stop him". The difference between the 2 options are the AL gains/losses.

Choosing "... " makes ILIA lose -1 AL toward RODDICK.

Choosing "No!" makes ILIA gain +1 AL toward RODDICK, PHIA gain +2 AL toward RODDICK.

DO NOT CHOOSE "See him off" as it has you saying goodbye to both IOSHUA and PHIA. You'll then see a scene where IOSHUA asks PHIA if she wants to join him.

Choosing "Stop him" prompts another 2 options "Could you join us?" or "Oh, well..."

DO NOT CHOOSE "Oh, well..." as it has you saying goodbye to both IOSHUA and PHIA. You'll then see a scene where IOSHUA asks PHIA if she wants to join him.

Choosing "Could you join us?" has IOSHUA joining your party permanently. As he decides to stay, PHIA starts to walk off and IOSHUA asks if you really just going to let her leave prompting 2 more options "I just can't do it" or "We made a promise".

DO NOT CHOOSE "We made a promise" as it lets PHIA walk away from you forever, and IOSHUA will leave to follow her. ILIA loses -1 AL toward RODDICK.

Choosing "I just can't do it" prompts ILIA to run after PHIA to get her to join (as well as to explain why she was so b\*\*chy...), afterwards both IOSHUA and PHIA will join your party. ILIA and IOSHUA receive +1 AL toward RODDICK.

So if you don't want AL with PHIA, choose "...", if you do choose "No!" and then the appropriate responses.

After you've gotten IOSHUA and PHIA or let them go you'll be told to head to Tropp to get to Eckdart in the Van Kingdom.

Leave Purgatorium and go back through the cave. Follow the path to the southwest. You'll pass a bridge before coming upon Tropp.

```
o=====o=====o=====
| Tropp | SEARCH | 04.09 |
o=====o=====o=====
| Recommended Level | 22 |
o=====o=====o=====
| Item Checklist | Enemy Checklist |
o-----o-----o-----
| ?Item (Cinderella Glass).....|_| | NONE |
o=====o=====o=====
```

```
o=====o=====o=====
| Tropp |
o=====o=====o=====
| Key: |
| H = House ITM = Item Shop |
| FOOD = Food Shop SKL = Skill Guild|
o-----o-----o-----
|
| #####
| #####...#
| #.....H..# #####
| #...##### #.....#WPN#
| #...F...# #.....#...#
| #.....O...# #.....#####...#...#
| #.....O..# #.....#####...#...#
| #.....D.# #.....#####...#...#
| #.....## #.....#
| #.....#####...#...#...#
| #.....B.....#...#...#...#
| #.....A.....#...#...#...#
| #.....R#####...#...#...#
| #.....#...#...#...#...#
| #.....#ITM#
| #.....#####
| #####...#
| #...##...#####..1#####...#
| #####SKL##...#####H#####...#
| #####...#
| #.....#
| #.....#
```

```

| #S...#####.....#####
| #H...# #.....#
| #I...# ENTRANCE
| #P...#
| #####
|
O=====O

```

When you enter Tropp you'll see something crash on the planet and then you giving 2 options:

"You wanna go way back there?" - ILIA and IOSHUA lose -1 AL toward RODDICK

"I've got to see this!" - ILIA and IOSHUA gain +1 AL toward RODDICK and has RODDICK telling ILIA about the Celestial ship from the future.

No matter what you choose you'll have to go ALL the way back to Kraat. Grr.

Explore Tropp first if you want. Straight ahead is the skill guild.

```

o-- Tropp Skill Guild -----o
|
| Knowledge 2 (Music Knowledge, Item Knowledge, Biology).....1500 Fol |
| Sense 2 (Determination, Danger Radar, Purity, P. Face).....1600 Fol |
| Technical 2 (Eye for D., Penmanship, A. Training, Machinery).....1600 Fol |
| Combat 2 (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
|
O-----O

```

To the east is a house with a chest of ?ITEM(1) (Cinderella Glass)

North of the plaza has the Inn and Weapon shop, west of that has the bar and Food shop.

```

o-- Neptune's Trident -----o
|
| Sinclair.....2000 Fol Claymore.....1300 Fol |
| Ruby Wand.....1000 Fol Hard Knuckles.....800 Fol |
| Ruby Orb.....5000 Fol Ring Mail.....600 Fol |
| Kung Fu Top.....3200 Fol Padded Helmet.....600 Fol |
| Knight's Shield.....1100 Fol Iron Greaves.....300 Fol |
|
|
O-----O

```

```

o-- Feast of Victory -----o
|
| Grains.....150 Fol Fruit.....80 Fol |
| Vegetables.....20 Fol Meat.....50 Fol |
| Seafood.....150 Fol Organic Vegetables.....4000 Fol |
| Sirloin.....7200 Fol Rose Hip.....230 Fol |
| Lavender.....35 Fol Mandrake.....80 Fol |
|
|
O-----O

```

The weapon shop has a Ruby Orb for the character you'll be getting with RONYX. Nab it if you want it (if plan to use her).

Go to the west from the entrance to get to the Harbor. Talk to the southwest most sailor to head to Portmith. Then head all the way to the area near Kraat.

Before you get to Kraat, you'll see the ship that crashed (it's straight north



from the bridge).

After the scenes head all the way back to Tropp, and then talk to the sailor above the Portmith one to get to Eckdart.

```
o=====o=====o=====o
| Eckdart | SEARCH | 04.10 |
o=====o=====o=====o
| Recommended Level | 22 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Spectacles.....|_| | NONE |
o=====o=====o=====o
```

You'll appear at the docks. If IOSHUA is NOT in your party, you'll see MILLIE running by. She'll be in the Inn.

If you have IOSHUA, then MILLIE will be in Silvalant.

But for now it's time to explore Eckdart.

```
o=====o=====o=====o
| Eckdart |
o=====o=====o=====o
| Key: |
| H = House ITM = Item Shop |
| FOOD = Food Shop SKL = Skill Guild|
| $$$$ = Bridge JWL = Jewel Shop |
| MSC = Music Shop |
o-----o-----o-----o
|
| #####
| #.....#####
| #####.....#####.....#####
| #.....#####JWL#####MSC#####
| #####.....#
| #...#.....#
| #####H###.....#
| #####.....#
| #..SKL.....#####.....#
| #####.....# #####INN#####.....#
| #.....# #.....# #...##.....#
| ###.### #.....# #...# #...#
| #..# #.....# #...# #...#
| #..$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$#####.....# #...#
| #.....#####.....# #...#
| #..$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$.....#..1#.....# #...#
| #.....# #.....##H##.....# #...#
| #####.....##### #.....# #...#
| #.....ITM# #.....# #...#
| #.....#####.....# #...#
| #.....#####.....#####.....# #...#
| #.....#####.....#####.....#
| ##### #.....#####.....#####.....#
| #...# #.....#####.....#####BAR###.....H#####.....#
| #####FOOD#####.....SHIP#
```

```

| #.....# |
| ##### |
| #.....# |
| ENTRANCE |
|=====O

```

Directly west of the docks is the Bar and some homes. The northern most home contains SPECTACLES(1).

North of this is the Music/Jewel shops.

```

o-- Dibson Instruments -----o
|
| Feather Pen.....20 Fol      Conductor Baton.....100 Fol |
| Harmonica.....800 Fol      Pipe Organ.....5000 Fol |
| Lyre.....12000 Fol      Cembalo.....16000 Fol |
| Violin.....50000 Fol      Piano.....80000 Fol |
| Mystical Shamisen.....100000 Fol      Silver Trumpet.....300000 Fol |
|
|-----o

```

```

o-- The Jewel in Her Eye -----o
|
| Ruby.....600 Fol      Sapphire.....600 Fol |
| Green Beryl.....2000 Fol      Crystal.....2000 Fol |
| Diamond.....3000 Fol      Silver.....300 Fol |
| Gold.....300 Fol      Brooch.....2500 Fol |
| Necklace.....500 Fol      Iron.....150 Fol |
|
|-----o

```

West of this is the View Point. Southwest of the View Point is a house and the Skill Guild.

In the Skill Guild, BUY SENSE 3 (and any other skills you need). Sense 3 has the next skill we want: Effort.

```

o-- Eckdart Skill Guild -----o
|
| Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol |
| Sense 3      (Effort, ESP, Aesthetic Design).....2700 Fol |
| Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol |
| Combat 2     (Godspeed, Sidestep, Body Control, Recast).....1600 Fol |
|
|-----o

```

Effort - "The will to push one's self towards one's goals. Lowers EXP needed to level up."

```

o-----o
| Skill      | SP Needed: 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|-----|
| Effort     |           1 | 4 | 12 | 20 | 28 | 36 | 44 | 52 | 60 | 68 |
|-----|
| DTM @ 10   |                                     Total SP Needed to Master: 325 |
|-----o

```

This skills reduces the EXP needed to level up by 50%. So it is recommended that you level Effort up 1-2 levels, level your character up, and then level up Effort again.

If you got the skill Resilience like I said to before, then with the skills Determination, Effort, and Resilience you'll have the Specialty Train.

Train - "The special ability to lower one's attributes in return for gaining more EXP in battle."

If you start training, then your stats IN BATTLE will be lowered (making battles slightly harder), but you'll get more EXP.

Start training. The enemies shouldn't be a problem even if you have lowered stats in battle.

With the skills Herbology and Resilience you'll have the Specialty Survival.

With both Specialties Train and Survival you'll have the Super Specialty Enlightenment.

Enlightenment - "An Super Specialty where everyone makes a few sacrifices to earn more skill points per level."

Activate this to get more SP when you level up.

Once you have these skills mastered you can level up whatever you choose to.

I'd try to get Customization and Alchemy first though. For a list of Item Creations/Specialties/Super Specialties search [07.03].

South of the Skill Guild is the entrance with the man in the northeast corner the item shop.

```
o-- Oroshi the Peddler -----o
|
| Blueberries.....50 Fol    Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol |
| Medicine Bottle.....300 Fol  Resurrection Elixir.....500 Fol |
| Artemis Leaf.....320 Fol    Wolfsbane.....150 Fol |
| Lavender.....35 Fol        Athelas.....800 Fol |
| Pet Food.....10 Fol        Spectacles.....10 Fol |
| Magic Canvas.....300 Fol    Magic Clay.....300 Fol |
| Keen Kitchen Knife.....4000 Fol
|
|
o-----o
```

The building west of the entrance is the Food Shop.

```
o-- Nectar of the Gods -----o
|
| Root Beer.....300 Fol    Bloody Driver.....300 Fol |
| Fire in the Sky.....900 Fol  Luxury Grape Juice.....218000 Fol |
|
|
o-----o
```

North of the entrance is the Inn.

When you've gotten everything you want, exit Eckdart.

```
o=====o
|      Enemy Checklist - Van Continent      | As you leave, if you have IOSHUA
o-----o he'll ask to visit the old man who
```

```
| Cleric.....[360 HP] | saved him.
| Magician.....[680 HP] |
| Savant.....[720 HP] | If you don't have IOSHUA or don't
| Dire Wolf.....[1080 HP] | want to do this, skip ahead to
| Lizard Axman.....[1620 HP] | [04.11], otherwise continue.
```

o=====o

Mt. Eckdart is directly to the northeast of Eckdart. You should see a dirt path that leads behind the mountain.

```
o=====o=====o=====
| Mt. Eckdart | SEARCH | 04.0C |
o=====o=====o=====
| Recommended Level | 23 |
o=====o=====o=====
| Item Checklist | Enemy Checklist |
o-----o-----o-----
| ?Herb (Lavender).....|_| | Magician.....[680 HP] |
| Rose Hip.....|_| | Savant.....[720 HP] |
| Blueberries.....|_| | Dire Wolf.....[1080 HP] |
| Spectacles.....|_| | Kobold King.....[1200 HP] |
| Fine Shield.....|_| | Gerel.....[1200 HP] |
| ?Herb (Mandrake).....|_| | Dragonfly.....[1200 HP] |
| Rod of Jewels.....|_| | Pixie.....[1360 HP] |
| Lavender.....|_| | Lizard Axman.....[1620 HP] |
| ?Herb (Artemis Leaf).....|_| |
| Robe of Deception.....|_| |
| Wolfsbane.....|_| |
| Elven Cap.....|_| |
| Elven Bow.....|_| |
o=====o=====o=====
```

Follow the straight forward path until you get to a cottage. Watch the scene. Soon you'll be given the choice to clear the monsters out or stay silent.

"Let's take them out!" - IOSHUA, ILIA and PHIA +1 AL toward RODDICK.  
 "... " - IOSHUA, ILIA and PHIA -1 AL toward RODDICK.

Choose "Let's take them out!" The old man will let you rest here for free, so this is a decent place to level up if you want.

North from the cottage is a save point. SAVE.

MAP HERE

Above is a Gerel for you to fight. Be aware they split in half and can stone you. Above the Gerel is a glitter that is an ?HERB(1) (Lavender).

Afterwards head west and kill the Dragonfly, grab the ROSE HIP(2) from the glitter. Head south and kill the Gerel. Take the BLUEBERRIES(3) from the chest.

Backtrack north, then go west. Kill another Gerel and nab the SPECTACLES(4). Afterwards go north, kill another Gerel and take the FINE SHIELD(5). Equip it on RODDICK, and head back to the save point.

North from the SP, kill a Dragonfly and search the glitter for a ?HERB(6) (Mandrake). Northwest now. Kill another Dragonfly and grab the ROD OF JEWELS(7). Continue east 2 screens, kill the Gerel and search the glitter for a LAVENDER(8). Continue east. Kill yet another Gerel and search the

glitter for another ?HERB(9) (Artemis Leaf).

Head northeast, then south. Kill the Dragonfly and grab the ROBE OF DECEPTION(10) from the chest. Go back north and grab the WOLFSBANE(11) from the glitter, before killing another Dragonfly.

Keep heading north to kill ANOTHER Dragonfly. Nab the ELVEN CAP(12) from the chest.

RODDICK should stop and let you know you've gotten all the monsters. If he didn't do this, your missing a monster, so go search for it.

As a reward, everyone in your active party recieves +1 AL toward each other.

Head back to Foster's cabin. He'll give you an ELVIN BOW for your trouble, IOSHUA recieves another +1 AL toward RODDICK

That was the side-quest, so leave.

```

o=====o=====o=====o
| Ionis | SEARCH | 04.11 |
o=====o=====o=====o
| Recommended Level | 23 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Resurrection Elixir.....|_| | NONE |
o=====o=====o=====o

```

On the world map, go to the dirt path and follow it northwest. Save outside the city you come across, then head in.

Watch the lo~ng sequence of scenes.

MAVELLE will automatically join your party if you have either ASHLAY or IOSHUA in your party. If you have both, you can switch her for ERYs later on. If you only have one of them, then you can kick her out later (but for now your stuck with her). Since you have to have IOSHUA (because you got PHIA), you'll be getting MAVELLE. There is a secret movie you can unlock, because of this, but that's later.

Anyway, when you gain control it'stime to explore Ionis.

MAP HERE

Ionis is the inventor's city. It has all your inventing needs (or most of them). The only thing it doesn't have is items that raise the sucess rate of some Item Creation's.

From the entrance, head east up the stairs.

The first door here contains the Food Shop.

```

o-- Food for Thought -----o
| | |
| Grains.....150 Fol Fruit.....80 Fol |
| Vegetables.....20 Fol Meat.....50 Fol |
| Seafood.....150 Fol Marenne Oysters.....12000 Fol |
| Magic Rice.....5000 Fol Rose Hip.....230 Fol |
| Lavender.....35 Fol |

```

The second is the Inn.

The third is the Item/Weapon Shops.

o-- Creator's Workshop -----o

	Blueberries.....50 Fol	Aquaberries.....70 Fol
	Blackberries.....180 Fol	Antidote.....100 Fol
	Medicine Bottle.....300 Fol	Resurrection Elixir.....500 Fol
	Magic Canvas.....300 Fol	Magic Clay.....300 Fol
	Fountain Pen.....180 Fol	Feather Pen.....20 Fol
	Premium Paper.....150 Fol	Magic Camera.....2000 Fol
	Magic Film.....300 Fol	Mechanic's Toolbox.....1200 Fol
	Smith's Hammer.....600 Fol	Mandrake.....80 Fol
	Rose Hip.....230 Fol	Lavender.....35 Fol
	Athelas.....800 Fol	Ruby.....600 Fol
	Sapphire.....600 Fol	Diamond.....3000 Fol
	Pet Food.....10 Fol	Iron.....150 Fol
	Spectacles.....10 Fol	Lezard Flask.....40000 Fol
	Beret.....30000 Fol	Thief's Glove.....10000 Fol

o-- Weapons by Design -----o

	Sinclair.....2000 Fol	Claymore.....1300 Fol
	Ruby Wand.....1000 Fol	Hard Knuckles.....800 Fol
	Brigandine.....1800 Fol	Amber Robe.....800 Fol
	Kung Fu Top.....3200 Fol	Iron Helmet.....1200 Fol
	Round Shield.....1800 Fol	Iron Greaves.....300 Fol
	Kung Fu Shoes.....2200 Fol	

South of this is the bar. West of these shops are 2 houses. The first house contains a RESURRECTION ELIXIR(1).

West another screen is the Skill Guild.

o-- Ionis Skill Guild -----o

	Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol	
	Sense 3 (Effort, ESP, Aesthetic Design).....2700 Fol	
	Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol	
	Combat 2 (Godspeed, Sidestep, Body Control, Recast).....1600 Fol	

South of the Skill Guild is another house. Buy Knowledge 3.

When your ready to continue on (after you've messed around with inventing) leave Ionis and continue west around the mountain (you should pass 2 bridges).

NOTE: New PA's are available.

SAVE outside then head in.

```

=====O=====O=====O
| Van Y Illie | SEARCH | 04.12 |
=====O=====O=====O
| Recommended Level | 30 |
=====O=====O=====O
| Item Checklist | Enemy Checklist |
-----O-----O-----O
| ?Item (Mind Bomb).....|_| | NONE |
| Spectacles.....|_| | |
| Emerald Ring.....|_| | |
| .....|_| | |
| Van Emblem.....|_| | |
=====O=====O=====O

```

When you enter, the group wonders how they'll be able to see the king, but PHIA reminds them that there aren't a lot of people wanting to vanquish the archfiend.

```

=====O=====O=====O
| Van Y Ille |
=====O=====O=====O
| | |
| Key: | |
| | |
| H = House I = Item Shop | |
| F = Food Shop B = Bar | |
| S = Skill Guild | |
-----O-----O-----O
| ##### CASTLE |
| #...SKL...# #.....# |
| #.WPN.#### #.....# |
| #.....# #####.....# ### ## |
| #.....# #ITM.....# #..# #2# |
| #.....#####FOOD.....#####H#### |
| #.....# |
| #.....# |
| #####.....# |
| #.....# ##### #...# |
| #.....# #...# #...# |
| #.....#####BAR#####...# |
| ##### #.....# |
| #...# #.....# |
| ###INN###.....#.....#####...# |
| #.....#S..# #...# |
| #.....#H..# #...# |
| #.....#O..# #...# |
| #.....#E..# #####...# |
| #####.....# #1.....# |
| #.....# ##### |
| ENTRANCE |
=====O=====O=====O

```

The first shop to the east has footwear to sell (even though it says it's an Item Shop).

```

o-- Victor the Cobbler -----O
| |
| Sandals.....30 Fol Boots.....50 Fol |
| Suede Boots.....400 Fol Leather Boots.....800 Fol |

```

Martial Arts Shoes.....920 Fol	Kung Fu Shoes.....2200 Fol	
Shaolin Shoes.....2200 Fol		
o-----o		

To the west is an Inn, rest if you need to.

Above the shoestore, and to the east of the stairs takes you to the bar. Up the stairs and to the east takes you to a chest with ?ITEM(1) (Mindbomb) in it.

Backtrack a screen, and head west this time. This will take you to a house with SPECTACLES(2) in a chest hidden behind a folding screen.

Exit and continue west. North is the castle, and west is the Food, Item, Weapon, and Skill shops.

o-- Oroshi the Peddler -----o		
Blueberries.....50 Fol	Aquaberries.....70 Fol	
Blackberries.....180 Fol	Antidote.....100 Fol	
Medicine Bottle.....300 Fol	Resurrection Elixir.....500 Fol	
Artemis Leaf.....320 Fol	Wolfsbane.....150 Fol	
Lavender.....35 Fol	Athelas.....800 Fol	
Pet Food.....10 Fol	Spectacles.....10 Fol	
Magic Canvas.....300 Fol	Magic Clay.....300 Fol	
Keen Kitchen Knife.....4000 Fol		
o-----o		

o-- Food for the Valiant -----o		
Grains.....150 Fol	Fruit.....80 Fol	
Vegetables.....20 Fol	Meat.....50 Fol	
Seafood.....150 Fol	Organic Vegetables.....4000 Fol	
Sweet Fruit.....2000 Fol		
o-----o		

The Weapon Shop has a new weapon for ILIA and MAVELLE so go buy it for them (if you use them).

o-- The Mighty Battleaxe -----o		
Sinclair.....2000 Fol	Zweihander.....4000 Fol	
Taloned Knuckles.....3000 Fol	Gladus.....1300 Fol	
Quarterstaff.....200 Fol	Long Bow.....2000 Fol	
Water Orb.....8000 Fol	Fuzzy Handy Stick.....1000 Fol	
Silver Robe.....3200 Fol	Kung Fu Top.....3200 Fol	
Shaolin Top.....3000 Fol	Fashionable Bikini.....1800 Fol	
Knight's Shield.....1100 Fol	Plate Greaves.....1300 Fol	
o-----o		

The Skill Guild has Combat 3 available, so grab it too.

o-- Van y Ille Skill Guild -----o		
Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol		
Sense 3 (Effort, ESP, Aesthetic Design).....2700 Fol		



```

| Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol |
| Combat 3 (Feint, Counter, Hasten Speech, Concentration).....4500 Fol |
|
|-----|

```

When your ready head north to the castle, and watch RONYX talk his way in to see the king.

Watch the scenes.

The King will wish to test you to see if you a strong enough to kill the Archfiend (who saw this comming?).

You'll be taken to the basement of the castle and told to head through a door. The trial will be complete when you exit from the other door, sounds simple no?

Before you enter, head east and back up the stairs. There is a chest hidden at the northwest of the screen. It contains the ever valuable EMERALD RING.

This ring lowers the MP cost of ALL skills (like Dragon Roar) by 1/3. It CAN be replicated. So if you want to make 4 of them, knock yourself out.

Anyway, head back down and into the middle door to enter the...

```

O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Labryinth of Campions                                     | SEARCH | 04.13 |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Recommended Level          | 30                                     |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O
|           Item Checklist          |           Enemy Checklist          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| ?Item (Resurrection Mist).....|_| | Sorceress.....[760 HP] |
| Amulet of Flexibility.....|_| | Pixie.....[1360 HP] |
| Diamond.....|_| | Savage.....[1520 HP] |
| Green Beryl.....|_| | Wisp.....[1680 HP] |
| ?Mineral (Mithril).....|_| | Peryton.....[ BOSS ] |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O

```

```

O=====O
| Labyrinth of Champions          Part 1 |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O=====O

```

```

|
| Key:
|
| -- = Openable Door
| XX = Locked Door
| A-F = Switches
| SP = Save Point
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|
|                                     ##--##
|                                     #.....#
|                                     #.....#
|                                     #...Clue...#
|                                     #.....#
|                                     #..SP..#
|                                     #....#
|                                     ##--###
|                                     #.....#
|

```

```

|                                     #.....#
|                                     #....##.....#
|                                     #...####.....#
|                                     #.....#####.....#
|                                     #.....#####5.....#
|                                     #.....####4.....#
|                                     #.....##3.....#
|                                     #.....#
|                                     #####..#####
|                                     #--###
|                                     #....#
|                                     #.....#
|                                     #..Clue..#
|                                     #.....#
|                                     #....#
|                                     #..#
|                                     #####--#####
|                                     #.....#
|                                     #.....#
|                                     #..###.....#
|                                     #..#   #.....#
|                                     #..#   #.....#
|                                     #..#   #....#
|                                     #..#   #....#
|                                     #..#   #....#
|                                     #..#   #....#
|                                     #####   #..#   #####
|                                     #.1#####..#   #.....#   #####
|                                     #--#####--##   #.....#   #2.#
|                                     #.....#   #.....#####--#####
|                                     #.....#   #.....#
|                                     #.....#   #.....#
|                                     ###...###   #.....#####.....#
|                                     #...#   #.....#   #.....#
|                                     #...#   #.....#   #.....#
|                                     #...#   #.....#   #.....#
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|                                     #.....#####.....#
|                                     #.....#
|                                     #.....#
|                                     #.....#####.....#
|                                     #.....#
|                                     #.....#
|                                     #.....#####
|                                     #ENTRANCE#
|
|=====O

```

Head west first and enter the western door. Grab the ?ITEM(1) from the chest and go back out. Go north through the door, then south, then east to another room. Grab the AMULET OF FLEXIBILITY(2) from the chest, then head back north through the door.

You'll see a tablet in the middle, this is our first clue (yay a puzzle!).

Clue 1: "Where there is light, there is shadow."

No shit, yeah? Continue north. The next screen has 3 glitters to the east, so make sure to equip your Pickaxe to get the DIAMOND(3), GREEN BERYL(4), and



```
|=====|
| DROPS LIST: N/A |
|=====o=====o=====o=====o=====|
| Strategy: He has 3 Wisps with him. But this shouldn't be a problem. Spam |
| ----- Firestorm Blade for a quick battle. |
|=====o=====|
```

After you've beaten him, continue west, then east and you'll be out of the Labryinth.

You'll be immediatly taken to the King. It's time to start the Emblem Quest.

The Emblem Quest has you going to all the Kings and getting their information about the Demon World/Eye of Truth. This will also give you their Emblems.

You'll receive the Van Emblem, but note that he doesn't give us the Van Kingdom's information. This means we'll need to come back here after we get the other 3 Emblems.

You'll also get the Four Beasts SFT.

After the scenes you'll be asked if you remember what to do.

"I remember" - RONYX +1 AL toward RODDICK

"Tell me again" - RONYX -1 AL toward RODDICK

No matter which you choose, you'll be reminded again so pick whether you want RONYX to like RODDICK or not.

When you gain control, leave the city.

More PA's are available.

Now, we have to backtrack to all the kingdoms to get their emblems. To make things easier, we'll go to the Silvalant Kingdom first, because they give you a ship that'll take us to any of the port cities, making our trip much quicker

Since this is PHIA's walkthrough, you'll have both IOSHUA and MAVELLE in your party. This means that if you want T'NIQUE you must go get him now. Just head to the Tatori Arena and fight to Rank C (if your above Rank C already, then just fight, and he'll still jump in). Fight him and win, and if you have 6 or less people in your party he'll ask to join. If you have more than 6 people in your party, then after you fight him he'll leave forever, and you won't be able to recruit him this playthrough.

If you don't get him now, then you won't be able to once you get MILLIE (who is in Silvalant). Both of them require you to have 6 or less people in your party, and getting MILLIE will make 7.

NOTE: You can, in-fact get T'NIQUE after you get MILLIE, but it requires you to get rid of MAVELLE. To get rid of her, head to the Old Race Ruins in the room where ERYs is, and she'll leave (you'll also see a secret movie).

Anyway, when your ready to continue, follow the dirt path west from Van and you'll come across a drawbridge. Enter it and watch the scenes. After showing the Van Emblem, you'll exit on the other side.

Straight ahead is a cave, enter it.

```
o=====o=====o
|           Item Checklist           | Head to the next screen, and then
o-----o right. Grab the COMBO LINK from the
```



```

|      ###BAR#####.....#####H#...$...$
|      #.....$...$
|      #.....$...$#####
|      #...#####$...$#1...S#
|      #...$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$...$#.....H#
|      #.....I#
|      #.....P#
|      #####.....#####
|
|                               ENTRANCE
|
O=====O

```

From the entrance of Silvalant head east 3 screens and grab the BLUEBERRIES(1) from the chest. Go back a screen, down the stairs then straight ahead. The weapon shop is on your right, buy what you need from it.

```

o-- The Icy Blade -----o
|
| Walloon Sword.....4000 Fol   Flameberge.....7100 Fol |
| Baselard.....2500 Fol   Crested Rod.....3000 Fol |
| Cestus.....4500 Fol   Spear.....4000 Fol |
| Crossbow.....3000 Fol   Crescent Orb.....12000 Fol |
| Playful Handy Stick.....4000 Fol   Plate Armor.....4200 Fol |
| Holy Cloak.....10000 Fol   Shaolin Top.....3000 Fol |
| Fashionable Bikini.....1800 Fol   Plate Helmet.....2800 Fol |
| Plate Greaves.....1300 Fol
|
|
O-----o

```

Go west a bit (but not to the next screen), inside the house is a RESURRECTION ELIXIR(2) and behind the tree in front of the house is Santa the dealer. This guy sells Tri-emblems and Magical Rasps. Buy a Magical Rasp (you want it) and maybe a couple Jewel of Frogs (if you have enough money).

```

o-- Santa the Dealer -----o
|
| Santa's Boots.....4500000 Fol   tri-Emblem.....8000765 Fol |
| Music Editor.....100000 Fol   Magical Rasp.....100000 Fol |
| Jewel of the Frog.....100000 Fol
|
|
O-----o

```

To get money easily search [06.02]. Buy an emblem or not, they aren't needed to beat the game (nor make it much easier).

Anyway, continue west. South is the Food and Item shop.

```

o-- Gifts for the Season -----o
|
| Blueberries.....50 Fol   Aquaberries.....70 Fol |
| Blackberries.....180 Fol   Antidote.....100 Fol |
| Medicine Bottle.....300 Fol   Resurrection Elixir.....500 Fol |
| Artemis Leaf.....320 Fol   Lavender.....35 Fol |
| Athelas.....800 Fol   Sweet Syrup.....200 Fol |
| Witch Powder.....500 Fol   Potion of Might.....500 Fol |
| Sleeping Gas.....200 Fol   Mind Bomb.....300 Fol |
| Flare Bomb.....180 Fol   Pet Food.....10 Fol |
| Spectacles.....10 Fol   Iron.....150 Fol |
| Keen Kitchen Knife.....4000 Fol
|
|
O-----o

```

```

o-- Grocery Store -----o
|
| Grains.....150 Fol    Fruit.....80 Fol |
| Vegetables.....20 Fol  Meat.....50 Fol  |
| Seafood.....150 Fol    Sirloin.....7200 Fol |
| Creamy Cheese.....3600 Fol    Ingredients of Yarma....100000 Fol |
|
o-----o

```

West is the Inn and Skill Guild.

```

o-- Silvalant Guild -----o
|
| Knowledge 3 (Mental Science, Faeriology, Piety).....2700 Fol |
| Sense 3     (Effort, ESP, Aesthetic Design).....2700 Fol |
| Technical 3 (Performance, Smithing, Technology, Operation).....3600 Fol |
| Combat 3    (Feint, Counter, Hasten Speech, Concentration).....4500 Fol |
|
o-----o

```

Rest at the Inn if you need to and then head north to the castle.

After getting the Silvalant Emblem, head to the harbor (where the first chest was). Talk to the sailor here and you'll be able to go to ANY of the port towns (for a small fee).

Before choosing where to go here are a few optional places/people that you can go to/recruit now.

```

                O=====O
                |  OPTIONAL THINGS TO DO NOW  |
O=====O-----O-----O=====O-----O=====O-----O=====O-----O
| Mt. Metorx Mine [05.01] |
|-----|
| Old Race Ruins [05.02] - Get rid of MAVELLE |
|-----|
| Recruit PERICCI [08.11] |
|-----|
| Recruit T'NIQUE [08.09] - (You must have 6 or less characters to recruit) |
|-----|
| Recruit WELCH [08.12] |
O-----O

```

When your ready, let's head on over to Astral to get our 3rd Emblem.

```

O=====O=====O=====O=====O=====O=====O=====O=====O=====O
| Astral Castle | SEARCH | 04.15 |
O=====O-----O-----O-----O-----O-----O-----O-----O-----O
| Recommended Level | 30 |
O=====O-----O-----O-----O-----O-----O-----O-----O-----O
| Item Checklist | Enemy Checklist |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Astral Emblem.....|_ | NONE |
O=====O-----O-----O-----O-----O-----O-----O-----O-----O

```

PHIA will wait for you in Tatori as you go to Astral. Awww.

Head north into the castle.

After the scenes you'll get the Astral Emblem.

Leave Astral, make sure to talk to PHIA to get her in your party, then head over to Portmith.

Before heading up to the Castle, make sure RODDICK, and IOSHUA/MILLIE, has the Item Creation Customization. You can get Customization by getting the skills: Eye for Detail, Smithing, and Aesthetic Design.

You should have several Damascus' as well. You can get Damascus with the Item Creation Alchemy. You can get Alchemy by getting the skills: Technology, Mineralogy, Faeriology.

NOTE: Give Alchemy to one of your mages (they have the Talent Blessing of Mana, which increases the success rate of Alchemy).

Once you have this go on up to the Castle (if you don't have it then don't worry too much, you should level up a couple levels while inside so you can get it then).

```

o=====o=====o=====o
| Muah Treasury | SEARCH | 04.16 |
o=====o=====o=====o
| Recommended Level | 36 |
o=====o=====o=====o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| Luxurious Sword.....|_| | Mephisto.....[1500 HP] |
| Luxurious Rod.....|_| | Wisp.....[1680 HP] |
| Luxurious Robe.....|_| | Shadow Beast.....[3000 HP] |
| Medicine Bottle.....|_| | Stirge.....[3000 HP] |
| Feline SFT.....|_| | Succubus.....[ BOSS ] |
| Luxurious Armor.....|_| | |
| Resurrection Elixir.....|_| | |
| Luxurious Rod.....|_| | |
| Luxurious Sword.....|_| | |
| Luxurious Armor.....|_| | |
| Bangua SFT.....|_| | |
| Luxurious Robe.....|_| | |
| ?Jewlery (Ring of Mental Power)..|_| | |
| Hammer Charm.....|_| | |
| 20000 Fol.....|_| | |
| 200 Skill Points.....|_| | |
| Muah Emblem.....|_| | |
o=====o=====o=====o

```

At the Portmith/Muah Castle you'll be asked to take care of some monsters in the treasury. They won't let you keep any of the weapons/armor you find inside, but we don't care because we'll be customizing them.

MAP HERE

Go in the first room and get a LUXURIOUS SWORD(1). Continue into the next room for a LUXURIOUS ROD(2) and a LUXURIOUS ROBE(3). Leave and go south 2 screens into the door and down the stairs.

In the hallway, go in all the rooms for a MEDICINE BOTTLE(4), FELINE SFT(5), and LUXURIOUS ARMOR(6). When you've got them all, go down the stairs.

Head east first, and in the room for a RESURRECTION ELIXIR(7). Back out,





walkthrough, you should have went there. If you haven't then search [04.08] and follow that until you get to the end, in which you'll want to be here.

Since you've already been to Purgatorium, make your way to the Rune Room. Watch the scenes and you'll be taken to...

Purgatorium Inner Sanctum		SEARCH	04.17
Recommended Level	40		
Item Checklist		Enemy Checklist	
Flare Ring..... _	Fighter Spirit.....[2450 HP]		
R-Card..... _	Viking Spirit.....[2450 HP]		
?Mineral (Rune Metal)..... _	Warrior Spirit.....[2450 HP]		
Aqua Ring..... _	Aspitel Prototype.....[5300 HP]		
?Mineral (Oricalcum)..... _	Gunner L1.....[7950 HP]		
Air Slicer..... _			
Arbalest..... _			
?Item (Sweet Syrup)..... _			
Mandrake..... _			
Mist Insignia..... _			
?Herb (Artemis Leaf)..... _			
?Mineral (Mithril)..... _			
Sour Syrup..... _			
B-Card..... _			
Sour Syrup..... _			
Faerie Elixir..... _			
Ring of Lunacy..... _			
Angel Statuette..... _			
Eye of Truth..... _			

#### MAP OF B1

Ignore the chest for now, and head straight down the stairs to B2-A.

#### MAP OF B2-A

East to the next screen then west for the FLARE RING(1). Continue east then south. You won't be able to enter the red doors yet, so head west and down to B3-A

#### MAP OF B3-A

Ignore the northeast path for now and go to the northwest and into the white door.

A guard system will activate and you'll enter a battle with 1x Gunner L1 and 2x Aspitel Prototype. They aren't weak against anything, but shouldn't be a problem. After the battle, examine the computer panel (to the left of the white button) to get the R-Card(2).

This will let us all those pretty red doors we passed.

Leave the room and go to the northeast path we passed before and enter the red door. Grab ?MINTERAL(3) (Rune Metal), and AQUA RING(4) from the chests and then make your way back to B2-A.

Enter the red doors for a ?MINERAL(5) (Oricalcum), AIR SLICER(6), and ARBALEST(7). Then head back to the entrance of B1.

From the entrance, head east up the stairs. Grab the ?ITEM(8) (Sweet Syrup) from the chest and follow the path west. Grab the MANDRAKE(9) before going down the stairs to B2-B.

MAP OF B2-B

Follow the path until you reach the red door, enter and grab the MIST INSIGNIA(10) before heading down the stairs.

MAP OF B3-B

Head all the way west and SAVE at the save point. Then head north. At the intersection go east up the stairs to another section of B2.

MAP OF B2-C

This room has 3 circular switches. Each switch corresponds to 1 of the 3 looked doors on the previous floor. If you press them all the door will close. Don't be fooled though, you can still enter and exit.

The first switch (the right most) opens the first door you saw, and contains an ?HERB(11) (Artemis Leaf).

The second switch (the middle), opens the western door and has a ?MINERAL(12) (Mithril) and SOUR SYRUP(13).

The third switch (left most), opens the eastern door. Fight the forced battle, then examine the computer to get the B-CARD(14).

Now head all the way north, then west down the blue door to B4-A.

MAP OF B4-A

Follow the path and press the switch. Head back then east down the stairs to B4-B.

MAP OF B4-B

Head south and grab the chest, SOUR SYURP(15), and then head west up the stairs. Nab the ?ITEM(16) (Faerie Elixir), and press the switch. Now go all the way east and into the blue room for a RING OF LUNACY(17).

Backtrack down the stairs and take the west path through the door to B5.

MAP OF B5

Grab the ANGEL STATUETTE(18), and go through the door. After the scenes SAVE!

Goto the computer panel on the west and examine it. Place the emblems in the following order: Astral, Van, Silvalant, Muah.

You'll be forced into the now open door, and have to watch a whole bunch of scenes before recieving the EYE OF TRUTH(19).

NOTE: After getting the Eye of Truth, EVERYONE will gain +1 AL toward each other.

After the scenes, you'll be transported to Van Castle to talk with the King. Soon a demon will enter and tell them Asmodeous has completed a new weapon. You'll then see a demonstration of this new weapon. Afterwords you'll be outside Van Castle. Leave Van.

SAVE.

Make your way to Silvalant now, and talk to the sailor and sail to the Deserted Island. Here you'll enter the Demon World.

```
o=====o-----o-----o
| Demon World, Part 1 | SEARCH | 04.18 |
o=====o-----o-----o
| Recommended Level | 45 |
o=====o-----o-----o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| NONE | Del Argosy.....[ BOSS ] |
| | Arachmene.....[ BOSS ] |
o=====o-----o-----o
```

Shortly after entering you'll encounter the Crimson Shield.

```
o=====o-----o-----o
|Name: Del Argosy | (BOSS-7) |
|=====o-----o-----o
| Level Range: 45+ | HP Range: 57,000 | EXP: 8640 |
|=====o-----o-----o
| Weakness(es): None |
| Strength(s): None |
|=====o-----o-----o
| DROPS LIST: Gale Earring |
|=====o-----o-----o
| Strategy: Spam your moves and watch your HP. |
o=====o-----o-----o
```

As a reward, everyone in your active party recieves +1 AL toward each other.

After the battle you'll learn that the Crimson Shield had been controlled by the Mirror of Incarnation. Then you'll learn that Astral is being attacked by Demons!

Using the Eye of Truth you pop out in the middle of Astral City.

After the scenes you'll fight:

```
o=====o-----o-----o
|Name: Arachmene | (BOSS-8) |
|=====o-----o-----o
| Level Range: 45+ | HP Range: 34,950 | MP Range: 100 | EXP: 7415 |
|=====o-----o-----o
| Weakness(es): Fire |
| Strength(s): Water |
|=====o-----o-----o
| DROPS LIST: N/A |
|=====o-----o-----o
| Strategy: Spam your moves and watch your HP. |
o=====o-----o-----o
```

After the battle PHIA takes us to get that 'bladeless sword'. Watch the scenes and afterwords you'll receive 2x Force Sword. Sadly you can't replicate this weapon.

The Force Sword is PHIA's strongest weapon, whereas for RODDICK and ASHLAY you can customize it with a Philosopher's stone to get the Silvance.

However, the Silvance is a Light, Wind, and Dark elemental blade (which some enemies can absorb, ex: Final, Final Boss absorbs Light).

In my opinion, Silvance isn't worth it. Since you have two, you can make one if you wish, but in my opinion, it isn't worth it. To many elements.

Anyway, there are a few things you should do now if you didn't do them before.

OPTIONAL THINGS TO DO NOW	
Mt. Metorx Mine [05.01]	
Old Race Ruins [05.02] - Get rid of MAVELLE	
Recruit PERICCI [08.11]	
Recruit T'NIQUE [08.09] - (You must have 6 or less characters to recruit)	
Recruit WELCH [08.12]	
Private Actions	
Tatori Arena [05.04]	

NOTE: Once you kill Asmodeous you WILL NOT BE ABLE TO DO THESE THINGS.

When your ready make your way back to the Demon World.

Demon World, Part 2		SEARCH	04.19
Recommended Level	45		
Item Checklist		Enemy Checklist	
Sweet Syrup..... _	Killer Rabbit.....[5700 HP]		
Green Beryl..... _	Alraune.....[5700 HP]		
?Herb (Athelas)..... _	Little Devil.....[6100 HP]		
Lavender..... _	Raptor King.....[9150 HP]		
Foot Insignia..... _	Deathteller.....[9750 HP]		
?Weapon (Metal Fang)..... _			
Orichalcum..... _			
Emerald Ring..... _			

The Demon World is fairly straight forward, but there a few confusing paths.

MAP HERE

Head north, then west for SWEET SYRUP(1). Then head east for GREEN BERYL(2).

Continue north, at the cross go west then north to get an ?HERB(3) (Athelas)

Go back to the cross, and head east this time. From this screen go northwest for LAVENDER(4). Then go northeast 2 screens for a FOOT INSIGNIA(5).

Leave this screen then head west until you come across a chest with ?WEAPON(6) (Metal Fang). Back 1 screen, go south then north.

You'll see a save point north, but go south first and grab the ORICHALCUM(7). Then go northwest for a EMERALD RING(8).

NOTE: The emerald ring is reproducible.

Head back to the save point and SAVE. Continue on until you reach a building.

After some scenes enter. Watch some more scenes and you'll find yourself in the Space-Time-Labratory.

```

o=====o=====o=====
| Space-Time Labratory                               | SEARCH | 04.20 |
o=====o=====o=====
| Recommended Level      | 50                                     |
o=====o=====o=====
|           Item Checklist           |           Enemy Checklist           |
o-----o-----o-----
| Elven Cap.....|_| | ENK.....[1625 HP] |
| Amulet of Freedom.....|_| | Sorcerer.....[3550 HP] |
| Rainbow Diamond.....|_| | Otiph.....[7100 HP] |
| Medicine Bottle.....|_| | Aspitel.....[7700 HP] |
| Star Ruby.....|_| | Angel Knight.....[9750 HP] |
| Medicine Bottle.....|_| | Dark Eye, Death Charona...[mini-bs] |
| ?Armor (Kitty Hairband).....|_| | Asmodeous.....[ BOSS ] |
| Mithril.....|_| |
| Robe of Deception.....|_| |
| Star Necklace.....|_| |
| Long Spear.....|_| |
| Ring of Insanity.....|_| |
| Cinderella Glass.....|_| |
| ?Jewlery (Star Guard).....|_| |
| Hammer Charm.....|_| |
| Ravenous Fiend Spell.....|_| |
| Orichalcum.....|_| |
| ?Jewlery (Faerie Ring).....|_| |
| Elemental Blade.....|_| |
| Tedious Handy Stick.....|_| |
| Elven Slippers.....|_| |
o=====o=====o=====

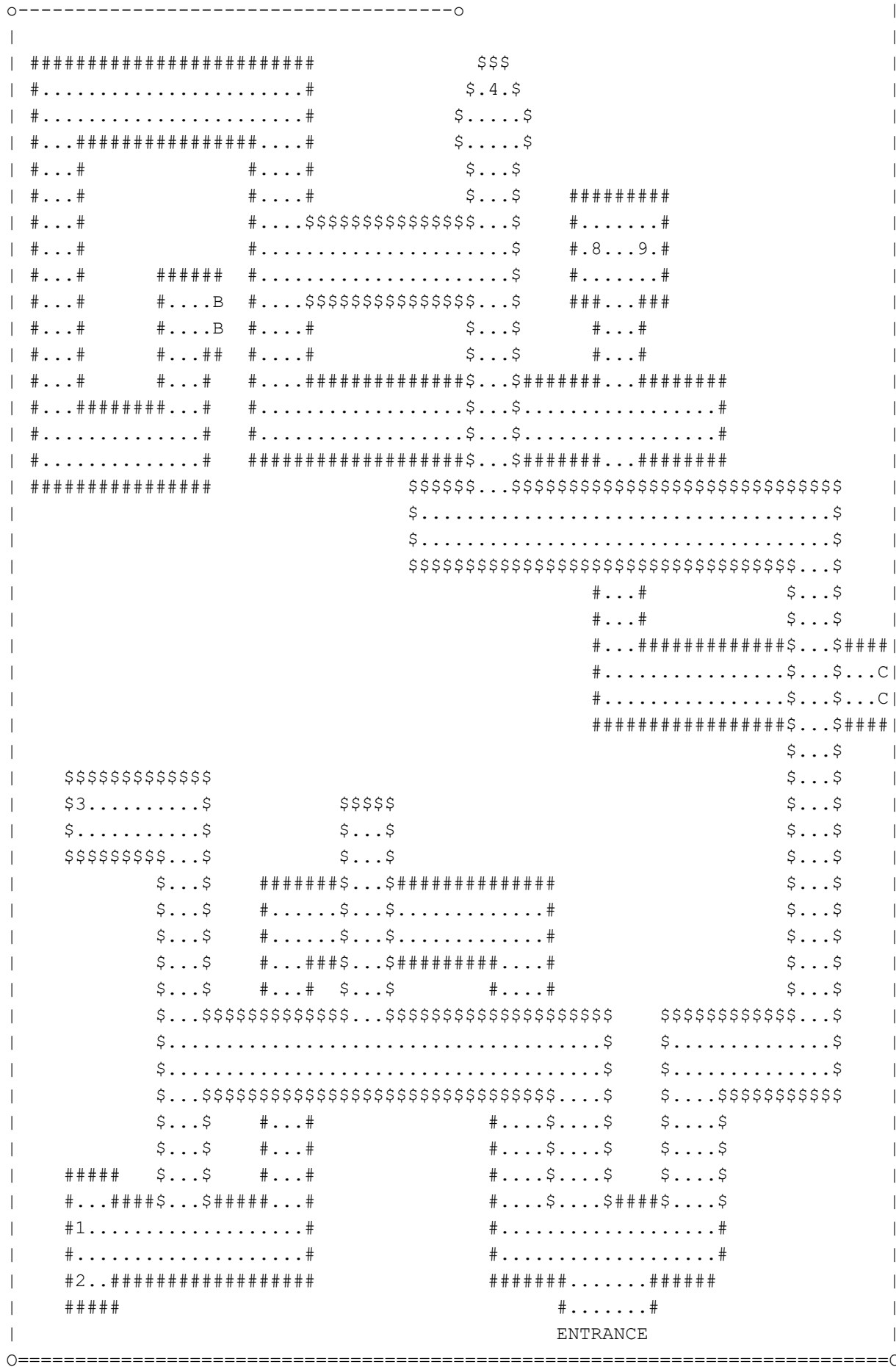
```

This place is pretty complicated, a lot of turns and dead ends. If you get lost, refer to the maps.

```

                o=====o
                |   Space-Time Labratory   Part A   |
o=====o=====o=====
|           |           |
| Key:     |           |
|           |           |
| $$ = Upper Paths (on raised platforms) |
| ## = Lower Paths |
| Paths: A to B, A to C, C to D |

```

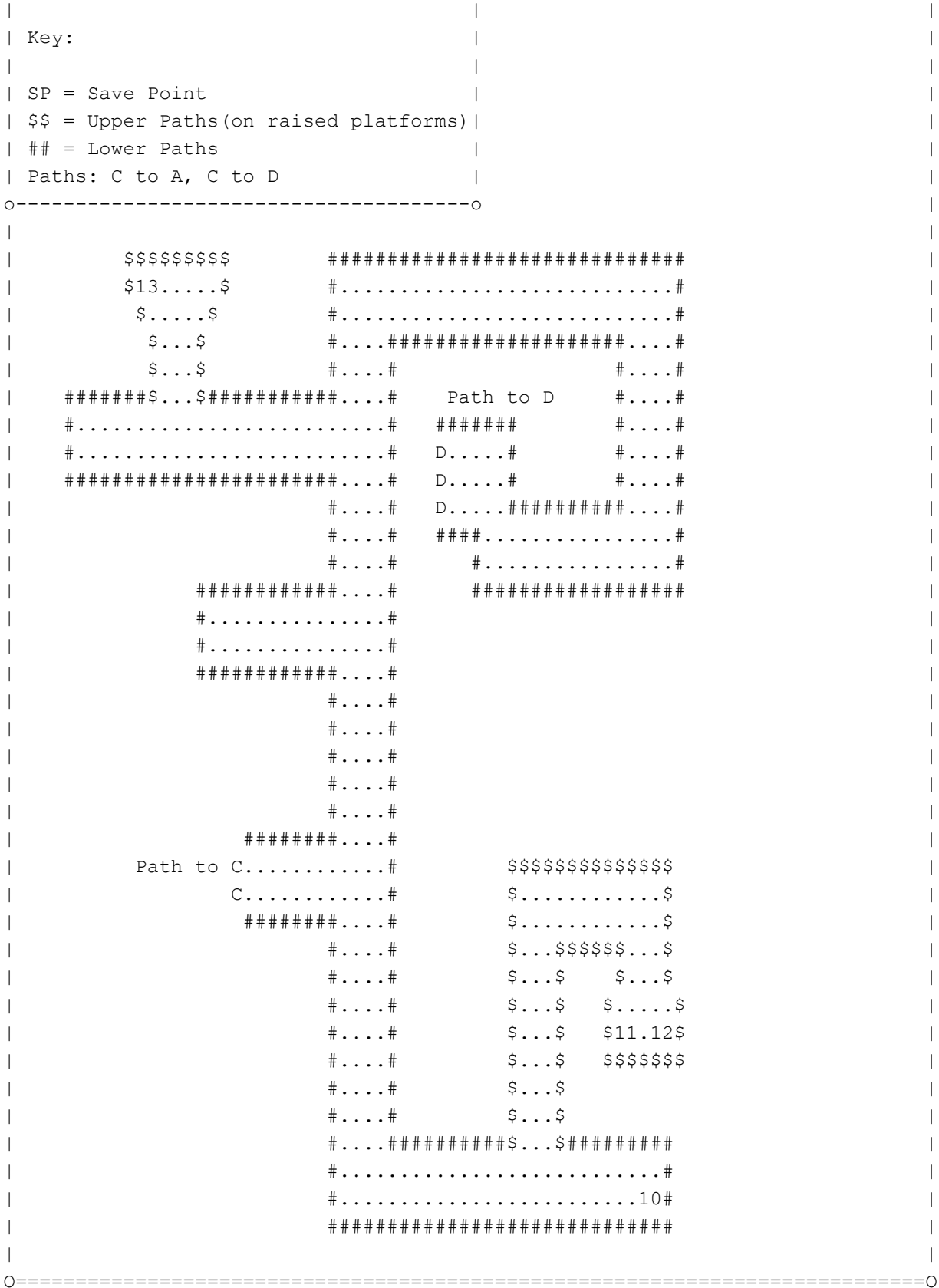


Anyway, from the entrance head west under the pathway above, and follow the path 2 screens. Continue southwest into a room with 2 chests. Grab the ELVEN CAP(1) and the AMULET OF FREEDOM(2), then leave the room.

Outside, go up the stairs and north 2 screens to get a RAINBOW DIAMOND(3). Head all the way back to the entrance, and go up the east set of stairs now.







Go south first past the stairs into a room for a STAR NECKLACE(10). Leave then go up the stairs, following the path for another room with chests. Grab the LONG SPEAR(11) and RING OF INSANITY(12) then head back and north.

Take the second path west, then north up the stairs to grab the CINDERELLA GLASS(13) from the chest. Back down the stairs, head northeast and into the door.

O=====O  
 | Space-Time Laboratory Part D |  
 O=====O

| Key: |

| SP = Save Point |

| \$\$ = Upper Paths (on raised platforms) |

| ## = Lower Paths |

| Paths: D to C |

```

|
|   $$$$$$$$
|   $18...19$
|   $.....$
|   $$.....$$
|   $...$
|   $...$
|   $...$          $$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$
|   $...$          $.....20$
|   $...$          ASMODEOUS $.....21$
|   $...$          BOSS $...$$$$$$$$$.$$$$$$$$$$$$$$$$$$$$
|   $...$          $...$   #...#   $..$
|   $...$$$$$$$$$$$$$$$$$$$$.$$$$$$$$$$$$$$$$$$$$.$.
|   #...$.
|   #...$.
|   #...$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$$.$.
|   #####.
|   #.....#   $.$.$.
|   #.....#   $.$.$.
|   #.....#   $.$.$.
|   #.....#   $.$.$.
|   #Mini..#   $.$.$.
|   #####   #..Boss#   $.....$
|   #17..#   #.....#   $$$$$$$$
|
|   #.....#####
|   #.....#
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|   #.....#
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|   #.....#####
|   #.....#
|   #.....#

```

```

|                #....#                #...#                |
|                #....#                #...####            |
|                #....#                #.....C            |
|                #....#                #.....C            |
|                #....$$$$$$$$$$$$$$$$  #####      To Path C  |
|                #.....16$              |
|                #.....$                |
|                #....$$$$$$$$$$$$$$$$  |
|                #....#                  |
|                #....#                  |
|                #.....#                 |
|                #14..15#                |
|                #####                  |
O=====O

```

Ignore the path northwest for now, and continue south. All the way south is a room with ?JEWELRY(14) (Star Guard), and the RAVENOUS FIEND Spell(15) (Spell for RONYX).

Up the stairs is a chest with an ORICHALCUM(16) grab it then take the northwest path.

SAVE at the save point and continue to the next screen. Go all the way west first, to grab a HAMMER CHARM(17).

Go back and SAVE if you wish, and when your ready head north to the computers to trigger a scene. Then fight a mini-boss!

```

O=====O                                O-----O
|Name: Dark Eye x2      |                | (BOSS-9) |
|=====O=====|
| Level Range: 53+    | HP Range: 49,800      MP Range: 80  | EXP: 17,040|
|=====O=====|
| Weakness(es): N/A                |
| Strength(s): Fire (absorb), Wind (absorb), Dark (absorb) |
O=====O
|Name: Death Charona x2                |
|=====O=====|
| Level Range: 53+    | HP Range: 15,400      MP Range: 140  |
|=====O=====|
| Weakness(es): None                |
| Strength(s): None                |
|=====|
| DROPS LIST: ?MINERAL (Meteorite)    |
|=====O=====O=====O=====O=====|
| Strategy: Try to kill the Death Charona's first, they cast the spell |
| ----- Thunder Storm. Firestorm Blade and Redwyrn Thundersuge are no go's|
| (Curses!) so you'll need to spam something else (Dragon Roar?). Don't let |
| up and you'll kill 'em in no time. |
O=====O

```

GO BACK AND SAVE!!!

Did you save? Good, because this is the last time we'll be seeing Roak.

Let me repeat that.

ONCE YOU KILL ASMODEOUS YOU WILL NOT BE ABLE TO EXPLORE PAST-ROAK!

If you didn't get your optional characters, or see some PA's or do the



Item Checklist	Enemy Checklist
NONE	NONE

The guy standing to the north is the Item/Food/Weapon shops all put together. Stock up.

The pair to the west are the Skill Guild.

In the next screen, the man in between the beds is the Inn.

Enemy Checklist - Fargett Continent	When your ready, leave to the south.
SK2.....[2325 HP]	The Army Base is to the southwest,
Jaguar Spirit.....[8900 HP]	so make your way toward it.
Black Slime.....[12430 HP]	
Geburah Pheonix.....[13350 HP]	[SAVE] before entering.
Gunner L2.....[14250 HP]	

Army Base	SEARCH	04.22
Recommended Level	56	

Item Checklist	Enemy Checklist
Resurrection Elixir..... _	BOK.....[5700 HP]
Mithril..... _	Aspitel Mk2.....[10500 HP]
Medicine Bottle..... _	Gunner L3.....[16650 HP]

Examine the two blue consoles, and push the switches to open the northern door. Inside to the far east is a chest that contains a RESURRECTION ELIXIR(1).

Back at the entrance, enter the east door. Follow the path to the next screen. Go into the northeast door, and at the end press the 2 red switches to open the door. Grab the MITHRIL(2) at the far east, then go back to the main hallway.

Enter the southwest door first, at at the end of the section grab the ?HERB(3) (Lavender), and push the green switch.

Go back to the middle room and enter the southeast door. Grab the MEDICINE BOTTLE(4) at the end, and push the second green switch.

In the main hallway, the north door should now be open. Enter it and walk to the cell that has your party members.

As a reward for rescuing your party, EVERYONE in your party recieves +1 AL toward each other.

After some scenes you'll be back in the Safe House. Restock, heal then leave.

Enemy Checklist - Fargett Continent	From the Safe House, follow the path
	to the northeast.

```

| SK2.....[2325 HP] |
| Jaguar Spirit.....[8900 HP] |
| Black Slime.....[12430 HP] | [SAVE] outside the Bio-Lab and then
| Geburah Pheonix.....[13350 HP] | enter.
| Gunner L2.....[14250 HP] |
o=====o

```

```

o=====o=====o=====o
| Bio Lab | SEARCH | 04.23 |
o=====o=====o=====o
| Recommended Level | 60 |
o-----o-----o-----o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| NONE | NONE |
o=====o=====o=====o

```

When inside you'll watch some scenes. When you have control, head down the ladder to the west.

Take note of the transporter in the northwestern corner, it's not on yet, but if you want to leave Reverse Tower, that's where you'll end up.

There are no random battles down here, so just head east until you get to another ladder. Clime up it, and you'll be in Reverse Tower.

```

o=====o=====o=====o
| Reverse Tower | SEARCH | 04.24 |
o=====o=====o=====o
| Recommended Level | 60 |
o-----o-----o-----o
| Item Checklist | Enemy Checklist |
o-----o-----o-----o
| ?Armor (Mithril Shield).....|_| | IGK.....[2775 HP] |
| Medicine Bottle.....|_| | Larva Worm.....[11900 HP] |
| Sour Syrup.....|_| | Fatty Ooze.....[11900 HP] |
| Mithril Greaves.....|_| | Aspitel MK3.....[12700 HP] |
| Star Guard.....|_| | Star Seraphim.....[14500 HP] |
| Assault bomb.....|_| | Dark Pheonix.....[14500 HP] |
| Demon's Gate Spell.....|_| | Gunner L4.....[20250 HP] |
| Rainbow Diamond.....|_| | Jie Reverse.....[ BOSS ] |
| Meteor Swarm Spell.....|_| | Neo Reverse.....[ BOSS ] |
| Elven Slippers.....|_| |
| Iron.....|_| |
| Artemis Leaf.....|_| |
| ?Armor (Hermit's Cap).....|_| |
| Medicine Bottle.....|_| |
| Mithril Helmet.....|_| |
| Orichalcum.....|_| |
| Defense Bomb.....|_| |
| Sour Syrup.....|_| |
| ?Armor (Mithril Mesh).....|_| |
| Resurrection Mist.....|_| |
| Mithril.....|_| |
| ?Armor (Sylvan Mail).....|_| |
| Spectacles.....|_| |
| ?Weapon (Berserk Sword).....|_| |
| ?Herb (Rose Hip).....|_| |
| Sour Syrup.....|_| |
| ?Herb (Artemis Leaf).....|_| |

```

```
| Refreshing Syrup.....|_| |
| Elven Slippers.....|_| |
| Resurrection Mist.....|_| |
| Dream Crown.....|_| |
| Sour Syrup.....|_| |
O=====O=====
```

From the ladder, north is the exit (to the Bio-Lab). You can leave any time you wish.

Anyway, when your ready head south. The sections here are blocked off, so head east and up into the teleporter. It'll take you to the 1st floor.

MAP HERE 1F

Leave the teleporter. Enter the first door, and then the first room of that hallway for ?ARMOR(1) (Mithril Shield). Leave the room, and exit the hallway to the west.

Enter the north room, grab a MEDICINE BOTTLE(2). Leave and enter the northwest room and take the SOUR SYRUP(3). No go through the southwest door to enter a hallway. Enter the room in the middle and take the MITHRIL GREAVES(4). Leave and continue south.

Enter the western doors to get a STAR GUARD(5) and an ASSAULT BOMB(6). When you have those, go through the east door into a big room with a hologram of a ship. Watch a scene and continue east.

Enter the first door you see for the DEMON'S GATE SPELL(7) (for RONYX).

Go through the first hallway again to get to the hallway with 4 doors, this time take the southeastern door for a teleport pad. Step on it to get to the 2nd floor.

MAP HERE 2F

The path is straight forward until you get to the hallway AFTER the circular room. From here, enter the first door and grab a RAINBOW DIAMOND(8).

Then go through the far east door for the METEOR SWARM SPELL(9) (for RONYX, and ERYX). Exit and go through the northeast door. Enter both rooms in this hallway for ELVEN SLIPPERS(10) and IRON(11).

Exit the hallway to the west, ignore the door north and continue west. Enter both doors here and take the ARTEMIS LEAF(12) and ?ARMOR(13) (Hermit's Cap).

Continue south, then west for another teleporter. Step up to floor 3.

MAP HERE 3F

Enter the northwest door, and grab a MEDICINE BOTTLE(14). Then follow the path until you get to the teleporter, get on to go to floor 4.

MAP HERE 4F

Follow the path, you'll come across a save point in a big room. SAVE.

In the next room, enter the firstdoor for a MITHRIL HELMET(15). Go to the end of the hallway and grab the ORICHALCUM(16) before going into the northwest door.

In this hallway, go into the first door and take the DEFENSE BOMB(17). Then go to the end of the hallway, and into the north door for another teleporter. This will take you back to the third floor.

Enter the west door and grab the SOUR SYRUP(18), and then go through the east door.

Enter both rooms for ?ARMOR(19) (Mithril Mesh), and a RESURRECTION MIST(20).

Continue south and through the door. Step on the teleporter to get to another part of the 4th floor.

Go up to the last door in the hallway for a MITHRIL(21), and then to the first door to get to the 5th floor.

MAP HERE 5F

Head south first and grab ?ARMOR(22) (Sylvan Mail), then go into the room above the teleporter for SPECTACLES(23). Head to the next screen and grab ?WEAPON(24) (Beserk Sword) from the north room.

Continue west, and grab ?HERB(25) (Rose Hip) and SOUR SYRUP(26) from both rooms. Continue south and into the teleporter for the 6th floor.

MAP HERE 6F

Head up, and grab the ?HERB(27) (Artemis Leaf) and the REFRESHING SYRUP(28), before continuing. In the next screen head north and grab the ELVEN SLIPPERS(29) before continuing east.

Grab the RESURRECTION MIST(30) and the DREAM CROWN(31) from the rooms before going south. Go east here into a room for SOUR SYRUP(32). Leave and enter the northwest door. Follow the path to a teleporter back to the 5th floor.

Follow the path to another teleporter back to the 6th floor. Enter the east door for a big circular room with yet another teleporter. Get on to get to the 7th (and final) floor.

MAP HERE 7F

Go north until you get to a save point.

SAVE IT!

Not only does saving it here give you the sound bits of the characters you have, but it also unlocks the secret dungeon.

Want to do the Cave of the Seven Stars? Search [05.03].

The final boss uses wind/dark spells, so equip some acc. that halve wind/dark damage to help out.

Crystals, Mithrils halve wind damage.  
Rune Metals halve both wind and dark damage.

The final (final) boss uses Light spells, so equip armor that absorbs light for an easier time.

This will help a bunch, healing any damage he inflicts (he usually does a



spell after attacking).

Reflecting Plate, Holy cloak, and Silver Charm's absorb light damage.

Cloak of Deception, and Stardust Ring's nulify light damage.

ILIA, T'NIQUE, PERICCI, and WELCH do not have any armor that absorbs/nulifies light damage, so they'd need an accessory.

If you did all the side quests (aside from the Cave of the Seven Stars) then you should have ~2 Stardust Rings, so if you want to use one of the above named characters, equip one of those on them.

If you don't have any Stardust Rings then Sacrificial Dolls, Rainbow Daimonds, Philosopher's Stones, Moonrocks, Mithrils, and Meteorites all halve light damage.

When your ready head north 2 screens, watch the scenes and fight the first final Boss:

```
O=====O                                                    O-----O
|Name: Jie Reverse      |                                     | (BOSS-11) |
|=====O=====|
| Level Range: 70+     | HP Range: 55,500           MP Range: 550 | EXP: 13,500|
|=====O=====|
| Weakness(es): N/A   |                                     |
| Strength(s): All Elements |                                     |
|=====|
| DROPS LIST: N/A    |                                     |
|=====O=====O=====O=====O=====|
| Strategy: Spam, Spam, Spam. Don't let up, if you do he'll be able to cast |
| ----- 1 of 3 spells: Imortal Tempest, Field of Pain, or Abyss Cascade. |
| Imortal Tempest is area effect wind damage and Abyss Cascade all dark |
| damage so beware. Field of Pain is a smaller area of effect that he does |
| when you surround him. |
O=====O
```

Watch a cinematic scene, and then fight the final, Final boss:

```
O=====O                                                    O-----O
|Name: Neo Reverse     |                                     | (BOSS-12) |
|=====O=====|
| Level Range: 70+     | HP Range: 94,500           MP Range: 940 | EXP: 19,440|
|=====O=====|
| Weakness(es): N/A   |                                     |
| Strength(s): All Elements (absorbs light) |                                     |
|=====|
| DROPS LIST: N/A    |                                     |
|=====O=====O=====O=====O=====|
| Strategy: Spam, Spam, Spam. Don't let up, if you do he'll be able to cast |
| ----- 1 of 2 spells: Sacred Law or Seraphic Storm. However, if you |
| equipped light absorbing/nulifying armor then you have nothing to worry |
| about. |
O=====O
```

Congrats! You've beaten the game. Watch your endings and be happy. Then restart and pick different characters to see some different endings.

NOTE: Some endings appear AFTER the credits, so yes you have to watch them.

```

O=====O
|                               Side Quests  [05.00]                               |
O=====O

```

The following are optional dungeons/fights that are possible in Star Ocean: The First Departure. You do NOT have to do them, but if you want to fully complete the game you should.

```

O=====O=====O=====O
| Mt. Metorx Mine                               | SEARCH | 05.01 |
O=====O=====O=====O
| Recommended Level      | 35      |
O=====O=====O=====O
|           Item Checklist           |           Enemy Checklist           |
O-----O-----O-----O
| ?Armor (Dwarven Boots).....|_| | Acolyte.....[2100 HP] |
| Rune Metal.....|_| | Shadow Flower.....[3600 HP] |
| Orichalcum.....|_| | Bloodworm.....[3900 HP] |
| Aquaberries.....|_| | Untrained Assassin.....[3900 HP] |
| Dwarven Helmet.....|_| | Ruffian.....[5400 HP] |
| Rune Metal.....|_| | Jabberwabbit.....[ BOSS ] |
| ?Mineral (Mithril).....|_| |
| Rune Metal.....|_| |
| Ankh Shield.....|_| |
| Resurrection Elixir.....|_| |
| ?Mineral (Orichalcum).....|_| |
| ?Mineral (Orichalcum).....|_| |
| Steel Helmet.....|_| |
| Steel Armor.....|_| |
| Mind Bomb.....|_| |
| Silver Greaves.....|_| |
| ?Item (Sweet Syrup).....|_| |
| Dwarven Guard.....|_| |
| Blueberries.....|_| |
| ?Armor (Dwarven Mail).....|_| |
| Cinderella Glass.....|_| |
| Emerald Ring.....|_| |
| Dwarven Sword.....|_| |
| Astral Sword.....|_| |
O=====O=====O=====O

```

To get to the Mt. Metorx Mines, head to Haute. Then enter Mt. Metorx. From this side, hug the north wall until you pass a big rock, from the big rock go north and enter the mines.

PART 1 MAP HERE

From the entrance follow the path west, and then northwest when you get the chance. Grab the ?ARMOR(1) (Dwarven Boots) from the chest then head back south.

Continue south, and follow the path until you see a glitter. Grab the RUNE METAL(2) and continue east. Grab the ORICHALCUM(3) then the AQUABERRIES(4) and DWARVEN HELMET(5) from the chest. Backtrack a few screens until you can go north.

Head north, and grab the RUNE METAL(6) and ?MINERAL(7) (Mithril) before following the path east.

Nab the RUNE METAL(8) before going north and getting the ANKH SHIELD(9) and

RESURRECTION ELIXIR(10) from the chests. Go back a screen, grab the ?MINERAL(11) (Orichalcum), before continuing east. On the way you'll see a ?MINERAL(12) (Orichalcum), grab it and continue on until you see a path north and a door.

Continue north first and grab the STEEL HELMET(13) from the chest. Backtrack south and through the door.

PART 2 MAP HERE

From here go north. East and west both have chests, so grab them all (STEEL ARMOR(14), MIND BOMB(15), SILVER GREAVES(16), and ?ITEM(17) (Sweet Syrup)) before heading south from the door.

Continue south to grab the DWARVEN GUARD(18), then move around the path to continue east. Head north when you can to get BLUEBERRIES(19) and ?ARMOR(20) (Dwarven Mail). Backtrack south and continue east.

SAVE at the save point.

Heal up and equip all the gear you got (if you haven't already) before continuing east for the boss.

```
O=====O                                     O-----O
|Name: Jabberwabbit   |                                     | (BOSS-13) |
|=====O=====|
| Level Range: 39+   | HP Range: 45,000   | EXP: 8,360 |
|=====O=====|
| Weakness(es): N/A |                                     |           |
| Strength(s): N/A  |                                     |           |
|=====|
| DROPS LIST: ?HERB |                                     |           |
|=====O=====O=====O=====O=====O=====|
| Strategy: Spam, Spam, Spam. If you came here with IOSHUA have him spam |
| ----- spells. This boss shouldn't be too tough. |
O=====O
```

After you've beaten him, go up and grab the rest of the chests:  
CINDERELLA GLASS(21), EMERALD RING(22), DWARVEN SWORD(23), ASTRAL SWORD(24).

NOTE: You can replicate the Emerald Ring.

NOTE2: The Dwarven Sword is an earth elemental, some monsters (like fellworms) absorb earth.

```
O=====O=====O=====O
| Old Race Ruins                                     | SEARCH | 05.02 |
O=====O=====O=====O
| Recommended Level   | 45 |
O=====O=====O=====O
|           Item Checklist           |           Enemy Checklist           |
O-----O-----O-----O
| Medicine Bottle.....|_| | Drow Healer.....[1100 HP] |
| Sacrificial Doll.....|_| | Cuniculus.....[1100 HP] |
| Wolfsbane.....|_| | Witchdoctor.....[1200 HP] |
| ?Item (Sweet Syrup).....|_| | Petri Gerel.....[2400 HP] |
| Kitty Suit.....|_| | Berserker.....[2600 HP] |
| Meteorite.....|_| | Hound Spirit.....[2800 HP] |
| Roundel Dagger.....|_| | Vorpall Bunny.....[2800 HP] |
| Steel Helmet.....|_| | Dragon Axman.....[3900 HP] |
```

Orb of the Valkyrie..... _	Ancient Guardian.....[ BOSS ]
Robe of Deception..... _	
?Item (Resurrection Mist)..... _	
Dwarven Sword..... _	
Rainbow Diamond..... _	
Steel Helmet..... _	
Steel Greaves..... _	
?Mineral (Moonrock)..... _	
?Mineral (Mithril)..... _	
Star Ruby..... _	
Elven Cap..... _	
Sacraficial Doll..... _	
?Mineral (Meteorite)..... _	
?Mineral (Damascus)..... _	
Sweet Syrup..... _	
Medicine Bottle..... _	
Steel Armor..... _	
Elven Slippers..... _	
Air Slicer..... _	
Steel Armor..... _	
Silver Greaves..... _	
Divine Fury SFT..... _	
o=====o=====	

The Old Race Ruins are to the northwest of Silvalant. Hug the mountain and you should get to it eventually.

NOTE: There is a screenshot of where it is at [gamefaqs.com](http://gamefaqs.com)

NOTE2: You need the Silvalant Emblem to get to most of this dungeon.

MAP OF B1

From the entrance head north, then east and grab the MEDICINE BOTTLE(1). Back 1 screen and head north to get the SACRIFICIAL DOLL(2). Back 1 screen and head west this time, grab the WOLFSBANE(3) on the way and head down to B2.

MAP OF B2-A

Head south past the save point and get ?ITEM(4) (Sweet Syrup). Back at the save point. SAVE.

Head east first, then south to get a KITTY SUIT(5). Continue north and grab the METEORITE(6) from the glitter. When you try to go past this, an old man will appear. If you do not have the Silvalant Emblem you won't be able to pass if you do, then continue north.

MAP of B2-B

Go southwest here to get a ROUNDEL DAGGER(7). Go back a screen and into the door for 2 chests: a STEEL HELMET(8) and a ORB OF THE VALKYRIE(9).

Then go south. Follow the path until you get to a 4-way path. Go north first into the door for a ROBE OF DECEPTION(10) and ?ITEM(11) (Resurrection Mist).

Back at the 4-way, go west for a DWARVEN SWORD(12), then continue south until you get to B3.

MAP of B3-B

Grab the RAINBOW DIAMOND(13) then go northwest to grab another STEEL HELMET(14). Continue south, then southeast for SILVER GREAVES(15). Backtrack and head southwest to get a ?MINERAL(16) (Moonrock) before heading south to B4.

#### MAP of B4-B

Immediately nab the ?MINERAL(17) (Mithril) before heading north. Grab the STAR RUBY(18) before going east and grabbing the ELVEN CAP(19).

Backtrack a screen and go northwest to get a SACRIFICIAL DOLL(20) and ?MINERAL(21) (Meteorite).

Backtrack again and before heading into the door, get the ?MINERAL(22) (Damascus).

Now enter the door.

If you have MAVELLE and IOSHUA you will see the secret cinematic scene.

If you have MAVELLE and ASHLAY then MAVELLE will leave your party.

If you have MAVELLE, BOTH IOSHUA and ASHLAY, then you'll switch out MAVELLE for ERYs.

When your done, head all the way back up to the save point. SAVE.

Now head west to B3.

#### MAP OF B3-A

Head southwest from here, and grab the SWEET SYRUP(23). Continue east and then north until you get to a door. Enter and grab the MEDICINE BOTTLE(24) and the STEEL ARMOR(25).

Outside the door continue east.

Soon you'll come across an old man. If you don't have the Silvalant Emblem then you won't be able to pass, if you do continue on.

#### MAP OF B4-A

Follow the path until you get to a door. Before you enter heal up and equip your best weapons/armor.

When your ready head inside to fight the boss.

```
O=====O                                     O-----O
|Name: Ancient Guardian |                       | (BOSS-14) |
|=====O=====|
| Level Range: 45+      | HP Range: 45,000      | EXP: 4,819 |
|=====O=====|
| Weakness(es): N/A    |                                           |
| Strength(s): All Elements |                                           |
|=====|
| DROPS LIST: ?MINERAL (Orichalcum) |                                           |
|=====O=====O=====O=====O=====|
| Strategy: Spam, Spam, Spam. Watch out for his moves, because they can |
| ----- easily kill you. If you can move to the north or south of the |
| screen in the beggining then attack, that way if he uses his beam move, or |
```

| Jio Impact you'lll (hopefully) dodge it. |

o=====o

As a reward, everyone in your active party recieves +1 AL toward each other.

After you beat him, enter all the doors to get a bunch of treasure:

ELVIN SLIPPERS(26), AIR SLICER(27), STEEL ARMOR(28), SILVER GREAVES(29),  
DIVINE FURY SFT(30)

That's it for this place, you'lll have to run all the way back to the entrance  
to get out.

o=====o=====o=====o

| The Cave of the Seven Stars | SEARCH | 05.03 |

o=====o=====o=====o

| Recommended Level | 75 |

o=====o=====o=====o

| Item Checklist | Enemy Checklist |

o-----o-----o-----o

Magic Jar..... _	Sand Bunny.....[9250 HP]
Ring of Might..... _	Dark Magician.....[9850 HP]
Backstab (Skill)..... _	Friar.....[9850 HP]
Star Guard..... _	Conjurer Devil.....[20900 HP]
Mindheader..... _	Brachyon.....[20900 HP]
Star Ruby..... _	Slayer.....[22100 HP]
Gold Ring..... _	Grim Faerie.....[24500 HP]
Dragon Blade..... _	Vile Beast.....[24500 HP]
?Weapon (Bow of Lightning)..... _	Saber-Toothed Bunny.....[25700 HP]
Damascus..... _	Garuda Eagle.....[25700 HP]
Extinction Spell..... _	Cloud Ogre.....[28100 HP]
?Mineral (Damascus)..... _	Necromancer.....[29300 HP]
Ring of Healing..... _	Medusa Eye.....[34950 HP]
Holy Orb..... _	Axman of Doom.....[40250 HP]
X-tra Knuckles..... _	Araccola.....[40350 HP]
Star Ruby..... _	Dark Stalker.....[43950 HP]
Rainbow Diamond..... _	Demonic Eye.....[54750 HP]
Kaiser Knuckles..... _	Bandit King, Resphina.....[ BOSS ]
Orichalcum..... _	
Faerie Ring..... _	
Star Lance..... _	
Ring of Infinity..... _	
Violent Handy Stick..... _	
?Mineral (Mithril)..... _	
Ring of Wisdom..... _	
Murasama..... _	
CYUSS Special..... _	
Aurora Blade..... _	
Ring of Absorption..... _	
Mithril..... _	
Smooth Crystal..... _	
Archangel's Bracelet..... _	
Philosopher's Stone..... _	
Orichalcum..... _	
Ring of Fusion..... _	

o=====o=====o=====o

From the final save point head south, PAST the teleporter you cam up from.  
Here will be another teleporter, this one will take you to the beggining of  
Reverse Tower. Head east to be in a big circular room. North is the exit,  
east takes you to 1F, while south will take you to the Oracle Room.

The man on the right of the tablet will sell things. The far east room holds a chest with a MAGIC JAR(1)! Magic Jar = Mischief. I know at this point it's slightly useless but...free items!

The other rooms have people in them, talk to them if you want. The far west room will take you to a save point and the Cave of the Seven Stars. SAVE and continue.

I'm not gonna bother typing up these straight forward paths. If you get lost in B2, your pathetic.

Continue south 3 floors to B4.

B4 MAP HERE

The tablet in the middle is a clue that states: "When the glitter of gold becomes too bright, it may be difficult to see the way forward."

Enter the rooms and CLOSE all the chests, this will make the door open.

B5 MAP HERE

From the start, head east to grab the RING OF MIGHT(2) from the chest before heading south to B6.

B6 MAP HERE

Head east and north through the door. Enter both doors here for the BACKSTAB(3) skill and a STAR GUARD(4). Continue west and down the stairs to B7

Continue south 2 levels until your at B9.

Read the Clue: "Ladies First."

Go to your menu-->Tactics-->Replace and put all of your women characters IN FRONT of the men, this will open the door. Continue to B10.

B10 MAP HERE

Go southwest to the next screen and take the MINDHEALER(5) from the chest. Back at the entrance go east the north through the door and down the stairs. Grab the STAR RUBY(6), GOLD RING(7), and DRAGON BLADE(8) from the chests, then go back upstairs.

From the door go south to B11, then B12.

B12 MAP HERE

Head east and north through the door. Grab ?WEAPON(9) (Bow of Lightning) and DAMASCUS(10) from the chests as you head west and down the stairs.

Continue to B14

Read the clue: "Remove what hinders the lovers."

In this room examining the statues moves them Clockwise.

Move them so they are looking at each other (ie. the top 2 at each other, and the bottom 2 at each other). This will open the door, so proceed south.

#### B15 MAP HERE

It looks like its a dead end but there are really some secret paths here. Hug the southeast wall to get to the chest with the EXTINCTION SPELL(11) (for ERYs and IOSHUA).

That's it? Nope, there's another secret path to the west, hug the wall and you'll find it. Continue west and you'll get to another room. Go west again through yet another path, and go down the stairs.

From here move west and take the ?MINERAL(12) (Damascus), RING OF HEALING(13), HOLY ORB(14), XTRA KNUCKLES(15) from the chests.

Backtrack north, then west through the hidden path, then southeast and down the stairs to B16.

#### B16 MAP HERE

From here go east to grab the STAR RUBY(16) then continue south 2 screens to B18.

#### B18 MAP HERE

Go southwest to the next screen and take the RAINBOW DIAMOND(17) from the chest. Back at the entrance go east this time. You'll see a dead adventurer on the floor who tells you to be carefull.

Entering the room above him will force you into a battle with 2 Demonic Eyes at 1 HP! Heal fast if you choose to fight them.

When your done continue south to the next floor.

#### B19 MAP HERE

Read the clue: "What one is the next on does not want to be."

The rooms hold chest switches, but you only need to mess with 2 (either the west 2 or the east 2). Open the closed chest, and close the opened chest to open the door. Continue to B20.

#### B20 MAP HERE

More hidden paths, ugh.

Head southeast through a path to another room, from this room go south into another path, and west to a room with KAISER KNUCKLES(18) in the chest.

Head back to the entrance (with the dead body) and go southwest through a path this time. Go down the stairs and grab the ORICHALCUM(19), FAERIE RING(20), and STAR LANCE(21) from the 3 chests, then head back upstairs. From here head west then north to get the RING OF INFINITY (22) from the chest. Back inside the hidden path, continue west and down the stairs.

Continue south 3 floors until you get to B24.

Read the clue: "Release them all."

This means we want all the chests to be open so let's count the chests from west to east as 1, 2, 3 and 4. Close the 2nd one, then close the 3rd one.



Continue on.

#### B25 MAP HERE

Head southwest through a hidden path, to another room. Continue west past the chest to a room with stairs. Before going down them, go northeast through a path to get a VIOLENT HANDY STICK(23) from the chest. Go back down a screen and down the stairs to get the ?MINERAL(24) (Mithril), RING OF WISDOM(25), MURASAMA(26), and CYUSS SPECIAL(27) from the chests.

Backtrack to the entrance and eash south, then west 2 screens then down the stairs.

Continue south to B27.

#### B27 MAP HERE

Head east and nab the AURORA BLADE(28), before continuing south.

#### B28 MAP HERE

Head southwest. Both paths (southwest and east) will take you to B29, however if your going east beware of going into the 2 rooms. Both will make you fight 2x Demonic Eyes at 1 HP. Anyway, when your ready continue down the stairs to B29.

The clue says: "It can be embarrassing to be seen."

So move the statues so they face away from each other, then head down the stairs.

Before going north, HEAL UP! EQUIP YOUR WEAPONS.

It's time to fight the boss of the Cave of the Seven Stars.

```
O=====O                                                    O-----O
|Name: Bandit King x2 | | (BOSS-15) |
|=====O=====|
| Level Range: 130+ | HP Range: 117,750 | EXP: 17,040 |
|=====O=====|
| Weakness(es): N/A | |
| Strength(s): N/A | |
O=====O
|Name: Resphina | |
|=====O=====|
| Level Range: 130+ | HP Range: 35,300 | MP Range: 240 |
|=====O=====|
| Weakness(es): Dark | |
| Strength(s): N/A | |
|=====|
| DROPS LIST: Velvet Tear | |
|=====O=====O=====O=====O=====|
| Strategy: Kill Resphina First. She's a real annoying B--ch. Even if you | |
| ----- have mages in your party, it's a good idea to kill her yourself | |
| None of them absorb anything, so spam Redwyrn Thundersurge to your hearts | |
| content. | |
O=====O
```

When you've beaten them it's time to get the last treasure of this cave.

Grab the RING OF ABSORBTION(29), MITHRIL(30), SMOOTH CRYSTAL(31), ARCHANGEL'S BRACELET(32), PHILOSOPHER'S STONE(33), ORICHALCUM(34), RING OF FUSION(35).

NOTE: The Smooth Crystal is for WELCH only. With the crafting specialty, use the smooth crystal and it should turn into Symbol of the Gods. Use this on WELCH and she'll learn her best killer move: Nibelungaling!

That's it for the Cave of the Seven Stars, you can walk all the way back to the 1st floor, or you can use a Jewel of Frog to be teleported back to the save point.

If you want more of a challenge (sort of) then go fight Gabriella [05.06].

If you want even more of a challenge go play Universal Mode. To get Universal Mode look at Tzepish's Universe Walkthrough.

```
O=====O
|                Tatori Arena  [05.04]                |
O=====O
```

The Tatori Arena is, of course, in Tatori. From the entrance it is straight north for 2 screens.

To sign up talk to the left guard (west of the Arena entrance).

The Arena is totally optional, the only reason you would HAVE to fight is to recruit ASHLAY, and to recruit him you'd only need to fight once.

```
[o]-----[o]
|      Rules      |
[o]-----[o]
```

These rules are exactly what the right guard tells you, so if you want to read the rules in game, talk to him.

[Requirements]

There are no requirements for entry. The fighting pit is open to everyone.

[Rules]

You are free to fight using weapons, spells, or even with your bare hands. Victory in any rank requires defeating 5 monsters in a row. If you manage to beat all 5 monsters before losing all your health you win.

[Ranks]

There are a total of 8 ranks from H to A. Everyone starts at the lowest rank, Rank H. With every victory, you will be able to compete in the next highest rank. Winning in Rank H, for example, will allow you to compete in Rank G the next time. But be careful. The monsters become progressively tougher as the rank increases!

[Prizes]

You will receive a gift basket as a prize for winning, the contents of which are hand-chosen for your current rank. Higher ranks offer more valuable prizes so think of that as your incentive!

[Use of Items]

You will need to temporarily hand over all food and healing items before entering the fighting pit. We will instead supply you with a number of our own items that you may use during combat. Certain items dropped by monsters



Round 2	Lizard Axman (1620 HP)
Round 3	Kabold King (1200 HP)
Round 4	Dragonfly (1200 HP)
Final Round	Pricilla (6000? HP)

O=====O  
| Rank D |

Round 1	Gerel (1200 HP)
Round 2	Savage (1520 HP)
Round 3	Sorcross (760 HP, 60 MP)
Round 4	Wisp (1680 HP, 60 MP)
Final Round	Ogre (7000? HP)

O=====O  
| Rank C |

Round 1	Scylla (3000 HP, 80 MP)
Round 2	Cuniculus (1100 HP)
Round 3	Petri Gerel (2400 HP)
Round 4	Witchdoctor (1200 HP, 80 MP) Absorbs: Earth
Final Round	Ixchel (8500? HP)

O=====O  
| Rank B |

Round 1	Dragon Axman (3900 HP)
Round 2	Berserker (2600 HP)
Round 3	Hound Spirit (2800 HP)
Round 4	Shadow Beast (3000 HP)
Final Round	Hill Giant (18000? HP)

O=====O  
| Rank A |

Round 1	Black Slime (12450 HP)
Round 2	Dark Phoenix (14500 HP)
Round 3	Star Seraphim (14500 HP, 90 MP)

```
|-----|-----|
| Round 4 | Dragon Eye (23250 HP, 90 MP)          Absorb: Fire, Wind, Dark |
|-----|-----|
|Final Round | Gahl (100,000 HP)                    |
O=====O
```

```
[o]-----[o]
| Prizes |
[o]-----[o]
```

[RODDICK, ASHLAY, CYUSS, PHIA, ILIA, MAVELLE, T'NIQUE, PERICCI, WELCH]

Rank H:

Medical Set - 1x Blueberries, 1x Stone Cure, 1x Paralysis Cure, 1x Antidote

Rank G:

Herbal Set - 1x Wolfsbane, 1x Mandrake, 1x Lavender

Rank F:

Food Set - 1x Grain, 1x Fruit, 1x Vegetables, 1x Seafood

Rank E:

Jewelry Set - 1x Ruby, 1x Sapphire, 1x Silver, 1x Gold

Rank D:

Luxury Medical Set - 1x Sweet Syrup, 1x Mixed Syrup, 1x Medicine Bottle,  
1x Resurrection Elixir

Rank C:

Luxury Food Set - 1x Top Quality Tuna, 1x Sirloin, 1x Organic Vegetables,  
1x Magic Rice

Omega SFT

Rank B:

Luxury Jewlery Set - 1x Moonrock, 1x Rune Metal, 1x Orichalcum, 1x Diamond

Rank A:

Combat Set[RODDICK] - 1x Sword of Strength, 1x Mithril Greaves,  
1x Mithril Mesh, 1x Mithril Helmet

Combat Set[ILIA] - 1x Silver Knuckles, 1x Mithril Mesh,  
1x Star Guard, 1x Hermit Cap

Combat Set[ASHLAY] - 1x Sword of Strength, 1x Mithril Greaves,  
1x Mithril Mesh, 1x Mithril Helmet

Combat Set[WELCH] - 1x Annoying Handy Stick, 1x Star Guard,  
1x Mithril Mesh, 1x Hermit's Cap

[MILLIE, RONYX, IOSHUA, ERYs]

Rank H:

Medical Set - 1x Blackberries, 1x Stone Cure, 1x Paralysis Cure, 1x Antidote

Rank G:

Herbal Set - 1x Rose Hip, 1x Wolfsbane, 1x Mandrake, 1x Lavender

Rank F:

Food Set - 1x Grain, 1x Fruit, 1x Vegetables, 1x Seafood

Rank E:

Jewelry Set - 1x Ruby, 1x Sapphire, 1x Silver, 1x Gold

Rank D:

Luxury Medical Set - 1x Sour Syrup, 1x Mixed Syrup, 1x Medicine Bottle,  
1x Resurrection Elixir

Rank C:

Luxury Food Set - 1x Top Quality Tuna, 1x Sirloin, 1x Organic Vegetables,  
1x Magic Rice

Rank B:

Luxury Jewlery Set - 1x Meteorite, 1x Rainbow Diamond, 1x Damascus,  
1x Star Ruby

Rank A:

Combat Set[IOSHUA] - 1x Mindsoother, 1x Star Guard, 1x Mithril Mesh,  
1x Elven Cap

```

O=====O
|                The Devil's Aria   [05.05]                |
O=====O

```

The Devil's Aria is a song with the Silver Trumpet from the Music Specialty.

This song when played, will take you to a random battle (depending on the level) upon return to the world map (this does not work in towns).

To get this song you must have the following:

1. A Silver Trumpet (bought in Eckdart/Tropp for 300,000 Fol)
2. The Secret Talents Rythem Sense and Listening
3. The Specialty Music

Get 20 Feather Pen's and Conductor's Batons and Compose with the Trumpet to get the song, then with the character you have Music on Perform the song until you get both the talents Rythem Sense and Listening (if you don't have them already).

NOTE: RODDICK CANNOT LEARN LISTENING SO HE WILL NOT BE ABLE TO PLAY ANY SONGS WELL

The monster you fight is dependent on what level the Music Specialty is.

The following list will show you want enemy you fight for each level, how much EXP is given, and the strengths/weaknesses.

NOTE2: EXP is based on a 4-man party.

NOTE3: AB = Absorbs

```

O=====O=====O=====O=====O=====O=====O=====O=====O
| Enemy Name | Music Level | Strengths | Weaknesses | EXP |
O-----O-----O-----O-----O-----O-----O-----O-----O
|Dark Magician | 1 | Earth, Water, Dark | Light | 22,035 |
O-----O-----O-----O-----O-----O-----O-----O-----O
|Conjurer Devil| 2 | Dark | Light | 23,085 |
O-----O-----O-----O-----O-----O-----O-----O-----O
| Slayer | 3 | N/A | N/A | 25,200 |
O-----O-----O-----O-----O-----O-----O-----O-----O

```

Medusa Eye	4	Fire, Wind, Dark(AB)	N/A	103.500
Arachmene	5	Water (AB)	Fire	7.875
Axman of Doom	6	Fire	Water	58,500
Cannibal	7	N/A	All Elements	57,206
Arch Pheonix	8	Fire, Wind	N/A	100,350
Gargantua	9	N/A	All Elements	72.000
Gabriella	10	?	?	??????

=====O  
| The Devil's Aria - Gabriella [05.06] |  
O=====O

COMMING SOON

=====O  
| Secrets [06.00] |  
O=====O

The following are secrets that most people don't know about. They are not needed to complete the game and are only here to make things easier for you.

=====O  
| Easy Leveling [06.01] |  
O=====O

There are two ways to easily get to level 100. 1 requires you to create and replicate (that will probably lower your paries AL toward RODDICK), while the other requires you to be at least level 45 with decent equipment (Mt. Meteorx Mines).

=====O  
| Way 1 |  
O=====O

NOTE: THIS WAY WILL LOWER YOUR PARIES AL TOWARD RODDICK!

1. Get the Super Specialty Contraband (skills: Poker Face, Courage (Pickpocketing) and Imitation (Replication)) to level 8-10.
2. Get 20 Premium Paper (in Ionis)
3. (OPTIONAL) Get the Super Specialty Orchestra (skills: Performance, Music Knowledge (Music) and Sketching, Aesthetics (Art)). Stock up on Conductor's Batons. (You need at least 4 Instraments/compositions for this SS to work)
4. (OPTIONAL) Play Orchestra.
5. Use Contraband until you make the item Forged Metals.
6. Organize your Newly Acquired Items by time acquired
7. Get the Item Creation Replication (skill: Imitation) to level 10.

8. Buy 20 Magic Film (and a Magic Camara)
9. (OPTIONAL) Play Orchestra.
10. Go to Item Creation-->Replication and start to replicate the Forged Metals (if Orchestra stops, restart it) until you run out of Magic Film. Get 20 Forged Metals.
11. Use them on the characters your fighting with, get into a battle, win. Repeat until you have 1 Forged Metal left.
12. Repeat steps 8-11 until you get to level 100.

Forged Metals do not work past level 100.

```
O=====O
|  Way 2  |
O=====O
```

1. Buy the Silver Trumpet in Eckdart/Tropp (costs 300,000 Fol)
2. Buy 20 Feather Pen/Conductor's Batons
3. Choose the person you want to give the Specialty Music to (preferably with someone who has at least one of the talents Rythem Sense/Listening)
4. Upgrade Music Knowledge and Performance to level 4.
5. Specialty-->Music-->Compose with the Trumpet until you learn the song "The Devil's Aria"
6. Specialty-->Music-->Perform with the Trumpet until you learn the secret talents Listening AND Rythem Sense (if they don't have it yet)
7. (OPTIONAL) Item Creation-->Art-->Magic Canvas until you get an Experience Card
8. (OPTIONAL) Item Creation-->Replication-->Experience Card until you have as many as you want. Note: Exp. Cards do NOT stack in battle, you can only double your EXP once.
9. Restock on Conductor's Batons
10. Exit to the world map.
11. Equip your best equipment (make sure you weapons do NOT have the elements Fire, Wind, or Dark. Equipt Amulet of Flexibility (prevent Petrify).
12. SAVE
13. Specialty-->Music-->Perform-->The Devil's Aria then exit to the world map
14. Fight Medusa Eye.
15. (OPTIONAL) Use Experience Card.
16. Win the battle and 103,500 EXP (with a 4-member party) or 207,000 EXP (with Exp. Card)

NOTE: People have said that Medusa Eye is harder than the level 8 monster



Arch Pheonix. I disagree. I fought the Arch Pheonix at level 65 and it parried me 90 percent of the time, whereas the Medusa Eye barely parried me at all. Yes, the Medusa Eye absorbs 3 elements, and petrifies, but you'll be killing it faster than the Pheonix.

If you would rather fight the Pheonix then upgrade Music to level 8.  
(The Arch Pheonix gives 100,350 EXP with a 4-member party -- 3k exp less than the Medusa Eye)

```
O=====O
|                Easy Fol Making    [06.02]                |
O=====O
```

Did you get to Silvalant, talk to Santa the Dealer and despair at ever getting the chance to buy a tri-emblem? Well don't! If you follow these steps you'll be a multi-billionaire in no time at all.

1. Get the Super Specialty Group Appraising. To get this you need the skills: Item Knowledge, Mineralogy, Herbology (Appraising) and Mineralogy, Eye for Detail, Aesthetics (Crafting) on everybody in your party.

[What it does]: Uses a spectacles. Lowers or Raises the prices of shops.  
Only once per spectacles.

Get this SS to level 10.

2. Buy the Lezard Flask in Ionis.

3. (OPTIONAL) Get the Super Specialty Orchestra (skills: Performance, Music Knowledge (Music) and Sketching, Aesthetics (Art)). Stock up on Conductor's Batons. (You need at least 4 Instruments/compositions for this SS to work)

4. Pick one of your mages (and make sure he/she has the Blessing of Mana talent). Get the Item Creation Alchemy (Technology, Minerology, Faeriology) to level 10.

5. Get 20 Irons.

6. (OPTIONAL) Play Orchestra

7. Go to Item Creation-->Alchemy with your mage, and scroll down until you see Philosopher's Stone. Make as much as you can (if Orchestra stops, restart it) until you run out of Iron.

8. Go to the Super Specialty Group Appraising and choose to Raise Prices (you need Spectacles).

9. Go to any shop, and sell. With the prices raised, your Philosopher's Stones should sell for 480,000 Fol (as opposed to 390,000 without Group Appraising).

10. Rinse and repeat.

```
O=====O
|                Starting Affection Levels    [06.03]                |
O=====O
```

These are the starting affection levels for all of the characters in the game.

Primarily, this is for those of you who want to keep track of the AL during the course of the game. Especially since my walkthrough gives you all the AL

you can get, except of course from PA's. So use this in conjunction with my PA guide and you can keep track of your AL.

I hope this helps some of you!

NOTE: Reading books will reset AL to 8 no matter what the AL is.

If the AL for Millie toward Ronyx is 4, and you read his book to her then the AL will be 8. Likewise, if the AL is 14 instead, and you read his book to her it will be 8. So be careful if you do this!

NOTE2: Not all boss battles give you AL for your active party. Some are most likely considered mini-boss' and thus will not give you any AL so do not assume you get AL for every 'boss' battle. My walkthrough tells you exactly which boss battles give you AL.

NOTE3: For boss battle AL, your active party members get AL toward themselves as well. EX: Roddick has 0 AL toward himself, after a boss battle he fights in he'll have 1 AL toward himself. Does this mean anything? I haven't the faintest, but it's there.

O=====O  
| Roddick [06.A3] |  
O=====O

Roddick - 0  
Millie - 7  
Ronyx - 5  
Cyuss - 6  
Ilia - 4  
Ioshua - 5  
Phia - 4  
Mavelle - 6  
Ashlay - 6  
T'nique - 6  
Pericci - 5  
Welch - 6  
Erys - 0

O=====O  
| Millie [06.B3] |  
O=====O

Roddick - 8  
Millie - 0  
Ronyx - 5  
Cyuss - 5  
Ilia - 5  
Ioshua - 6  
Phia - 6  
Mavelle - 8  
Ashlay - 5  
T'nique - 6  
Pericci - 6  
Welch - 6  
Erys - 0

O=====O  
| Ronyx [06.C3] |  
O=====O

Roddick - 4  
Millie - 6  
Ronyx - 0  
Cyuss - 4  
Ilia - 6  
Ioshua - 5  
Phia - 4  
Mavelle - 6  
Ashlay - 5  
T'nique - 5  
Pericci - 5  
Welch - 6  
Erys - 0

O=====O  
| Cyuss [06.D3] |  
O=====O

Roddick - 6  
Millie - 6  
Ronyx - 6  
Cyuss - 0  
Ilia - 6  
Ioshua - 4  
Phia - 7  
Mavelle - 5  
Ashlay - 5  
T'nique - 5  
Pericci - 5  
Welch - 6  
Erys - 0

O=====O  
| Ilia [06.E3] |  
O=====O

Roddick - 4  
Millie - 5  
Ronyx - 9  
Cyuss - 6  
Ilia - 0  
Ioshua - 5  
Phia - 3  
Mavelle - 4  
Ashlay - 6  
T'nique - 5  
Pericci - 5  
Welch - 6  
Erys - 0

O=====O  
| Ioshua [06.F3] |  
O=====O

Roddick - 5  
Millie - 5  
Ronyx - 5  
Cyuss - 4  
Ilia - 6  
Ioshua - 0

Phia - 5  
Mavelle - 3  
Ashlay - 5  
T'nique - 4  
Pericci - 4  
Welch - 6  
Erys - 0

O=====O  
| Phia [06.G3] |  
O=====O

Roddick - 6  
Millie - 5  
Ronyx - 5  
Cyuss - 8  
Ilia - 5  
Ioshua - 4  
Phia - 0  
Mavelle - 5  
Ashlay - 7  
T'nique - 4  
Pericci - 5  
Welch - 6  
Erys - 0

O=====O  
| Mavelle [06.H3] |  
O=====O

Roddick - 5  
Millie - 7  
Ronyx - 7  
Cyuss - 6  
Ilia - 7  
Ioshua - 9  
Phia - 5  
Mavelle - 0  
Ashlay - 5  
T'nique - 5  
Pericci - 5  
Welch - 6  
Erys - 0

O=====O  
| Ashlay [06.I3] |  
O=====O

Roddick - 5  
Millie - 5  
Ronyx - 5  
Cyuss - 6  
Ilia - 5  
Ioshua - 5  
Phia - 6  
Mavelle - 5  
Ashlay - 0  
T'nique - 4  
Pericci - 4  
Welch - 6

Erys - 0

O=====O

| T'nique [06.J3] |

O=====O

Roddick - 6

Millie - 5

Ronyx - 5

Cyuss - 4

Ilia - 5

Ioshua - 5

Phia - 5

Mavelle - 5

Ashlay - 5

T'nique - 0

Pericci - 4

Welch - 6

Erys - 0

O=====O

| Pericci [06.K3] |

O=====O

Roddick - 6

Millie - 6

Ronyx - 6

Cyuss - 6

Ilia - 6

Ioshua - 6

Phia - 6

Mavelle - 6

Ashlay - 6

T'nique - 6

Pericci - 0

Welch - 6

Erys - 0

O=====O

| Welch [06.L3] |

O=====O

Roddick - 6

Millie - 6

Ronyx - 6

Cyuss - 6

Ilia - 6

Ioshua - 6

Phia - 6

Mavelle - 6

Ashlay - 6

T'nique - 6

Pericci - 6

Welch - 0

Erys - 0

O=====O

| Erys [06.M3] |

O=====O

Roddick - 5  
 Millie - 7  
 Ronyx - 7  
 Cyuss - 6  
 Ilia - 7  
 Ioshua - 9  
 Phia - 5  
 Mavelle - 0  
 Ashlay - 5  
 T'nique - 5  
 Pericci - 5  
 Welch - 6  
 Erys - 0

=====O  
 | Skills [07.00] |  
 =====O

Skill points are gained as your characters level up but you can't learn any skills unless you purchase them from Skill Guilds. You only need to purchase the skill set once for everyone to learn the skills. Specialties, which are discussed later in this section, are learned by training certain combinations of skills.

There are multiple ways to gain skill points or increase your skill levels. Below is a chart dictating all the ways to do so.

1. Level Up - You gain SP each time you level up.
2. Master a Talent - For each talent you unlock you gain 100 SP.
3. Enlightenment - While turned on this Super Specialty increases the amount of SP gained from leveling up.
4. Skill Books - When read these books grant a free skill level.

The following chart gives the locations of where you can learn skills by purchasing skill sets from Skill Guilds.

Location	Skill Sets Available
Haute	Knowledge 1, Sense 1, Technical 1, Combat 1
Portmith	Knowledge 1, Sense 2, Technical 1, Combat 1
Autanim	Knowledge 2, Sense 2, Technical 1, Combat 1
Tatori	Knowledge 2, Sense 2, Technical 2, Combat 2
Tropp	Knowledge 2, Sense 2, Technical 2, Combat 2
Eckdart	Knowledge 3, Sense 3, Technical 3, Combat 2
Ionis	Knowledge 3, Sense 3, Technical 3, Combat 2
Van Y Ille	Knowledge 3, Sense 3, Technical 3, Combat 3
Silvalant	Knowledge 3, Sense 3, Technical 3, Combat 3

o=====o

o=====o

| Non-Combat Skills [07.01] |

o=====o

The following are all the descriptions and SP needed of all the skills in the game. The SP needed charts were made with level 10 Determination.

Sketching

The ability to exactly replicate the shape of an object on paper.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
-------	--------	---	---	---	---	---	---	---	---	---	---

-----|

Sketching	SP Needed:	1	1	1	1	1	1	1	1	4	7
-----------	------------	---	---	---	---	---	---	---	---	---	---

-----|

	Total SP Needed to Master:	19
--	----------------------------	----

o-----o

Specialties Affected:	Art	Skill Set:	Technical 1
-----------------------	-----	------------	-------------

o-----o

Music Knowledge

A general knowledge of music. Raises AGL by 1 per LV.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
-------	--------	---	---	---	---	---	---	---	---	---	---

-----|

Music Knowledge	SP Needed:	1	1	1	1	1	1	1	2	6	9
-----------------	------------	---	---	---	---	---	---	---	---	---	---

-----|

	Total SP Needed to Master:	24
--	----------------------------	----

o-----o

Specialties Affected:	Music	Skill Set:	Knowledge 2
-----------------------	-------	------------	-------------

o-----o

Performance

The ability to play instruments. Raises AGL by 1 per LV.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
-------	--------	---	---	---	---	---	---	---	---	---	---

-----|

Performance	SP Needed:	1	1	1	1	1	1	1	2	6	9
-------------	------------	---	---	---	---	---	---	---	---	---	---

-----|

	Total SP Needed to Master:	24
--	----------------------------	----

o-----o

Specialties Affected:	Music	Skill Set:	Technical 3
-----------------------	-------	------------	-------------

o-----o

Item Knowledge

Knowledge of various items. Raises sell prices by 3% per LV.

o-----o

Skill	Level:	0	1	2	3	4	5	6	7	8	9
-------	--------	---	---	---	---	---	---	---	---	---	---

-----|

Item Knowledge	SP Needed:	1	1	1	1	1	1	4	7	10	13
----------------	------------	---	---	---	---	---	---	---	---	----	----

-----|

	Total SP Needed to Master:	40
--	----------------------------	----

o-----o

Specialties Affected:	Appraising	Skill Set:	Knowledge 2
-----------------------	------------	------------	-------------

o-----o

Minerology

Knowledge of precious metals. Raises INT by 3 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Minerology	SP Needed:	1	1	1	1	1	1	1	4	16	32
Total SP Needed to Master: 59											
Specialties Affected: Appraising, Crafting						Skill Set: Knowledge 1					

### Herbology

Knowledge of various herbs. Raises the restorative effects of Blueberries/Blackberries by 3% per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Herbology	SP Needed:	1	1	1	1	1	1	3	10	18	27
Total SP Needed to Master: 64											
Specialties Affected: Appraising, Compounding, Survival						Skill Set: Knowledge 1					

### Eye for Detail

The ability to do detailed work with your hands. Raises AGL by 1 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Aesthetics	SP Needed:	1	1	1	1	1	2	9	17	26	36
Total SP Needed to Master: 95											
Specialties Affected: Crafting, Customization						Skill Set: Technical 2					

### Aesthetics

The ability to find pleasure in studying objects of beauty.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Eye for Detail	SP Needed:	1	1	1	1	1	4	18	32	46	50
Total SP Needed to Master: 155											
Specialties Affected: Art, Crafting						Skill Set: Sense 1					

### Penmanship

Intellectual manual labor needed for creating written works. Raises DEX by 1 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Penmanship	SP Needed:	1	1	1	1	5	6	7	8	9	10
Total SP Needed to Master: 49											
Specialties Affected: Writing						Skill Set: Technical 2					



### Effort

The will to push one's self towards one's goals. Lowers EXP needed to level up

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Effort	SP Needed:	1	4	12	20	28	36	44	52	60	68
Total SP Needed to Master: 325											
Specialties Affected: Train					Skill Set: Sense 3						

### Determination

The will to meet all challenges. Lowers SP needed for each skill.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Determination	SP Needed:	8	16	24	32	40	48	56	64	72	80
Total SP Needed to Master: 440											
Specialties Affected: Train					Skill Set: Sense 2						

### Resilience

The will to withstand pain and suffering. Raises CON by 2 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Resilience	SP Needed:	1	1	1	1	1	2	9	17	26	36
Total SP Needed to Master: 95											
Specialties Affected: Survival, Train					Skill Set: Sense 1						

### Danger Radar

The ability to detect immediate danger. Raises STM by 3 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Danger Radar	SP Needed:	1	1	1	1	1	1	1	1	6	20
Total SP Needed to Master: 34											
Specialties Affected: Scouting					Skill Set: Sense 2						

### Biology

Knowledge of all living creatures. Raises HP by LV-squared x 10.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Biology	SP Needed:	1	1	8	20	30	40	55	60	65	70
Total SP Needed to Master: 350											
Specialties Affected: Compounding					Skill Set: Knowledge 2						

### Mental Science

Knowledge of the mind and supernatural powers. Raises MP by 5 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Mental Science	SP Needed:	1	1	1	1	6	12	32	42	62	70
Total SP Needed to Master: 228											
Specialties Affected: Compounding						Skill Set: Knowledge 3					

### Knife

The ability to cut with a knife required by all aspiring chefs. Raises STR by 10 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Knife	SP Needed:	1	1	1	1	12	20	30	35	45	70
Total SP Needed to Master: 216											
Specialties Affected: Cooking						Skill Set: Technical 1					

### Recipe

Knowledge of how to make food. Boosts the effects of eating a favorite dish.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Recipe	SP Needed:	1	1	1	1	1	1	1	1	1	1
Total SP Needed to Master: 10											
Specialties Affected: Cooking						Skill Set: Knowledge 1					

### Keen Eye

A keen eye for good ongrédients. Raises the restorative effects of cooked dishes.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Keen Eye	SP Needed:	1	1	1	1	1	1	1	1	1	1
Total SP Needed to Master: 10											
Specialties Affected: Cooking						Skill Set: Sense 1					

### Whistling

The ability to put your fingers in your mouth and blow hard to produce a piercing sound.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Whistling	SP Needed:	1	1	1	1	1	1	1	2	6	10
Total SP Needed to Master: 25											

-----  
| Specialties Affected: Familiar | Skill Set: Technical 1 |  
-----

### Animal Training

The ability to train an animal to do specific tasks.

-----  
| Skill | Level: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  
-----  
| Animal Training | SP Needed: 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 1 | 2 |  
-----  
| | Total SP Needed to Master: 11 |  
-----

-----  
| Specialties Affected: Familiar | Skill Set: Technical 2 |  
-----

### Smithing

The ability to forge metals. Raises DEX by 2 per LV.

-----  
| Skill | Level: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  
-----  
| Smithing | SP Needed: 1 | 1 | 1 | 1 | 1 | 1 | 1 | 4 | 12 | 20 |  
-----  
| | Total SP Needed to Master: 43 |  
-----

-----  
| Specialties Affected: Customization | Skill Set: Technical 3 |  
-----

### Technology

The ability to distill liquids and use lab equipment. Raises STR by 10 per LV

-----  
| Skill | Level: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  
-----  
| Technology | SP Needed: 1 | 1 | 4 | 8 | 12 | 28 | 36 | 44 | 52 | 60 |  
-----  
| | Total SP Needed to Master: 246 |  
-----

-----  
| Specialties Affected: Alchemy | Skill Set: Technical 3 |  
-----

### Faeriology

Knowledge of faeries and the source of life. Raises INT by 2 per LV.

-----  
| Skill | Level: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  
-----  
| Faeriology | SP Needed: 1 | 1 | 1 | 1 | 1 | 1 | 1 | 3 | 7 | 11 |  
-----  
| | Total SP Needed to Master: 28 |  
-----

-----  
| Specialties Affected: Alchemy | Skill Set: Knowledge 3 |  
-----

### ESP

The ability to receive messages from an otherworldly presence. Could they be signs? (Recieves random item)\*

-----  
| Skill | Level: 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |  
-----  
| ESP | SP Needed: 1 | 1 | 1 | 4 | 7 | 10 | 20 | 30 | 40 | 60 |  
-----

```

|                                     | Total SP Needed to Master: 174 |
o-----|-----o
|      Specialties Affected: Oracle   |      Skill Set: Technical 3     |
o-----|-----o

```

\* Can be any of the following items:

- Aquaberries x 5
- Blackberries x 5
- Blueberries x 5
- Foot Insignia
- Froghead
- Hammer Charm
- Mithril
- Moonstone
- Orichalcum
- Ring of Healing
- Ring of Mental Power
- Spectacles
- Stardust Ring
- Stone Cure

#### Piety

Knowledge of the gods. Raises a random ability value.

```

o-----|-----o
|      Skill      | Level:   0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
|-----|-----|
|      Piety      | SP Needed: 1 | 1 | 1 | 4 | 8 | 12 | 16 | 20 | 40 | 60 | |
|-----|-----|
|                                     | Total SP Needed to Master: 163 |
o-----|-----o
|      Specialties Affected: Oracle   |      Skill Set: Knowledge 3     |
o-----|-----o

```

#### Purity

A mind that is open to the whims of the Gods of Creation. (Free Fol)

```

o-----|-----o
|      Skill      | Level:   0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | |
|-----|-----|
|      Purity      | SP Needed: 1 | 1 | 1 | 3 | 5 | 10 | 20 | 30 | 40 | 60 | |
|-----|-----|
|                                     | Total SP Needed to Master: 171 |
o-----|-----o
|      Specialties Affected: Oracle   |      Skill Set: Sense 2         |
o-----|-----o

```

```

Level 1: 100 Fol
Level 2: 700 Fol
Level 3: 1900 Fol
Level 4: 3700 Fol
Level 5: 6100 Fol
Level 6: 9100 Fol
Level 7: 12700 Fol
Level 8: 16900 Fol
Level 9: 21700 Fol
Level 10: 27100 Fol
Total: 100,000 Fol

```

Aesthetic Design

Balancing beauty and might. Raises STR, INT, AGL and DEX by 6 per LV.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
AestheticDesign	SP Needed:	4	10	16	22	28	40	45	50	55	60
Total SP Needed to Master: 330											
Specialties Affected: Customization						Skill Set: Sense 3					

### Courage

Courage can help one keep one's nerves, even in front of a crowd.

Skill	Level:	1	2	3	4	5	6	7	8	9	10
Courage	SP Needed:	1	1	1	1	1	1	1	4	10	20
Total SP Needed to Master: 41											
Specialties Affected: Pickpocketing						Skill Set: Sense 1					

### Poker Face

The ability to act cool under any circumstances. Raises GUTS by 3 per LV.

Skill	Level:	1	2	3	4	5	6	7	8	9	10
Poker Face	SP Needed:	1	1	1	1	1	1	4	8	12	16
Total SP Needed to Master: 46											
Specialties Affected: Pickpocketing						Skill Set: Sense 2					

### Imitation

The ability to correctly grasp the details of an object and make them your own

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Imitation	SP Needed:	1	1	1	6	14	22	28	34	40	60
Total SP Needed to Master: 207											
Specialties Affected: Replication						Skill Set: Technical 1					

### Machinery

Knowledge of machines.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Machinery	SP Needed:	1	1	1	1	1	1	1	1	2	5
Total SP Needed to Master: 15											
Specialties Affected: Machinist						Skill Set: Technical 2					

### Operation

The ability to use machines properly.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Operation	SP Needed:	1	1	1	1	1	1	1	1	2	4
Total SP Needed to Master: 14											
Specialties Affected: Machinist					Skill Set: Technical 3						

Combat Skills	[07.02]
---------------	---------

All combat skills have an increased effect of 5% per skill level. Effects that are random have an increased chance of occurring. Example; Level 0 = 0%, Level 1 = 5%, Level 2 = 10% and so on. Guardbreak has the chance to occur 10% of the time at level 2 and Hasten Speech casts 30% faster at level 6.

### Guardbreak

Randomly ignores an enemy's defense when attacking.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Guardbreak	SP Needed:	2	4	12	14	26	28	40	50	60	70
Total SP Needed to Master: 306											
Skill Set: Combat 1											

### Backstab

Randomly teleports character behind enemy's back.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Backstab	SP Needed:	1	1	1	1	1	2	4	6	8	10
Total SP Needed to Master: 35											
Skill Set: Found in B6 of the Cave of the Seven Stars											

### Counter

Trigger a counterattack when button pressed while blocking.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Counter	SP Needed:	1	1	1	1	10	15	20	30	40	60
Total SP Needed to Master: 179											
Skill Set: Combat 3											

### Feint

Randomly guarantees attack to land, regardless of hit accuracy.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
-------	--------	---	---	---	---	---	---	---	---	---	---

Feint	SP Needed:	1	2	12	22	42	60	62	65	70	75
Total SP Needed to Master: 411											
Skill Set: Combat 3											

### Power Burst

Randomly boosts attack power.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Power Burst	SP Needed:	1	1	1	1	1	12	26	28	50	60
Total SP Needed to Master: 181											
Skill Set: Combat 1											

### Hasten Speech

Cuts casting time for spells.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Hasten Speech	SP Needed:	20	30	30	40	40	50	60	70	70	79
Total SP Needed to Master: 489											
Skill Set: Combat 3											

### Body Control

Reduces daze time.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Body Control	SP Needed:	1	1	1	1	1	1	1	5	10	15
Total SP Needed to Master: 37											
Skill Set: Combat 2											

### Qigong

Randomly boosts defense.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Qigong	SP Needed:	1	1	1	1	8	15	22	29	36	43
Total SP Needed to Master: 157											
Skill Set: Combat 1											

### Sidestep

Randomly evades enemy attacks.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
-------	--------	---	---	---	---	---	---	---	---	---	---

Sidestep	SP Needed:	1	2	12	22	42	60	62	65	70	75
Total SP Needed to Master: 411											
Skill Set: Combat 2											

### Godspeed

Increases movement speed with each level. Randomly teleports character into attack position.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Godspeed	SP Needed:	1	1	1	1	1	13	23	33	43	60
Total SP Needed to Master: 177											
Skill Set: Combat 2											

### Trance

Randomly increases spell damage.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Trance	SP Needed:	1	1	1	4	14	24	34	44	54	70
Total SP Needed to Master: 247											
Skill Set: Combat 1											

### Concentration

Randomly prevents incantation to be interrupted by enemy attacks.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Concentration	SP Needed:	1	1	1	10	20	30	40	50	60	70
Total SP Needed to Master: 283											
Skill Set: Combat 3											

### Recast

Cuts waiting time between spells.

Skill	Level:	0	1	2	3	4	5	6	7	8	9
Recast	SP Needed:	1	1	2	9	16	23	30	37	44	51
Total SP Needed to Master: 214											
Skill Set: Combat 2											



Skill	Level:	0	1	2	3	4	5	6	7	8	9
ALL SFT's	SP Needed:	1	2	3	4	5	6	7	8	9	10
											Total SP Needed to Master: 55

Q: What are SFT?

A: SFT are essentially your techniques -- upgraded. Bigger and Better.

Q: Where do I get SFT?

A: Here is a list of where to get them:

- Four Beasts SFT  
Gotten from the King of Van after starting the emblem quest
- Omega SFT  
Obtained after completing Rank C in the Tatori Arena with any fighters.
- Wyrn King SFT  
Ashlay gives it to you during the PA in Silvalant City (after receiving the Eye of Truth) after the PA in the Van Weapon Shop (ASHLAY must have 9+ AL for RODDICK).
- Bagua SFT  
Obtained from the chest in Muah Treasury during the emblem quest.
- Divine Fury SFT  
Found in a treasure chest after defeating the boss of the Old Race Ruins.
- Feline SFT  
Obtained from the chest in Muah Treasury during the emblem quest.
- God of War SFT  
This SFT is on Phia only, if she joins in the Astral Castle when you have six or less party members. If she is the 3rd party member you recruit you WILL NOT be able to get this SFT.

Q: I've got a SFT and it's level 10, how do I get my upgraded techniques?

A: It all depends on Proficiency, or rather how many times you've used the technique. For Roddick, it's best if the technique you want to upgrade has been used 20-25 times. For everyone else, the technique should be used around 100-130 times. If the techs have that much proficiency (or more) then simply use the tech in battle and at the end of the battle you should get a message saying the technique has leveled up.

Q: I've got the proficiency to 100-130 and used the tech in battle and it didn't upgrade! Why not!?

A: How many times did you use it in the battle? If you can, use it up to 3-5 times in a battle, otherwise just keep trying. You shouldn't need more than 150 proficiency to get it. Also, make sure the technique your using can even be upgraded.

Upgradable techniques:

o-----o  
| Roddick |

o-----o

Omega Thunderclap Blade  
Thunderclap Blade + Omega SFT

Omega Lightray Blade  
Lightray Blade + Omega SFT

Omega Double Slash  
Double Slash + Omega SFT

Dragon Slash  
Spirit Strike + Four Beasts SFT

Phoenix Blast  
Shockwave Swirl + Four Beasts SFT

Blackwurm Thundersurge  
Dragon Roar + Wurm King SFT

Bluewurm Thundersurge  
Dragon Slash + Wurm King SFT

Redwurm Thundersurge  
Phoenix Blast + Wurm King SFT

o-----o

| Ilia |

o-----o

Bluewurm Strike  
Palm of Destruction + Four Beasts SFT

Tiger Claw  
Avenging Fist + Four Beasts SFT

Tortoise Smash  
Explosive Kick + Four Beasts SFT

Phoenix Blast  
Meteor Palm + Four Beasts SFT

Divine Strike  
Any Four Beasts skill [Tiger Claw, Tortoise Smash, Pheonix Blast] + Bagua SFT

Divine Wrath  
Divine Strike + Divine Fury SFT

o-----o

| Cyuss |

o-----o

Omega Firestorm Blade  
Firestorm Blade + Omega SFT

Omega Thunderclap  
Thunderclap Blade + Omega SFT

Omega Double Slash  
Double Slash + Omega SFT

Dragon Surge  
Lightray Blade + Four Beasts SFT

Tortoise Surge  
Spirit Blast + Four Beasts SFT

Tiger Surge  
Shockwave Swirl + Four Beasts SFT

o-----o  
| Ashlay |  
o-----o  
Dragon Slash  
Spirit Strike + Four Beasts SFT

Phoenix Blast  
Shockwave Swirl + Four Beasts SFT

Omega Thunderclap Blade  
Thunderclap Blade + Omega SFT

Omega Double Slash  
Double Slash + Omega SFT

o-----o  
| Phia |  
o-----o  
Sylvan Shot  
Three Way + God of War SFT

Unholy Terror  
Galaxy SB + God of War SFT

Victory Terror  
Unholy Terror + God of War SFT

o-----o  
| T'nique |  
o-----o  
Flame Tornado  
Tornado Strike + Bagua SFT

Gale Hurricane  
Gale Strike + Bagua SFT

Divine Strike  
Hurricane Strike + Bagua SFT

Omega Strike  
Divine Strike + Omega SFT

o-----o  
| Mavelle |  
o-----o  
Southern Cross  
Flare Orb + Omega SFT

Seventh Star  
Hail Orb + Omega SFT

Galaxy  
Thunder Orb + Omega SFT

o-----o  
| Pericci |  
o-----o  
Dream Hammer  
Panther Attack + Feline SFT

JC Summersault  
Roundhouse + Feline SFT

Magical Dance  
Power Dance + Feline SFT

o-----o  
| Welch |  
o-----o  
Mithril Fist  
Iron Fist + Omega SFT

Rapid Flick  
Flick + Omega SFT

Slappity Slap  
Slap + Omega SFT

o=====o  
| Item Creation/Specialties [07.03] |  
o=====o

Item Creations or Specialties are specific to each character. In order to learn a specialty you must invest points into the skills necessary to learn it. Specialties increase in level just like skills and level directly with the skills needed to learn them.

Example: Roddick learns Sketching level 5 and Aesthetics level 4. His Art specialty is increased to level 4  $((5 + 4) / 2) = 4.5$ . The level that the specialty becomes is the average of all skills needed for the specialty with the decimals truncated, or basically you always round down.

You can learn talents from specialties. To do this simply learn a specialty that uses a talent the character doesn't have, but can learn (see the Talent Chart [07.05] for more details). Using this specialty grants the chance to learn a secret talent.

o=====o  
| Art [07.A3] |  
o=====o

o=====o		o=====o
REQUIRED SKILLS	Sketching, Aesthetics	
-----	-----	
REQUIRED ITEMS	Magic Canvas or Magic Clay	
-----	-----	
TALENTS	Design Sense	
-----	-----	
ENHANCING ITEMS	Graphic Tool	
o=====o		o=====o

Art is mainly used to create items used in combat. You can double your EXP gained per battle or increase the drop rate of items from enemies and many more various things.

MAGICAL CANVAS ITEMS		MAGIC CLAY ITEMS	
Portrait A-M**		Silence Card	
		Veda Idol	
Critical Card		Hexagram Card	
Revival Card		Illusion Doll	
Victory Card			
Experience Card		Angel Statuette	
Treasure Card		Mirror of Knowledge	
Wealth Card			
Benefaction Card		Faerie Statuette	
Faerie Card		Jack-in-the-Box	
Primavera			
Death of Socrates		Goddess Statuette	
Starry Night		Goodie Box	
The Scream		Warrior Idol	

\*\* You can only make Portraits of those in your Party. Ex: If you want a portrait of Mavelle, but she isn't in your party you won't be able to make it.

Customization [07.B3]

REQUIRED SKILLS	Aesthetic Design, Smithing
	Eye for Detail
REQUIRED ITEMS	Weapons and Minerals
TALENTS	Originality
ENHANCING ITEMS	Magical Rasp

Customization is one of the best specialties in the game because you can create some of the best weapons from it. When creating new weapons there are 1 of 3 things that can happen - Correct Combination, Invalid Combination, and Failed Combination.

Now as you most likely know, there are a number of weapons that can be made through customizing. What you may not know is that for a given character, only around 4% of the combinations possible will actually give you something. For example, everyone knows that if Roddick combines a Luxurious Sword with a Damascus, he will get a Dueling Sword. However, if he combines, say, a Sabre with a Green Beryl, he will not actually make something new per se. The same applies with all the other "non-combinations," like Sinclair + Gold, Longsword + Silver, etc. Let me explain:

If you are making a "real" combination (like Luxurious Sword + Damascus),

you will either end up with the true result of that combination or a failure. HOWEVER! If you do an "invalid combination," you will wind up with one of a predetermined set of weapons for that character. Here is an example:

==>Millie tries to customize a Mindsoother with a Sapphire. She ends up with a Rod of Jewels.

==>She tries it again. This results in a Scepter of the Bunny.

==>Millie, upset by these lackluster results, tries the exact same thing again. This time, she gets a Rod of the Feather.

See? Had she customized the Mindsoother with a Moonrock (a "real" combination) instead, she would have had one of two results: a Holy Rod (success), or a Creaky Rod (failure). But since she did an invalid combination, she got random drawings from the "Invalid Combination" pile instead. The "pile" for each character (we'll call it the Invalid Pile) consists of a set of five or so weapons, one of which will be chosen randomly to be the result when an invalid combination is attempted. Or you could just fail outright. This sort of comes in handy early in the game, for if you are crafty you can lay hands on some fairly nice equipment at a minimal cost as far as minerals are concerned. I hope all that isn't too confusing--if it is, mention it to me and I'll simplify a bit if I can.

ASHLAY		
INVALID PILE	Longsword +2 (350 ATK)	
	Damascus Sword (560 ATK)	
	Sword of Stealth (750 ATK) [Fire, Water]	
	Moonfalx (800 ATK) [Light]	
	Meteor Crusher (950 ATK) [Fire]	
	Souleater (950 ATK) [Earth]	
FAILED COMBINATION	Wimpy Sword	
CORRECT COMBINATIONS		
WEAPON	MINERAL	CREATION
Walloon Sword	Crystal	Holy Sword (630 ATK) [Light]
Longsword +2		
Dwarven Sword		
Air Slicer		
Damascus Sword		
Sword of Marvels		
Sword of Stealth	Star Ruby	Sword of Strength (750 ATK) [Water]
Moonfalx		
Luxurious Sword		
Mithril Sword		
Souleater		
Meteor Crusher		
Force Sword		
Dueling Sword		
Silvance		
Murasama		
Sword of Stealth	Diamond	Sword of Marvels (700 ATK)
Sword of Strength		

Moonfalx		
Luxurious Sword		
Mithril Sword		
Souleater		
Meteor Crusher		
Force Sword		
Dueling Sword		
Silvance		
Murasama		

Moonfalx	Mithril	Mithril Sword (900 ATK)
Luxurious Sword	Rainbow Diamond	Dueling Sword (1200 ATK)
Force Sword	Philosopher's Stone	Silvance (1600 ATK) [Light, Wind, Dark]

CYUSS

INVALID FILE	Zweihander (300 ATK)	
	Claymore +1 (400 ATK)	
	Claymore +2 (600 ATK)	
	Magnifying Blade (800 ATK)	
	Searing Sword (1000 ATK) [Fire]	
	Slayer Sword (1200 ATK) [Wind]	
	Berserk Sword (1400 ATK) [Earth]	
FAILED COMBINATION	Dull Blade	

CORRECT COMBINATIONS

WEAPON	MINERAL	CREATION
Shockwave Sword	Diamond	Astral Sword (700 ATK)
Searing Sword		
Vorpal Sword		
Luxurious Sword		
Slayer Sword		
Blade of Doom		
Berserk Sword		
Force Sword		
Meteor Striker		
Cyuss Special		
Claymore +1	Green Beryl	Shockwave Sword (900 ATK)
Flameberge		
Claymore +2		
Astral Sword		
Magnifying Blade		
Astral Sword	Star Ruby	Vorpal Sword (1000 ATK) [Water]
Luxurious Sword	Mithril	Blade of Doom (1400 ATK) [Dark]
Force Sword	Moonrock	Meteor Striker (1800 ATK) [Light]

ERYS

```

| INVALID PILE      | Ruby Wand (50 ATK, 20 MAG)
|                   | Rod of Jewels (150 ATK, 100 MAG)
|                   | Mindsoother (300 ATK, 200 MAG)
|                   | Scepter of the Bunny (400 ATK, 150 MAG)
|                   | Rod of the Feather (600 ATK, 600 MAG)

```

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| FAILED COMBINATION | Creaky Rod

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CORRECT COMBINATIONS

```

| WEAPON      | MINERAL      | CREATION
| Mindsoother | Moonrock     | Holy Rod (350 ATK, 250 MAG) [Light]
| Rod of the Feather | Philosopher's Stone | Dragonstaff (1000 ATK, 350 MAG)

```

ILIA

```

| INVALID PILE      | Knuckles +1 (150 ATK)
|                   | Knuckles +2 (400 ATK)
|                   | Silver Knuckles (600 ATK)
|                   | Blazing Knuckles (700 ATK) [Fire]
|                   | Cestus of Poison (800 ATK)

```

```

| FAILED COMBINATION | Rickety Knuckles

```

CORRECT COMBINATIONS

```

| WEAPON      | MINERAL      | CREATION
| Blazing Knuckles | Rune Metal   | Metal Fang (500 ATK)
| Cestus of Poison |              |
| Cestus of Poison | Moonrock     | Dragon Claw (900 ATK)

```

IOSHUA

```

| INVALID PILE      | Ruby Wand (50 ATK, 20 MAG)
|                   | Rod of Jewels (150 ATK, 100 MAG)
|                   | Mindsoother (300 ATK, 200 MAG)
|                   | Scepter of the Bunny (400 ATK, 150 MAG)
|                   | Rod of the Feather (600 ATK, 600 MAG)

```

```

| FAILED COMBINATION | Creaky Rod

```

CORRECT COMBINATIONS

```

| WEAPON      | MINERAL      | CREATION
| Mindsoother | Moonrock     | Holy Rod (350 ATK, 250 MAG) [Light]
| Rod of the Feather | Philosopher's Stone | Dragonstaff (1000 ATK, 350 MAG)

```



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=====
|
|                                     MAVELLE                                     |
|-----|-----|-----|
| INVALID PILE           | Water Orb (440 ATK) [Water] |
|                         | Crescent Orb (520 ATK) [Light] |
|                         | Orb of the Valkyrie (600 ATK) |
|                         | Rune Orb (800 ATK) |
|                         | Flame Orb (1000 ATK) [Fire] |
|-----|-----|-----|
| FAILED COMBINATION    | Creaky Rod |

```

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=====
|                                     CORRECT COMBINATIONS                                     |
|-----|-----|-----|
| WEAPON           | MINERAL           | CREATION |
|-----|-----|-----|
| Orb of the Valkyrie | Silver           | Silver Orb (700 ATK) |
|-----|-----|-----|
| Flame Orb         | Philosopher's   | Orb of Darkness (1200 ATK) [Dark] |
|                   | Stone           | |
|-----|-----|-----|

```

```

=====
|                                     MILLIE                                     |
|-----|-----|-----|
| INVALID PILE           | Ruby Wand (50 ATK, 20 MAG) |
|                         | Rod of Jewels (150 ATK, 100 MAG) |
|                         | Mindsoother (300 ATK, 200 MAG) |
|                         | Scepter of the Bunny (400 ATK, 150 MAG) |
|                         | Rod of the Feather (600 ATK, 600 MAG) |
|-----|-----|-----|
| FAILED COMBINATION    | Creaky Rod |

```

```

=====
|                                     CORRECT COMBINATIONS                                     |
|-----|-----|-----|
| WEAPON           | MINERAL           | CREATION |
|-----|-----|-----|
| Mindsoother      | Moonrock          | Holy Rod (350 ATK, 250 MAG) [Light] |
|-----|-----|-----|
| Rod of the Feather | Philosopher's   | Dragonstaff (1000 ATK, 350 MAG) |
|                   | Stone           | |
|-----|-----|-----|

```

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=====
|                                     PERICCI                                     |
|-----|-----|-----|
| INVALID PILE           | Hard Knuckles (100 ATK) |
|                         | Knuckles +1 (150 ATK) |
|                         | Knuckles +2 (400 ATK) |
|                         | Metal Fang (500 ATK) |
|                         | Blazing Knuckles (700 ATK) [Fire] |
|                         | Cestus of Poison (800 ATK) |
|-----|-----|-----|
| FAILED COMBINATION    | Rickety Knuckles |

```

```

=====
|                                     CORRECT COMBINATIONS                                     |
|-----|-----|-----|
| WEAPON           | MINERAL           | CREATION |
|-----|-----|-----|

```

Brass Knuckles	Gold	Taloned Knuckles (200 ATK)
Hard Knuckles		
Knuckles +1		
-----o-----		
Cestus	Silver	Silver Knuckles (600 ATK)
Knuckles +2		
Metal Fang		
-----o-----		
Blazing Knuckles	Meteorite	Cat Fang (750 ATK)
-----o-----		
Cestus of Poison	Moonrock	Dragon Claw (900 ATK)
=====o=====		

o=====o  
| PHIA |

INVALID PILE	Gladius +1 (200 ATK)	
	Gladius +2 (250 ATK)	
	Roudel Dagger (350 ATK)	
	Bloody Sword (400 ATK) [Dark]	
	Fameface (500 ATK) [Water]	
	Flare Baselard (650 ATK) [Fire]	
	Assassin's Sickles (700 ATK)	
-----o-----		

| FAILED COMBINATION | Wimpy Sword |

o=====o  
| CORRECT COMBINATIONS |

WEAPON	MINERAL	CREATION
Assassin's Sickles	Meteorite	Elemental Blade (600 ATK)
Death Bringer		
Dragon Blade		
Luxurious Sword		
Force Sword		
-----o-----		
Luxurious Sword	Mithril	Ice Blades (650 ATK) [Water]
-----o-----		
Ice Blades	Philosopher's Stone	Death Bringer (700 ATK)
=====o=====		

o=====o  
| RODDICK |

INVALID PILE	Longsword +2 (350 ATK)	
	Holy Sword (630 ATK) [Light]	
	Sword of Marvels (700 ATK)	
	Sword of Stealth (750 ATK) [Fire, Water]	
	Sword of Strength (750 ATK) [Water]	
	Moonfalx (800 ATK) [Light]	
	Souleater (950 ATK) [Earth]	
-----o-----		

| FAILED COMBINATION | Dull Blade |

o=====o  
| CORRECT COMBINATIONS |

WEAPON	MINERAL	CREATION
Longsword	Crystal	Longsword +1 (200 ATK)

Sabre Sinclair		
-----	-----	-----
Longsword Sabre Sinclair Longsword +1	Sapphire	Walloon Sword (270 ATK)
-----	-----	-----
Walloon Sword Longsword +2 Dwarven Sword Air Slicer Holy Sword Sword of Marvels	Damascus	Damascus Sword (560 ATK)
-----	-----	-----
Moonfalx	Mithril	Mithril Sword (900 ATK)
-----	-----	-----
Mithril Sword	Star Ruby	Meteor Crusher (950 ATK) [Fire]
-----	-----	-----
Luxurious Sword	Damascus	Dueling Sword (1200 ATK)
-----	-----	-----
Force Sword	Philosopher's Stone	Silvance (1600 ATK) [Light, Wind, Dark]

RONYX

INVALID PILE	Long Bow (150 ATK)
	Crossbow (200 ATK)
	Arbalest (300 ATK)
	Silver Bow (600 ATK)

FAILED COMBINATION	Creaky Rod
--------------------	------------

CORRECT COMBINATIONS

WEAPON	MINERAL	CREATION
Silver Bow	Philosopher's Stone	Bow of Explosion (800 ATK) [Fire]

T'NIQUE

INVALID PILE	Long Spear +1 (500 ATK)
	Whirlwind (500 ATK) [Wind]
	Three Section Staff (550 ATK)
	Long Spear +2 (600 ATK)
	Flamelancer (850 ATK) [Fire]
	Dragon Lance (1000 ATK)

FAILED COMBINATION	Wimpy Sword
--------------------	-------------

CORRECT COMBINATIONS

WEAPON	MINERAL	CREATION
Spear	Diamond	Halberd (750 ATK)

Long Spear		
Long Spear +1		
Three Section Staff		
Long Spear +2		
Spinning Spear		
-----		
Whirlwind	Damascus	Spinning Spear (800 ATK)
Flamelancer		
Saint's Halberd		
Dragon Lance		
Enhanced Halberd		
Star Lance		
-----		
Flamelancer	Orichalcum	Saint's Halberd (900 ATK) [Light]
-----		
Dragon Lance	Meteorite	Enhanced Halberd (1200 ATK)

=====

=====

WELCH

INVALID PILE	Tense Handy Stick (600 ATK)	
	Worrying Handy Stick (700 ATK)	
	Annoying Handy Stick (800 ATK)	
	Stern Handy Stick (1000 ATK)	

FAILED COMBINATION	Creaky Rod	
--------------------	------------	--

CORRECT COMBINATIONS

WEAPON	MINERAL	CREATION
Handy Stick	Gold	Playful Handy Stick (350 ATK)
Fuzzy Handy Stick		
Handy Stick	Green Beryl	Tedious Handy Stick (500 ATK)
Fuzzy Handy Stick		
Playful Handy Stick		
Annoying Handy Stick	Rainbow Diamond	Furious Handy Stick (900 ATK)
Stern Handy Stick	Moonrock	Final Handy Stick (1600 ATK)

Appraising [07.C3]

REQUIRED SKILLS	Herbology, Item Knowledge	
	Mineralogy	
REQUIRED ITEMS	Spectacles	
TALENTS	N/A	
ENHANCING ITEMS	Element Analyzer	

From time to time you will find items that are unidentified such as ?MINERAL or ?ITEM. If you have Spectacles you can try to identify them. If you fail at identifying the item it remains unidentified and you may try to identify it.

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O=====O
|                                     |
|                               Crafting [07.D3]                               |
|                                     |
O=====O

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O=====O
| REQUIRED SKILLS | Aesthetics, Eye for Detail |
|               | Mineralogy                 |
|-----|-----|
| REQUIRED ITEMS  | Minerals                    |
|-----|-----|
| TALENTS       | Originality, Nimble Fingers|
|-----|-----|
| ENHANCING ITEMS | Soldering Iron             |
O=====O

```

There are many items that can be created via Crafting but each character can only craft a certain amount of them. There is always a 25% chance of failure so if your Odds of Success are greater than 75% they will be reduced to it, if they are lower than 75% then they remain. The tables below lists the characters and what they can craft. An 'X' between the brackets indicates that the item can be created with that character.

A list of all crafting results and their descriptions can be found after these lists. Search: [07.CL]

Failed Combinations: Ugly Accessory, Lame Earring, Heavy Ring

```

O=====O
| Iron                                     |
|=====|
| Results          |Rod|Ilia|Rox|Mil|Ash|Cyu|Pha|Ios|Mav|T'ni|Per|Wel|Ery|
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Amulet of Antivennin | x |   |   |   |   | x |   | x | x |   |   |   | x |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Amulet of Flexibility|   |   |   |   |   | x |   | x | x | x |   | x | x |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Amulet of Freedom   |   |   |   | x | x | x |   |   | x |   |   | x | x |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Hefty Earring       | x | x |   |   | x |   | x |   |   | x | x |   |   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Hefty Ring          | x | x | x |   | x |   |   |   |   | x | x | x |   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Onyx Earring        |   |   | x | x |   |   | x | x | x |   | x | x | x |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Weighty Ring        | x |   |   |   |   |   |   |   |   |   |   | x |   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Weird Doll          |   |   | x | x |   |   |   | x | x |   |   |   | x |
O=====O

```

```

O=====O
| Silver                                     |
|=====|
| Results          |Rod|Ilia|Rox|Mil|Ash|Cyu|Pha|Ios|Mav|T'ni|Per|Wel|Ery|
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Silver Amulet     |   |   | x | x |   |   |   | x | x |   | x |   | x |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| Silver Barette    | x | x | x |   | x | x | x |   |   |   |   | x |   |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|

```



Flare Ring				x	x	x		x	x	x		x	x
Ricochet Bracelet				x									
Ruby Earring							x					x	
Shield Earring				x			x	x				x	

=====O

Crystal													
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Froghead		x						x	x	x	x	x	x
Glass Slippers		x		x		x			x		x	x	x
Holy Ring			x	x	x			x	x			x	x
Intimidation Pendant			x			x							
Princess Ring				x				x	x			x	x
Prism Ring	x	x				x					x		
Ring of Fusion	x	x	x		x	x		x	x	x	x		x
Ring of Resistance	x	x	x		x	x		x		x	x		

=====O

Green Beryl													
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Bracelet of Gambling	x				x		x						
Chain of Might	x	x			x	x	x			x	x	x	
Crown		x	x	x				x	x	x			x
Emerald Earring			x	x			x	x	x		x		x
Emerald Ring			x	x	x			x	x	x			x
Faerie Ring	x	x			x		x			x	x	x	
Green Bracelet		x		x			x	x			x		
Talisman			x			x			x				x

=====O

Diamond													
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Earring of Magnetism	x	x			x	x	x			x	x		
Earring of Readiness	x	x	x		x		x		x	x			x
Earring of the Winds			x	x	x			x	x			x	x
Glittering Earring							x						

Lavish Idol					x				x	x			x	x
Ring of Trust			x	x	x				x	x			x	x
Sacrificial Doll	x					x	x	x	x			x	x	
Thunder Ring				x						x	x			

=====O

Star Ruby														
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery	
Necklace	x	x			x	x	x			x	x	x		
Ring of Absorption			x	x	x			x	x	x	x		x	x
Ruby Pendant	x	x						x	x		x			
Shield Ring	x	x			x	x	x			x	x			
Stardust Ring				x	x	x				x			x	x
Star Earring				x	x				x	x	x		x	x
Star Necklace				x	x				x	x			x	x

=====O

Rainbow Diamond														
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery	
Breeze Earring	x	x			x	x	x		x	x	x	x	x	
Dream Bracelet	x	x			x			x	x	x	x		x	x
Magic Cross				x	x				x				x	x
Mystic Amulet				x	x	x		x	x	x			x	x
Regeneration Ring	x	x			x	x	x		x	x	x	x	x	
Ring of Healing					x				x					
Ring of Might	x	x			x	x	x			x	x			
Shadow Cross			x	x	x									

=====O

Moonrock														
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery	
Earring of Frenzy	x	x			x			x			x	x	x	
Lunar Charm				x	x				x	x			x	x
Lunar Talisman	x	x			x	x	x	x	x	x	x	x	x	
Moon Earring					x									
Moonlight	x	x						x		x	x		x	x



Ring of Insanity	x	x			x	x	x			x	x		
Ring of Lunacy				x				x	x			x	x
Ring of the Accursed		x	x		x	x	x			x	x		
=====													
Philosopher's Stone													
=====													
Results	Rod	Ilia	Rox	Mil	Ash	Cyu	Pha	Ios	Mav	T'ni	Per	Wel	Ery
Hammer Charm	x	x				x	x			x	x		
Mallet Charm	x	x				x	x			x	x		
Mind Ring			x	x				x	x			x	x
Mist Insignia			x	x				x	x				x
Ring of Avoidance			x	x				x	x			x	x
Ring of Infinity				x				x	x			x	x
Ring of Mental Power	x	x	x		x		x	x	x	x		x	x
Ring of Wisdom	x	x			x		x			x			
=====													

WO = Women Only  
 SCO = Spell Casters Only  
 AWO = Attacking Women Only  
 WSCO = Women Spell Casters Only

List of Accessories		[07.CL]
Mineral	Description (Stats)	
Iron	Amulet of Antivenin - Protects against poison	
	Amulet of Freedom - Protects against paralysis	
	Amulet of Flexibility - Protects against petrification	
	Hefty Earring - Increases ATK, but lowers HIT (WO)	
	Hefty Ring - Doubles fire+wind damage	
	Onyx Earring - Converts 10% of spell damage into MP(WO)	
	Weighty Ring - Increases ATK, doubles light damage	
	Weird Doll - None	
Silver	Silver Amulet - Raises spell dmg inflicted by wearer (SCO)	
	Silver Barette - DEF 3 (WO)	
	Silver Charm - Absorbs light damage, nulifies dark damage	
	Silver Cross - Halves light damage, doubles fire damage	
	Silver Earring - Raises MP (WSCO)	
	Silver Idol - AVD 1	
	Silver Pendant - Raises agility, AVD 10	
	Silver Ring - Halves light and dark damage	
Gold	Gold Bracelet - DEF 10	
	Gold Crown - DEF 3	
	Gold Cross - HIT 50, Halves fire damage	
	Gold Earring - Raises agility (WO)	
	Gold Idol - HIT 1	

	Gold Ring - AVD 1
	Golden Brooch - GUTS 5
	Storm Ring - Raises agility and hit rate, AVD 15 HIT 15
-----	
Sapphire	Angelic Headband - AVD 5 (WO)
	Anklet - DEF 3
	Aqua Ring - Nullifies water damage, doubles fire damage
	Blue Talisman - Raises defense, halves water damage
	Foot Insignia - Raises attack and hit rate
	Purple Amulet - Distracts enemy when wearer tries to escape
	Water Ring - Halves water damage, doubles fire damage
-----	
Ruby	Berserker Ring - Raises attack in battle and lowers defense
	Blood Earring -10% chance to convert physical dmg to HP(WO)
	Fire Ring - Halves fire damage, doubles water damage (SCO)
	Flare Ring - Nullifies fire damage, doubles water damage
	Ricochet Bracelet - 5% chance to reflect dmg inflicted back
	Ruby Earring - AVD 30 (WO)
	Shield Earring - Lowers physical dmg inflicted by 80% (WO)
-----	
Crystal	Froghead - DEF 30
	Glass Slippers - DEF 10, AVD 20
	Holy Ring - 10% chance of protecting wearer from all spells
	Intimidation Pendant - Prevents enemies from approaching
	Princess Ring - Increases MP (SCO)
	Prism Ring - 5% chance of protecting wearer from all atks
	Ring of Fusion - Converts spell dmg into HP
	Ring of Resistance - Lowers spell dmg inflicted by 90%
-----	
Green Beryl	Bracelet of Gambling -Changes dmg inflicted between 25-200%
	Chain of Might - Raises attack power
	Crown - DEF 1
	Emerald Earring -Hasten Speech lvl 6, halves wind dmg(WSCO)
	Emerald Ring - Reduce MP cost of atks/spells by 1/3
	Faerie Ring - Reduce MP cost of atks/spells by 1/2
	Green Bracelet - GUTS 5, LUC 5
	Talisman - Raises defence
-----	
Diamond	Earring of Magnetism - Attracts enemies, ATK 20 (WO)
	Earring of Readiness - Prevents back atks, halves dark (WO)
	Earring of the Winds - Halves wind damage (WO)
	Glittering Earring - Halves light damage (WO)
	Lavish Idol - MAG 1
	Ring of Trust -Increases GUTS in proportion to # of friends
	Sacrificial Doll -Prevents death once, halves elemental dmg
	Thunder Ring - Halves wind dmg, doubles earth dmg (SCO)
-----	
Star Ruby	Necklace - AVD 20
	Ring of Absorption - Converts physical dmg into HP
	Ruby Pendant - DEF 30, Nullifies fire damage
	Shield Ring - Raises agility (WO)
	Stardust Ring - Lowers physical dmg inflicted by 90%
	Star Earring - Hasten Speech lvl 3, halves light dmg (WSCO)
	Star Necklace - Hasten Speech lvl 5 (SCO)
-----	
Rainbow Diamond	Breeze Earring - AVD 15 (WO)
	Dream Bracelet - Temporarily raises level of wearer by 1
	Magic Cross -10% chance of reflecting all dmg, halves light and dark dmg
	Mystic Amulet - Blind the enemy when the wearer escapes

	Regeneration Ring - Heals wounds in the midst of battle
	Ring of Healing - Heals wearer's wounds over time
	Ring of Might - Raises atk power but doubles elemental dmg
	Shadow Cross -Doubles max HP. Halves earth, fire, light dmg
	Doubles water, wind, dark dmg
-----	
Moonrock	Earring of Frenzy - Doubles atk power, lowers hit (AWO)
	Lunar Charm - Raises MP
	Lunar Talisman - Raises Hp
	Moon Earring - 10% chance of reflecting dmg to a nearby
	party member (WO)
	Moonlight - Boosts def and mag. Raises HP and MP
	Ring of Insanity - Allows wearer to hurl enemies across
	battlefield
	Ring of Lunacy - Completely protects wearer. Dazes easily
	Ring of the Accursed - Raises DEF. Doubles earth, fire,
	wind, dark dmg
-----	
Philosopher's	Hammer Charm - Halves daze time
Stone	Mallet Charm - Prevents daze
	Mind Ring - HIT 50, Halves fire damage
	Mist Insignia - Recharges MP in battle. Doubles wind dmg
	Ring of Avoidance - Prevents enemies from approaching
	Ring of Infinity - Raises 1 EXP per step. Doubles elemental
	Ring of Mental Power - Recharges MP in battle
	Ring of Wisdom - Protects wearer from an assortment of
	conditions

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Writing [07.E3]

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REQUIRED SKILLS	Penmanship
-----	
REQUIRED ITEMS	Fountain Pen
-----	
TALENTS	Composition
-----	
ENHANCING ITEMS	Word Processor
	Beret

O=====O

Once a character reaches level 5 in a skill, the Writing specialty grants the ability to create a book that teaches that skill. The tomes can be used on any character that does not have that skill up to level 5 yet. The Word Processor passively gives a 10% increase in success and the Beret when worn on the party member writing increases success by another 10%. Below is a list of the books that can be created.

O=====O

SKILL	BOOK	DIFFICULTY
Animal Training	Friends of the Woods	2
Biology	Life in Nature	2
Counter	Scroll of Reprisal	3

Eye for Detail	Metallurgy	1	
-----	-----	-----	
Faeriology	The Bestiary	4	
-----	-----	-----	
Herbology	All About Herbs	2	
-----	-----	-----	
Imitation	Death of Originality	3	
-----	-----	-----	
Item Knowledge	Pocket Encyclopedia	1	
-----	-----	-----	
Keen Eye	Choosing Ingredients	4	
-----	-----	-----	
Knife	Food for the Soul	3	
-----	-----	-----	
Machinery	Engineer's Handbook	4	
-----	-----	-----	
Mental Science	Walls of the Soul	1	
-----	-----	-----	
Mineralogy	Secrets of the Earth	1	
-----	-----	-----	
Music Knowledge	Musicology	2	
-----	-----	-----	
Operation	Operation Manual	3	
-----	-----	-----	
Performance	The World's a Stage	3	
-----	-----	-----	
Power Burst	Scroll of Power	4	
-----	-----	-----	
Recipe	Dish of the Day	2	
-----	-----	-----	
Sketching	Drawing Poses	3	
-----	-----	-----	
Smithing	The Perfect Rhythm	4	
-----	-----	-----	
Technology	Hermetic Philosophy	4	

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	Compounding [07.F3]	
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o=====o		
REQUIRED SKILLS	Biology, Herbology	
	Mental Science	
-----	-----	
REQUIRED ITEMS	Herbs	
-----	-----	
TALENTS	N/A	
-----	-----	
ENHANCING ITEMS	Sterile Glove	
o=====o		

In short, compounding takes 2 herbs and combines them to create a usable item whether it be single-use or combat. Below are charts showing all possible combinations and their results.

o=====o		
MIX ARTEMIS LEAF W/	POSSIBLE ITEMS	
-----	-----	
Artemis Leaf	Faerie Elixir	

	Immunity Pill	
	Medicine Bottle	
-----		
Athelas	Herbal Potion	
	Medicine Bottle	
	Potion of Epiphany	
	Wonder Drug	
-----		
Mandrake	Hazardous Heal	
	Medicine Bottle	
	Sour Syrup	
	Sweet Syrup	
-----		
Lavender	Medical Rinse	
	Resurrection Mist	
	Smelling Salts	
	Wonder Drug	
-----		
Rose Hip	Compress of Veda	
	Marionette Pill	
	Paralysis Cure	
	Potion of Trust	
-----		
Wolfsbane	Fruit Syrup	
	Hot Syrup	
	Sour Syrup	
	Violent Pill	

o=====o

MIX ATHELAS W/	POSSIBLE ITEMS	
-----		
Athelas	Faerie Mist	
	Ointment of Veda	
	Resurrection Elixir	
	Smelling Salts	
-----		
Lavender	Holy Mist	
	Potion of Reversal	
	Refreshing Syrup	
	Resurrection Mist	
-----		
Mandrake	Elven Powder	
	Hot Syrup	
	Potion of Reversal	
	Risky Resurrection	
-----		
Rose Hip	Mental Potion	
	Potion of Might	
	Potion of the Winds	
	Witch Powder	
-----		
Wolfsbane	Bubble Lotion	
	Pixie Perfume	
	Potion of Lilith	
	Shock Oil	

o=====o

MIX LAVENDER W/	POSSIBLE ITEMS	
-----		
Lavender	Herbal Potion	
	Medical Rinse	
	Mixed Syrup	

	Resurrection Elixir
Mandrake	Maple Syrup
	Potion of Merlin
	Potion of Nightmares
	Smoke Oil
Rose Hip	Fruit Syrup
	Holy Mist
	Refreshing Syrup
	Sweet Syrup
Wolfsbane	Bitter Lotion
	Melt Potion
	Oil of Paralysis
	Stink Gel

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MIX MANDRAKE W/	POSSIBLE ITEMS
Mandrake	Risky Resurrection
	Sacrifice Pill
	Temper Tablet
	Violent Pill
Rose Hip	Lotion of Strength
	Potion of Epiphany
	Potion of the Winds
	Smoke Mist
Wolfsbane	Bubble Lotion
	Faerie Cologne
	Melt Potion
	Potion of Lilith

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MIX ROSE HIP W/	POSSIBLE ITEMS
Rose Hip	Antidote
	Maple Syrup
	Mixed Syrup
	Sweet Potion
Wolfsbane	Hazardous Heal
	Paralysis Mist
	Potion of Nightmares
	Succubus Perfume

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MIX WOLFSBANE W/	POSSIBLE ITEMS
Wolfsbane	Malodorous Potion
	Melt Potion
	Mist of Madness
	Stink Gel

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Cooking [07.G3]

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REQUIRED SKILLS | Keen Eye, Knife, Recipe

REQUIRED ITEMS	Food Ingredients
TALENTS	Taste
ENHANCING ITEMS	Keen Kitchen Knife

You can buy most ingredients from stores, but there are some rare ingredients that you can only in certain cities. There is always a 10% chance to fail so if your odds are higher than 90% they will become 90%. Normal ingredients that you fail to cook result in failed dishes while the rare ingredients that fail to cook are burned up in the process and yield no failure dish.

[Name] Next to the dish is the characters favorite food. When given to that character, the effect is always 100% HP/MP. EX: Give Grilled Turban Shell to Millie and it heals her HP 10%. Give the same food to Phia and it heals her HP/MP 100%, because it is her favorite food.

Foods missing: Ladyfingers, Luscious Gratin, Scrumptious Pizza, Treasured Gorgonzola

If you know what foods create these, please let me know!

COOKING INGREDIENT	PRODUCT	EFFECTS
Seafood	Batter-fried Shrimp	10% HP (One)
	Boiled King Crab	38% HP (One)
	Fine Tuna Sashimi	45% HP (One) [Pericci's]
	Fish Soup	10% HP (One)
	Grilled Turban Shell	10% HP (One) [Phia's]
	Lobster Soup	32% HP (One)
	Sea Bream Sashimi	19% HP (One)
	Seafood Pasta	30% HP (One)
	Seafood Salad	35% HP (One)
	Shark's Fin Bun	30% HP (One)
	Tuna Sashimi	20% HP (All)
	Rotten Sashimi (Fail)	Poison (One)
	Fruit	Apple Pie
Cactus Cocktail		90% HP/MP (One)
Chocolate Banana		28% HP (One) [Welch's]
Fruit Cake		40% HP (One)
Fruit Parfait		20% HP (One) [Millie's]
Fruit Punch		40% HP (One)
Granadilla Juice		30% MP (One)
Hogplum Juice		40% MP (One)
Mango Shake		21% HP (One)
Mangosteen Juice		55% MP (One)
Orange Shake		15% HP (One)
Sherbet		10% HP (One)
Sole in Wine Sauce		60% HP (One) [Mavelle's]
Watermelon Bar		15% HP (One)
White Peach in Syrup		45% HP (One)
Awful Cider (Fail)	1% HP (One)	
Bitter Juice (Fail)	1% MP (One)	
Grains	Bloody Driver	30% MP (One)
	Bonito Rice Ball	36% HP (One)

		Cola	35% MP (One)	
		Cold Soba	28% HP (One)	
		Crazy Cow	30% MP (One)	[Ilia's]
		Cream Soda	30% HP (One)	
		Fiery Cyclops Cider	50% MP (One)	
		Fire in the Sky	30% MP (One)	
		Golden Natto	45% HP (One)	
		Handmade Soba	38% HP (One)	
		Howling Fox Cider	70% MP (One)	
		Joyful Bandit Cider	30% MP (One)	
		Leaping Titan Cider	70% MP (One)	
		Mango Lassi	30% MP (One)	
		Natto	25% HP (One)	
		Plum Rice Ball	36% HP (One)	
		Root Beer	30% HP (One)	
		Salmon Rice Ball	36% HP (One)	
		Salt Rice Ball	30% HP (One)	[T'nique's]
		Seaweed Rice Ball	36% HP (One)	
		Super Rice Ball	38% HP (One)	
		Tropical Melody	30% HP (One)	[Cyuss']
		Banana Frappe (Fail)	3% MP (One)	
		Stinky Bean Cake (Fail)	1% HP (One)	
-----				
	Meat	10 oz. Steak	35% HP (One)	
		16 oz. Steak	38% HP (One)	
		Chicken Shish Kebab	15% HP (One)	
		Escargot	5% HP (One)	[Ioshua's]
		Hamburg Steak	32% HP (One)	
		Liver Stir-Fry	32% HP (One)	
		Pork Soup	15% HP (One)	
		Prehistoric Meat	50% HP (One)	
		Spicy Beef Soup	30% HP (One)	
		Tasteless Stew (Fail)	1% MP (One)	
-----				
	Vegetables	Boiled Mushrooms	10% HP (One)	[Ronyx's]
		Cabbage Roll	30% HP (One)	
		Corn on the Cob	28% HP (One)	
		Fresh Spring Roll	38% HP (One)	
		Mesona Jelly	40% HP (One)	[Ashlay's]
		Salad	22% HP (One)	
		Stew	36% HP (One)	
		Stir-Fry	35% HP (One)	
		Twiced-cooked Pork	35% HP (One)	[Roddick's]
		Vegetable Soup	35% HP (One)	
		Wilted Salad (Fail)	2% HP (One)	
-----				
	Eggs and Dairy	Coffee Milk	15% HP (One)	
		Egg Soup	30% HP (One)	
		Fried Egg	18% HP (One)	
		Ham and Eggs	25% HP (One)	
		Macaroni Gratin	10% HP (One)	
		Milk Shake	30% HP (One)	
		Rice Omelet	20% HP (One)	[Eyrs']
		Sachertorte	36% HP (One)	
		Sea Yogurt	35% MP (One)	
		Sugar Crepe	10% HP (One)	
		Vanilla Ice Cream	10% HP (One)	
		Old Milk (Fail)	1% MP (One)	
		Bitter Cake (Fail)	1% HP (One)	
-----				



Organic Vegetables	Golden Stew	90% MP (All)
	Healthy Juice	60% MP (One)
	Kimchi	40% HP (One)
-----		
Sirloin	Amazing Tenderloin	70% HP (All)
	Christmas Turkey	60% HP (One)
	Golden Stir-Fry	60% HP (One)
-----		
Top-Quality Tuna	Legendary Otoro	70% HP/MP (One)
	Tuna Belly Rice Bowl	Revives 100% HP (One)
	Tuna Platter	60% HP (One)
-----		
Marenne Oysters	Eel Soup	65% HP (One)
	Lord's Ozoni	60% HP/MP (One)
	Super-Spicy Stew	80% HP (One)
-----		
Magic Rice	Pure Rice Ball	60% HP (One)
	Sweet Curry	100% HP/MP (One)
	Tearful Risotto	80% HP/MP (One)
-----		
Creamy Cheese	Delectable Cheese	70% HP (One)
	Fresh Juice	70% MP (All)
-----		
Sweet Fruit	Beautiful Ice Cream	80% HP/MP (One)
	Custard of Life	100% HP (One)
	Deluxe Fruit Platter	60% HP (One)
	Demonic Durian	80% HP/MP (One)
-----		
Gelatinous Slime	Collagen Jelly	60% HP/MP (One)
	Ooze Cocktail	30% MP (All)
	Saucy Noodles	65% HP (One)
	Slimy Gelatin	60% MP (One)
-----		
Wobbly Slime	Agar Drink	35% MP (One)
	Nata de Coco	30% MP (One)
	Slimy Gelatin	60% MP (One)
	Tofu Pudding	30% MP (One)
-----		
Ingredients of Yarma	Devil's Ramen	50% HP (All)
	Hot Pot of Shadows	70% HP (All)
	Luxury Grape Juice	90% HP/MP (One)
	Steak of the Demons	90% HP (All)

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Alchemy [07.H3]	
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REQUIRED SKILLS	Technology, Mineralogy
	Faeriology

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REQUIRED ITEMS	Iron
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TALENTS	Blessing of Mana
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ENHANCING ITEMS	Lezard's Flask
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	Triangle Flask
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Alchemy allows you to create various minerals from the common item Iron. This is helpful in Crafting, Customization, and Blacksmith. The higher your skill level the more minerals that are available. The table below shows which mineral is available at each level. Some of the minerals require the Lezard's Flask which is unattainable until you reach Ionis.

Please note that if you do not have the Talent "Blessing of Mana", which is only available to Mages, the chances of failure are ~90%.

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o=====o
| LEVEL | MINERAL                | LEZARD'S FLASK |
|-----|-----|-----|
| 1     | Silver                 | No             |
| 1     | Gold                   | No             |
| 2     | Sapphire               | No             |
| 2     | Ruby                   | No             |
| 3     | Green Beryl            | No             |
| 3     | Crystal                | No             |
| 4     | Diamond                | No             |
| 5     | Star Ruby              | No             |
| 6     | Damascus               | No             |
| 6     | Rune Metal             | Yes            |
| 7     | Orichalcum             | No             |
| 7     | Rainbow Diamond       | Yes            |
| 8     | Moonstone              | Yes            |
| 8     | Philosopher's Stone   | Yes            |
| 8     | Meteorite              | Yes            |
| 8     | Mithril                | Yes            |
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|                                     Survival   [07.I3]                                     |
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o=====o
| REQUIRED SKILLS | Herbology, Resilience |
|-----|-----|
| REQUIRED ITEMS  | N/A                     |
|-----|-----|
| TALENTS       | N/A                     |
|-----|-----|
| ENHANCING ITEMS | Survival Kit           |
o=====o

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Survival is more of a last ditch effort specialty because most of the items are very common and are more easily obtained in item shops. There are some items that are extremely rare and can help for early game customization or crafting.

\* Indicates the item is rare

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o=====o
| FOOD           | MINERAL                | HERB           |
|-----|-----|-----|
| Eggs and Dairy | Crystal                | Athelas      |
| Fruit          | Damascus               | Artemis Leaf  |
| Grains         | Diamond                | Lavender      |
| Meat           | Gold                   | Mandrake      |
| Seafood        | Green Beryl            | Rose Hip      |
| Vegetables     | Iron                   | Wolfsbane     |
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	Meteorite*		
	Mithril*		
	Moonstone*		
	Orichalcum		
	Philosopher's Stone*		
	Rainbow Diamond*		
	Ruby		
	Rune Metal*		
	Sapphire		
	Silver		
	Star Ruby		

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o=====o  
| Replication [07.J3] |  
o=====o

o=====o

REQUIRED SKILLS	Imitation	
-----	-----	
REQUIRED ITEMS	Magical Camera/RIRICA	
	Magical Film	
	Reproducable Item	
-----	-----	
TALENTS	N/A	
-----	-----	
ENHANCING ITEMS	RIRICA	

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Replication gives you the ability to duplicate items. Not all items in the game are able to be replicated but rightfully so, still there are quite a few items that you may want to replicate (Faerie Ring). Orchestra helps a bunch here.

o=====o  
| Machinist [07.K3] |  
o=====o

o=====o

REQUIRED SKILLS	Machinery, Operation	
-----	-----	
REQUIRED ITEMS	Mechanic's Toolbox	
-----	-----	
TALENTS	Design Sense, Nimble Fingers	
-----	-----	
ENHANCING ITEMS	N/A	

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Machinist creates combat items and items that increase your success rate in other specialties.

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POSSIBLE ITEMS	
-----	
Daze Bomb, Deadly Poison, Soldering Iron	
-----	
Flare Bomb, Mind Bomb, Magician's Glove	
Music Box	
-----	
4-way Bomb, Assault Bomb, Sterile Glove	

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| Word Processor |
|-----|
| Defense Bomb, Graphic Tool, Megabomb, RIRICA |
| Survival Kit |
|-----|
| Element Analyzer, Nuclear Bomb, Triangle Flask|
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|                                     Oracle   [07.L3] |
o=====o

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o=====o
| REQUIRED SKILLS | ESP, Piety, Purity |
|-----|-----|
| REQUIRED ITEMS  | N/A |
|-----|-----|
| TALENTS       | N/A |
|-----|-----|
| ENHANCING ITEMS | N/A |
o=====o

```

This specialty is completely optional as it provides no real benefit for you. Using this specialty will give you hints or suggestions for the game.

For a list of the Oracle quotes search [09.01]

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|                                     Music   [07.M3] |
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o=====o
| REQUIRED SKILLS |Music Knowledge, Performance|
|-----|-----|
| REQUIRED ITEMS  | Instrument |
|               | Feather Pen (Compose) |
|               | Conductor Baton (Perform) |
|-----|-----|
| TALENTS       | Rhythm Sense, Listening |
|-----|-----|
| ENHANCING ITEMS | Music Editor |
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Arguably one the most powerful specialties in the game, Music opens up a whole new world for you. To learn songs you must first obtain an Instrument. Then you need a Feather Pen to compose new songs, there are 2 songs per Instrument. When you have learned a song you can then Perform it with the help of a Conductor Baton. It is nearly impossible to play any song unless you have both talents.

Again, if you don't have both Talents (Rhythm Sense and Listening) your will fail 99% of the time. This means that Roddick will almost always fail, because he can never learn Listening.

```

o=====o
| SONG           | INSTRUMENT           | EFFECT |
|-----|-----|-----|
| Spirit Dance   | Cembalo              | Increases HIT |
|-----|-----|-----|
| Faerie Dance   | Cembalo              | Increases AGL |

```

Battle Blues	Harmonica	Increases random encounters
Lonely Blues	Harmonica	Decreases random encounters
Song for Justice	Lyre	Increased ATK
The Eternal Song	Lyre	Increased DEF
A Pale Breeze	Mystical Shamisen	Increased Movement Rate
A Hidden Power	Mystical Shamisen	Increased HP/MP
Salvation Hymn	Piano	HP/MP recovery from walking
Celebration Hymn	Piano	Increase of all stats
A Healing Tune	Pipe Organ	HP recovery from walking
A Relaxing Tune	Pipe Organ	MP recovery from walking
The Devil's Aria	Silver Trumpet	Summon special enemy if in a random encounter area. See section [05.05] for details
Aria of the Gods	Silver Trumpet	Temporarily gives everyone all talents for specialties
Hero's Arrival	Violin	Summon an enemy from your current encounter area
Goddess' Arrival	Violin	Significantly increases specialty success rate

=====

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Train [07.N3]

=====

REQUIRED SKILLS	Determination, Effort Resilience
REQUIRED ITEMS	N/A
TALENTS	N/A
ENHANCING ITEMS	N/A
COEFFICIENT	Party total training level x 0.25

When you train you gain more experience according to the coefficient. The penalty you pay is a decrease in ATK and DEF by the same coefficient. This number can be as low as 0.25% or as high as 20%. The combined total of all characters Train level factors in to this so if all 8 characters have level 10 Train you can level up quite a bit faster.

=====

Scouting [07.03]

REQUIRED SKILLS	Danger Radar
REQUIRED ITEMS	N/A
TALENTS	Animal Instinct
ENHANCING ITEMS	N/A
COEFFICIENT	(Skill Lvl x5) +/- 100%

Scouting is used to increase or decrease the random encounter rate. The way the coefficient modifies the encounter rate is in the form of a percent. At skill level 10 you can raise the encounter rate to 150% or drop it to 50%.

Familiar [07.P3]

REQUIRED SKILLS	Animal Training, Whistling
REQUIRED ITEMS	Pet Food
TALENTS	Love of Animals
ENHANCING ITEMS	N/A

This specialty allows you to summon a bird that has items for sale. It can be used anywhere and is helpful if your low on items in the middle of a dungeon.

LEVEL	ITEMS	LEVEL	ITEMS
1-2	Aquaberries.....70 Fol	7-8	Eggs and Dairy.....20 Fol
	Blackberries.....180 Fol		Fruit.....80 Fol
Pigeon	Blubberies.....50 Fol		Grains.....150 Fol
	Spectacles.....10 Fol	Hawk	Meat.....50 Fol
			Seafood.....150 Fol
3-4	Flare Bomb.....180 Fol		Vegetables.....20 Fol
	Lavender.....35 Fol		
Crow	Rose Hip.....230 Fol	9-10	Aquaberries.....70 Fol
	Wolfsbane.....150 Fol		Athelas.....800 Fol
			Blackberries.....180 Fol
5-6	Mandrake.....80 Fol		Blueberries.....50 Fol
	Mind Bomb.....300 Fol	Eagle	Magic Canvas.....300 Fol
Stork	Paralysis Cure.....100 Fol		Medicine Bottle....300 Fol
	Resurrection Elixir..500 Fol		Resurrection Elixir500 Fol
	Stone Cure.....100 Fol		Spectacles.....10 Fol

Pickpocketing [07.Q3]

=====		
REQUIRED SKILLS	Courage, Poker Face	
-----		
REQUIRED ITEMS	Thief's Glove OR	
	Magician's Glove	
-----		
TALENTS	Nimble Fingers	
-----		
ENHANCING ITEMS	Magician's Glove	
=====		

Pickpocketing gives you the ability to steal items from NPCs and PCs. The only downside to stealing is that you'll lose AL from your party members the more you pickpocket. Even if your in a PA you'll still lose AL. There isn't much worth stealing in First Departure, so you may just want to skip this altogether. However, if you really want to pickpocket, check out my Pickpocketing Guide. It gives a list of what you can steal.

=====		
Super Specialties [07.04]		
=====		

Super Specialties combine multiple party members specialties to create a new more powerful specialty. To unlock a Super Specialty you must have two or more characters level the key specialty to a minimum of level 3, then obtain the other specialt needed for it. Super Specialty levels are determined by the key specialties levels, the sum of your characters key specialty levels divided by 3 gives you the level of the Super Specialty.

=====		
Master Chef [07.A4]		
=====		

=====		
KEY SPECIALTY	Cooking	
-----		
OTHER SPECIALTY	Compounding	
-----		
REQUIRED ITEMS	Ingredients	
-----		
ENHANCING ITEMS	Keen Kitchen Knife	
=====		

Master Chef is an enhanced version of cooking where you can combine 2 ingredients and make entirely new cooking dishes.

=====			
MIX EGGS AND DAIRY W/	POSSIBLE ITEMS	EFFECTS	
-----			
Eggs and Dairy	Fabulous Flan	90% MP (One)	
	Umai-bo Candy 11	30% HP (One)	
	Old Milk (Fail)	1% MP (One)	
-----			
Fruit	Mixed Fruit Juice	40% MP (All)	
	Bitter Cake (Fail)	1% HP (One)	
-----			
Grains	Chicken and Egg Bowl	46% HP (One)	
	Bitter Cake (Fail)	1% HP (One)	
-----			

Meat	Beef and Egg Bowl	46% HP (One)
	Umai-bo Candy 5	20% HP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Seafood	Seafood Gratin	50% HP (One)
	Umai-bo Candy 13	35% HP (One)
	Rotting Sashimi (Fail)	Poison
-----		
Vegetables	Cheese Salad	60% HP/MP (One)
	Wilted Salad (Fail)	2% HP (One)

=====		
MIX FRUIT W/	POSSIBLE ITEMS	EFFECTS
-----		
Fruit	Fresh Orange Juice	40% MP (One)
	Umai-bo Candy 14	38% HP (One)
	Bitter Juice (Fail)	1% MP (One)
-----		
Grains	Fruit Sandwich	50% MP (All)
	Umai-bo Candy 12	30% HP (One)
	Bitter Juice (Fail)	1% MP (One)
-----		
Meat	Sweet and Sour Pork	40% HP (One)
	Umai-bo Candy 8	28% HP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Seafood	Sauteed Sweet Bream	50% MP (One)
	Rotting Sashimi (Fail)	Poison
-----		
Vegetables	Tomato Salad	50% HP (One)
	Umai-bo Candy 3	11% HP (One)
	Bitter Juice (Fail)	1% MP (One)

=====		
MIX GRAINS W/	POSSIBLE ITEMS	EFFECTS
-----		
Grains	Bean Rice Cake	56% HP (One)
	Umai-bo Candy 10	29% HP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Meat	Beef Rice Bowl	30% HP (One)
	Umai-bo Candy 9	28% HP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Seafood	Seafood Rice Bowl	60% HP (One)
	Umai-bo Candy 7	25% HP (One)
	Rotting Sashimi (Fail)	Poison
-----		
Vegetables	Saucy Rice	Cures paralysis, petrify, poison; revives (One)
	Wilted Salad (Fail)	1% HP (One)

=====		
MIX MEAT W/	POSSIBLE ITEMS	EFFECTS
-----		
Meat	Mixed Meat Hamburg	40% HP/MP (One)
	Umai-bo Candy 2	11% HP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		
Seafood	Kimchi Hot Pot	70% HP (All)
	Nectar	100% HP/MP (One)
	Tasteless Stew (Fail)	1% MP (One)
-----		



Vegetables	Mutton BBQ	45% HP/MP (One)
	Umai-bo Candy 4	15% HP (One)
	Tasteless Stew (Fail)	1% MP (One)

MIX SEAFOOD W/	POSSIBLE ITEMS	EFFECTS
Seafood	Deluxe Sushi	70% HP (One)
	Umai-bo Candy 1	5% HP (One)
	Rotting Sashimi (Fail)	Poison
Vegetables	Fish Ball Soup	Cures paralysis, petrify, poison; revives (One)
	Wilted Salad (Fail)	1% HP (One)

MIX VEGETABLES W/	POSSIBLE ITEMS	EFFECTS
Vegetables	Daikon Salad	70% HP/MP (One)
	Umai-bo Candy 6	21% HP (One)
	Wilted Salad (Fail)	1% HP (One)

Orchestra [07.B4]

KEY SPECIALTY	Music
OTHER SPECIALTY	Art
REQUIRED ITEMS	Conductor's Baton Various Instruments
ENHANCING ITEMS	N/A

This Super Specialty plays one song that gives a handy ability that, while being played, all characters function as if they have all talents. This aids in item creation but also enhances the chances to acquire a secret talent.

Enlightenment [07.C4]

KEY SPECIALTY	Train
OTHER SPECIALTY	Survival
REQUIRED ITEMS	N/A
ENHANCING ITEMS	N/A
COEFFICIENT	Train Skill x 4

If you turn Enlightenment on every time your characters level they will gain more skill points. Many stats take a hit but you will max out many skills early in the game and save lots of leveling.

- %Hit decreased by coefficient divided by 5
- %AVD, GUTS, and SPEED decreased by coefficient

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 | Publication [07.D4] |  
 o=====o

KEY SPECIALTY	Writing
OTHER SPECIALTY	Machinist
REQUIRED ITEMS	Fountain Pen
ENHANCING ITEMS	Word Processor

Publication lets you choose a character to write a book. The books let you set the Affection Levels between the author and the reader to 8. This helps tweak endings to your liking.

CHARACTER	BOOK
Ashlay	The Seven Veterans
Cyuss	Survival for Dummies
Erys	Assassin's Manual
Ilia	A Drunken Holiday
Ioshua	Tales of a Young Boy
Mavelle	This Cruel World
Millie	A Guide to Sweets
Pericci	Little Kitty Lost
Phia	The Innocent Knight
Roddick	TriMan to the Rescue
Ronyx	Universe Quest
T'nique	Suisuiden
Welch	How to Use Your Boss

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 | Group Appraising [07.E4] |  
 o=====o

KEY SPECIALTY	Appraising
OTHER SPECIALTY	Crafting

REQUIRED ITEMS	Spectacles
ENHANCING ITEMS	N/A

For one transaction you can raise or lower the price of goods at shops. Lower the price when buying and raise it when selling to get the most of your money.

Blacksmith [07.F4]

KEY SPECIALTY	Customization
OTHER SPECIALTY	Alchemy
REQUIRED ITEMS	Smith's Hammer, Minerals
ENHANCING ITEMS	Magical Rasp

Blacksmith lets you create armor and accessories from minerals. Some of the better items in the game are created this way. Having the Magical Rasp may increase your chances of success but it also limits what items you can create.

The Magical Rasp can be bought from the Santa Dealer in Silvalant for 100,000 Fol.

Failures:

- Weird Boots
- Weird Armor
- Weird Guantlet
- Holey Armor

List of Armor [07.BL]

Mineral	Description/Stats	Magical Rasp
Iron	Fine Shield - DEF 15, AVD 75	No
	Knight's Shield - DEF 10, AVD 70	No
	Ankh Shield - DEF 20, AVD 80	Yes
	Kitty Hairband - DEF 25, HIT 10, AVD 10	Yes
Orichalcum	Hermit's Cap - Halves Fire Dmg DEF 35, AVD 20	No
	Dream Crown - Absorbs Fire, Wind Dmg. DEF 40	Yes
	Reflecting Plate - Halves Fire, Wind Dmg. Absorbs Light Dmg. DEF 300	Yes
Damascus	Dwarven Boots - DEF 50	No
	Dwarven Helmet - DEF 60	NO
	Dwarven Mail - Halves Fire Damage. DEF 200	No
	Dueling Helmet - DEF 100	Yes
	Dueling Suit - Protects from Petrification. Halves earth, fire, and wind damage. DEF 300	Yes
	Magic Bikini - Halves earth, wind, and fire damage. DEF 300	Yes
Moonrock	Kitty Suit - DEF 200	No

	Dueling Suit - Protects from Petrification.	NO
	Halves earth, fire, and wind damage. DEF 300	
	Battle Suit - DEF 500	Yes
	Kitty Armor - Nullifies earth and fire damage	Yes
	DEF 500	
-----		
Mithril	Mithril Greaves - DEF 75	No
	Mithril Helmet - DEF 70	No
	Mithril Mesh - Halves water, fire, and wind	Yes
	damage. DEF 200	
	Mithril Shield - Protects against paralysis	Yes
	DEF 30, AVD 90	
-----		
Meteorite	Silver Greaves - DEF 30	No
	Steel Helmet - DEF 50	No
	Steel Armor - DEF 150	No
	Sylvan Boots - DEF 100	Yes
	Sylvan Helmet - DEF 80	Yes
	Sylvan Mail - Protects from petrification	Yes
	Halves wind and dark damage. DEF 250	
-----		
Rune Metal	Robe of Deception - Protects from petrification	No
	Nullifies wind and light damage. DEF 100	
	Cloak of the Stars - Halves light damage.	Yes
	DEF 220	

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Contraband [07.G4]

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KEY SPECIALTY	Pickpocketing
-----	-----
OTHER SPECIALTY	Replication
-----	-----
REQUIRED ITEMS	Premium Paper
-----	-----
ENHANCING ITEMS	N/A

=====

Contraband is mainly used for profit. Most of the items sell for a decent price or at the least can be used to save you money. You will lose Affection Level from your party members when using Contraband. Possible items from using Contraband are:

- Bounced Check
- Contract
- Counterfeit Medal
- Forged Bill
- Forged Check
- Forged Document
- Health Insurance
- Item Order
- Secret Account
- Seizure Warrant
- Stock Certificate

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Talent Chart [07.05]

Talents are additional "specialties" which give you 100 SP bonus when you learn them. You can acquire the talent by repeatedly performing a certain specialty, you may eventually acquire the necessary talent. You'll hear a "Ping" sound, when you've unlocked one, and a message will pop up saying "You have aquired the secret talent "XXXX".

Talents also improve your success rate in item creation type which is related to the learned talent. For example, learning Design Sense boosts your success rate in Art.

Each character has starting talents and secret talents which have to be learned. The talent they start with is random, so always save before gaining a new character. If you want a specific skill to begin with, and you don't get it, restart until you do.

The maximum amount of talents one character can have is 10 (although as shown below, not everyone can learn all the talents).

Talent Name	Learned when using	Characters who CANNOT learn
Originality	CraftingCustomization	IOSHUA, ERYs, ILIA
Taste	Cooking	RONYX
Nimble Fingers	Crafting, Machinist	CYUSS, ASHLAY
Design Sense	Art, Machinist	ASHLAY
Rhythm Sense	Music	N/A
Composition	Writing	N/A
Love of Animals	Familiar	IOSHUA, ERYs, RONYX
Listening	Music	RODDICK
Blessing of Mana	Alchemy	RODDICK, CYUSS, ASHLAY, ILIA, PHIA T'NIQUE, PERICCI, WELCH
Animal Instinct	Scout	RONYX, ILIA

## In-Depth Character Guide [08.00]

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|                  RODDICK Ferrence    [08.01]  |

O=====O

Age: 19	Race: Fellpool
Class: Fighter	Favorite Food: Twisted Pork Chop

Description: Roddick is part of a group who defends Kratus village. His father died at is his post, and Roddick fights to defend the village from thieves. He is a very close friend to Dorne and Millie who also lost loved ones. He is a very calm and relaxed person, but is

| depressed when thieves attack. Even then, he will fight for his friends |  
| and what is right. |

-----|  
| Fighting Description: Roddick is a balanced Fighter, fairly fast and has |  
|----- some strong Special Arts. He hits hard, so you don't |  
| have to use his Killer Moves very often, however some of them are very |  
nice. Dragon Roar FTW! He will most likely be one of your main fighters.

| When Aquired: He's the main Character silly, you start out as him. |

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| | Killer Moves [08.A1] | |

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Shockwave Swirl

MP: 3

Level: 3

Firestorm Blade

MP: 5

Level: 7

Lightray Blade

MP: 5

Level: 11

Thunderclap Blade

MP: 5

Level: 13

Air Slash

MP: 8

Level: 17

Double Slash

MP: 13

Level: 19

Spirit Strike

MP: 10

Level: 25

Dragon Roar

MP: 15

Level: 29

Omega Thunderclap Blade

MP: 25

Obtained from: Thunderclap Blade + Omega SFT

Omega Lightray Blade

MP: 25

Obtained from: Lightray Blade + Omega SFT

Omega Double Slash

MP: 27

Obtained from: Double Slash + Omega SFT

Dragon Slash

MP: 25

Obtained from: Spirit Strike + Four Beasts SFT

Phoenix Blast

MP: 32

Obtained from: Shockwave Swirl + Four Beasts SFT

Blackwurm Thundersurge

MP: 55

Obtained from: Dragon Roar + Wurm King SFT

Bluewurm Thundersurge

MP: 55

Obtained from: Dragon Slash + Wurm King SFT

Redwurm Thundersurge

MP: 55

Obtained from: Phoenix Blast + Wurm King SFT

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                                O=====O
                                |          MILLIE Cliette      [08.02] |
O=====O=====O=====O=====O=====O=====O=====O=====O
|      Age: 18                  |          Race: Fellpool      | | | | | | |
|---|---|---|---|---|---|---|---|
|      Class: Healer            |  Favorite Food: Fruit parfait  |
|-----|-----|-----|-----|-----|-----|-----|-----|
| Description: Milly is the daughter of the top healer in Kratus. She hasn't |
|----- learned anything, because she rarely stays at home. She seems |
|to have a crush on RODDICK.                                             |
|-----|-----|-----|-----|-----|-----|-----|-----|
| Fighting Description: MILLIE is the best healer in the game. IOSHUA is |
|----- decent, but MILLIE is by far the best. She is pretty |
| slow, so she won't be attacking physically. Best to keep her in the back |
| healing everyone.                                                     |
|-----|-----|-----|-----|-----|-----|-----|-----|
| When Aquired: She joins in Eckdart if you didn't get IOSHUA, and in |
| ----- Silvalant if you did.                                         |
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|          |          Spell List          [08.A2] |
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Heal

MP: 4

Level: Default

Antidote

MP: 6

Level: 2

Deep Mist

MP: 12

Level: 6

Crush

MP: 2

Level: 6

Cure Light

MP: 16

Level: 10

Silence  
MP: 14  
Level: 10

Acid Rain  
MP: 8

Guard  
MP: 18

Delay  
MP: 18

Cure All  
MP: 24

Cure Condition  
MP: 24

Gravity Crush  
MP: 11

Haste  
MP: 20  
Level: 34

Power Up  
MP: 22  
Level: 38

Tractor Beam  
MP: 34  
Level: 40

Fix Cloud  
MP: 12  
Level: 40

Fairie Healing  
MP: 28  
Level: 42

Reflection  
MP: 40  
Level: 44

Raise Dead  
MP: 44  
Level: 46

Fairie Light  
MP: 44  
Level: 52

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                                |          |
                                RONYX J. Kenny [08.03] |
O=====O=====O=====O=====O=====O=====O=====O=====O
|          Age: 38          |          Race: Human          |
|-----|          |-----|          |

```



```

|   Class: Mage           |   Favorite Food: Boiled Mushrooms   |
|-----|-----|-----|
| Description: The Captain of the starship Calnus. He is currently fighting |
|----- the Leonians. The father of Claude Kenny in |
| Star Ocean 2: The Second Story/Star Ocean: Second Evolution. |
|-----|
| Fighting Description: RONYX has pure attack Symbology, but is slow casting |
|----- if you get IOSHUA, you'll find he can kill everyone |
| with his spells before RONYX can get off one. He uses a bow to attack and |
| has so-so attack power. A decent character, but not one I'd recommend using|
|-----|
| When Aquired: Joins in Ionis, the town after Eckdart. On the continent of |
| ----- Van. |
|-----|
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|                               | Spell List [08.A3] |                               |
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Glaive  
MP: 2  
Level: Default

Fire Bolt  
MP: 2  
Level: Default

Thunder Bolt  
MP: 2  
Level: Default

Wounds  
MP: 2  
Level: Default

Shadow Bolt  
MP: 5  
Level: Default

Laser Beams  
MP: 4  
Level: Default

Black Saber  
MP: 10  
Level: Default

Eruption  
MP: 16  
Level: Default

Crushing Earth  
MP: 12  
Level: Default

Thunder Storm  
MP: 14  
Level: Default

Light Cross  
MP: 10

Level: Default

Thunder Cloud

MP: 24

Level: 34

Star Flare

MP: 26

Level: 36

Shadow Flare

MP: 31

Level: 38

Stone Rain

MP: 46

Level: 46

Explode

MP: 48

Level: 48

Dark Sphere

MP: 64

Level: 48

Ravenous Fiend

MP: 19

Level: N/A, obtained in Space Time Laboratory

Demon's Gate

MP: 37

Level: N/A, obtained in Reverse Tower 1F

Meteor Swarm

MP: 70

Level: N/A, obtained in Reverse Tower 2F

```

                                O=====O
                                |           ILIA Silverstri   [08.04] |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O
|      Age: 23      |           |           Race: Human      | |
|-----|           |           |-----|
|      Class: Fighter | Favorite Food: Crazy Cow      |
|-----|           |           |-----|
| Description: She's RONYX's second-in-command, a brilliant woman with a Ph.D. |
|----- She's remarkably cheerful, and loves alcohol. |
|-----|           |           |-----|
| Fighting Description: ILIA is a master of unarmed combat, using her fists |
|----- to fight. She is a good fighting character, although |
| her Killer moves aren't wonderful. |
|-----|           |           |-----|
| When Aquired: Joins with you in Kraat. She's the first person to join you |
O-----O
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|           |           Killer Moves   [08.A4] |           |
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Palm of Destruction

MP: 4

Level: 9

Meteor Palm

MP: 6

Level: 13

Explosive Kick

MP: 6

Level: 17

Avenging Fist

MP: 6

Level: 25

Bluewyrn Strike

MP: 16

Obtained from: Palm of Destruction + Four Beasts SFT

Tiger Claw

MP: 18

Obtained from: Avenging Fist + Four Beasts SFT

Tortoise Smash

MP: 16

Obtained from: Explosive Kick + Four Beasts SFT

Phoenix Blast

MP: 22

Obtained from: Meteor Palm + Four Beasts SFT

Divine Strike

MP: 50

Obtained from: Any Four Beasts skill + Bagua SFT

Divine Wrath

MP: 50

Obtained from: Divine Strike + Divine Fury SFT

```

                                O=====O
                                |           CYUSS Warren   [08.05] |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O
|      Age: 20      |                                           | Race: Highlander |
|-----|                                           |-----|
|      Class: Fighter | Favorite Food: Tropical Melody |           |
|-----|-----|-----|-----|-----|-----|-----|-----|
| Description: Cyuss is a son of the leader of the Astral Army. When his |
|----- father talked about handing down his power he left Astral on a |
| quest to get stronger. |
|-----|-----|-----|-----|-----|-----|-----|-----|
| Fighting Description: CYUSS is one of the best fighters (strength-wise) in |
|----- the game. His Killer Moves aren't as good as RODDICKS |
| but are decent. He's kinda slow though. |
|-----|-----|-----|-----|-----|-----|-----|-----|
| When Aquired: Optional character. Can join in Haute after returning the |
| ----- bunny. NOTE: IF YOU GET CYUSS YOU CANNOT GET ASHLAY. |
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O=====O=====O=====O=====O=====O=====O=====O=====O=====O
|           |           Killer Moves   [08.A5] |           |
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Shockwave Swirl

MP: 3

Level: Default

Spirit Blast

MP: 4

Level: 13

Double Slash

MP: 8

Level: 17

Thunderclap Blade

MP: 5

Level: 21

Firestorm Blade

MP: 6

Level: 27

Lightray Blade

MP: 10

Level: 31

Omega Firestorm Blade

MP: 17

Obtained from: Firestorm Blade + Omega SFT

Omega Thunderclap

MP: 22

Obtained from: Thunderclap Blade + Omega SFT

Omega Double Slash

MP: 24

Obtained from: Double Slash + Omega SFT

Dragon Surge

MP: 35

Obtained from: Lightray Blade + Four Beasts SFT

Tortoise Surge

MP: 27

Obtained from: Spirit Blast + Four Beasts SFT

Tiger Surge

MP: 27

Obtained from: Shockwave Swirl + Four Beasts SFT

O=====O

| ASHLAY Berndbelt [08.06] |

O=====O=====O=====O

| Age: 50-60 | Race: Highlander |

|-----|-----|

| Class: Fighter | Favorite Food: Mensona Jelly |

|-----|-----|-----|

| Description: Ashlay is a old war hero. He used to be the best fighter in |

|----- the Astral Army. He thinks it is an art to defeat enemies, |

| not just a slaying. When he sees that Roddick uses a familiar swordfighting|

| he sees great potential in him, so he wants to see how he turns out. He |

| can't use shields since his left arm was damaged in battle. |

-----  
| Fighting Description: ASHLAY is the third best fighter in the game. He, |  
|----- like CYUSS, has similar Killer Moves to RODDICK, only |  
| not as good. However, getting ASHLAY will give RODDICK the chance to get |  
his best Killer Moves. ASHLAY is also very slow.

| When Aquired: Optional character. Can join in Tatori. You MUST NOT go |  
| ----- inside the Astral Caves. In the Arena, talk to ASHLAY to see |  
| him walk away, then fight an arena battle. Afterwords, head to the dock to |  
have him join. NOTE: IF YOU GET CYUSS YOU CANNOT GET ASHLAY.

O-----O  
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| | Killer Moves [08.A6] | |  
O=====O=====O=====O=====O=====O=====O=====O=====O

Double Slash  
MP: 5  
Level: Default

Shockwave Swirl  
MP: 6  
Level: Default

Thunderclap Blade  
MP: 5  
Level: Default

Firestorm Blade  
MP: 6  
Level: Default

Lightray Blade  
MP: 10  
Level: Default

Dragon Slash  
Obtained from: Spirit Strike + Four Beasts SFT

Phoenix Blast  
Obtained from: Shockwave Swirl + Four Beasts SFT

Omega Thunderclap Blade  
MP: 22  
Obtained from: Thunderclap Blade + Omega SFT

Omega Double Slash  
MP: 24  
Obtained from: Double Slash + Omega SFT

O=====O  
| | PHIA Melle [08.07] | |  
O=====O=====O=====O=====O=====O=====O=====O=====O  
Age: 18-23		Race: Highlander		
-----		-----		
Class: Fighter	Favorite Food: Grilled Turban Shell			
-----		-----		-----
Description: Phia is one of the Astral kingdom's knights, and is very loyal				
----- Because her brother, CYUSS, left so suddenly she harbors some				
resentment toward him.				

-----  
| Fighting Description: PHIA is the 4th best fighter in the game. She doesn't  
|----- ever get as strong as the top 3, but has some decent  
Killer Moves to back it up.

| When Aquired: Optional character. If you do NOT get CYUSS or ASHLAY, she  
|----- can join you after Purgatorium. If you have one of the two  
she will join you during the emblem quest if you have 6 or less people.

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| | Killer Moves [08.A7] |  
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Raven Sword  
MP: 5  
Level: Default

Dancing Sword  
MP: 5  
Level: Default

Three Way  
MP: 12  
Level: 21

Three Volley  
MP: 12  
Level: 29

Aqua Spread  
MP: 12  
Level: 31

Galaxy SB  
MP: 18  
Level: 37

Sylvan Shot  
MP: 20  
Obtained from: Three Way + God of War SFT

Unholy Terror  
MP: 32  
Obtained from: Galaxy SB + God of War SFT

Victory Terror  
MP: 32  
Obtained from: Unholy Terror + God of War SFT

O=====O  
| | IOSHUA Jerand [08.08] |  
O=====O=====O=====O=====O

Age: 20	Race: Featherfolk
Class: Mage	Favorite Food: Escargot
-----	-----

| Description: Ioshua is part of the Featherfolk race, the winged people that  
|----- live in the mountains. His parents were killed at a young age  
| and his sister was abducted. He managed to survive and a human cared for  
| him until he became strong enough to get revenge. He joins the party to

find his lost sister. He hates any kind of violence.
Fighting Description: IOSHUA has attack and healing symbology, which makes
----- him a great character in the beggining. He has a high
magic attack, so his spells usually kill off the enemies in 1 casting.
A great character if you don't mind waiting to get MILLIE.
-----
When Aquired: You must go to Purgatorium when first asked. After finishing
----- you'll have the option of recruiting him. If you recruit him
you will NOT be able to get MILLIE until you reach Silvalant. If you do NOT
recruit him, you will not be able to get ERYs.

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| | Spell List [08.A8] | |  
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Heal  
MP: 4  
Level: Default

Glaive  
MP: 2  
Level: Default

Thunder Bolt  
MP: 2  
Level: Default

Wind Blade  
MP: 2  
Level: Default

Ice Needles  
MP: 2  
Level: Default

Cure Light  
MP: 16  
Level: Default

Laser Beams  
MP: 4  
Level: Default

Deep Freeze  
MP: 8  
Level: Default

Cure All  
MP: 24  
Level: Default

Magnum Tornado  
MP: 8  
Level: Default

Light Cross  
MP: 10  
Level: 24

Crushing Earth

MP: 12

Level: 26

Thunder Storm

MP: 14

Level: 28

Fohn Wind

MP: 18

Level: 30

Thunder Cloud

MP: 24

Level: 34

Star Flare

MP: 26

Level: 36

Noah

MP: 30

Level: 38

Fairie Healing

MP: 28

Level: 42

Stone Rain

MP: 46

Level: 46

Extinction

MP: 60

Level: N/A, obtained in Cave of the Seven Stars B15F

O=====O

| T'NIQUE Arcana [08.09] |

O=====O=====O=====O

| Age: 15-16 | Race: Lycanthrope|

|-----|-----|

| Class: Fighter | Favorite Food: Salt Rice Ball |

|-----|-----|

| Description: Pure fighter, who spends all his time in the Tatroi Arena, |  
|----- trying to make a name for himself. He is a short boy, but |  
| being a "Lycanthrope", he can turn into a powerful wolf. He is very calm |  
| and after being beaten by Roddick, he wants to join him to find out how |  
| powerful Roddick can get. |

|-----|

| Fighting Description: A decent fighter, but his Killer Moves leave alot to |  
|----- be desired. |

|-----|

| When Aquired: Optional character. During the Emblem Quest fight at the |  
| ----- Tatori Arena until you get to Rank C, T'NIQUE should jump out|  
| and challenge you. Beat him and he'll ask to join. |

O-----O

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| | Killer Moves [08.A9] |

O=====O=====O=====O







Power Dance  
MP: 10  
Level: Default

Panther Charge  
MP: 12  
Level: Default

Air Kisses  
MP: 12  
Level: Default

Healing Dance  
MP: 16  
Level: Default

Spread Missile  
MP: 10  
Level: Default

Roundhouse  
MP: 12  
Level: Default

Panic Dance  
MP: 12  
Level: Default

Cutie in the Sky  
MP: 10  
Level: Default

Dream Hammer  
MP: 24  
Obtained from: Panther Attack + Feline SFT

JC Summersault  
MP: 24  
Obtained from: Roundhouse + Feline SFT

Magical Dance  
MP: 60  
Obtained from: Power Dance + Feline SFT

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                                O=====O
                                |           WELCH Vineyard   [08.12] |
O=====O=====O=====O=====O=====O=====O=====O=====O=====O
|      Age: ??      |           |           Race: Human      | |
|-----|           |           |-----|
|   Class: Fighter |   Favorite Food: Chocolate Banana   |
|-----|           |           |-----|
| Description: Our resident Time-Traveler. She's a strange young woman who
|----- loves to create weird machines. She also knows quite a bit
| about you...
|-----|
| Fighting Description: WELCH uses a slap-stick! WaM! POW! She has decent
|----- attack, and decent Killer Moves (although they're
| a bit slow). Still, she's not the best.
|-----|

```

| When Acquired: Optional Character. After gaining the Silvalant Emblem while |  
| ----- headed toward Van from Ionis, right before passing the 2nd |  
| bridge, turn your view toward the sea, go to the edge of the forest to get |  
| to WELCH's cabin. If you have at least 1 slot open, she'll join NO MATTER |  
| WHAT. So if you don't want her, don't go to her cabin. |

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o=====o=====o=====o=====o  
| | Killer Moves [08.B2] | |  
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Slap  
MP: 6  
Level: Default

Flick  
MP: 6  
Level: Default

Left Hand Rule  
MP: 10  
Level: Default

Spinning Finger  
MP: 10  
Level: Default

Distraction  
MP: 12  
Level: Default

Iron Fist  
MP: 16  
Level: Default

Mithril Fist  
MP: 28  
Obtained from: Iron Fist + Omega SFT

Rapid Flick  
MP: 28  
Obtained from: Flick + Omega SFT

Slappity Slap  
MP: 28  
Obtained from: Slap + Omega SFT

Nibelungaling  
MP: 55  
Obtained from: Smooth Crystal (Cave of the Seven Stars)

o=====o  
| | ERYs Jerand [08.13] | |  
o=====o=====o=====o=====o  
Age: 15-16?		Race: Featherfolk
-----		-----
Class: Mage	Favorite Food: Rice Omelet	
-----		-----
Description: ERYs is part of the Featherfolk race, the winged people that		
----- live in the mountains. Her parents were killed at a young age		
and was abducted soon after. She was brainwashed and turned into an		

| assassin called Deathwing. After a failed assassination she regains control  
| and goes to the Old Race Ruins to get another body to find the Crimson  
| Shield and take revenge.

-----  
| Fighting Description: ERYS not only has attack and healing symbology, but  
| ----- she also has Raise Dead, which makes her the best  
| mage in the game. She has the best magic attack too.

-----  
| When Aquired: Optional Character. You must have both ASHLAY and IOSHUA.  
| ----- With them, you'll get MAVELLE. After getting the Silvalant  
| Emblem go to the Old Race Ruins (Northwest of Silvalant). From the save  
| point head east, and follow the path until you get to a large room. Watch  
| the scenes and choose to help IOSHUA, then MAVELLE will leave your party  
| and ERYS will join.

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o=====o=====o=====o=====o  
| | Spell List [08.B3] | |  
o=====o=====o=====o=====o

Heal  
MP: 4  
Level: Default

Fire Bolt  
MP: 2  
Level: Default

Deep Mist  
MP: 12  
Level: Default

Silence  
MP: 14  
Level: Default

Cure Light  
MP: 16  
Level: Default

Acid Rain  
MP: 8  
Level: Default

Star Light  
MP: 6  
Level: Default

Eruption  
MP: 16  
Level: Default

Delay  
MP: 18  
Level: Default

Cure All  
MP: 24  
Level:

Cure Condition

MP: 24

Level:

Explode

MP: 48

Level:

Luna Light

MP: 28

Level:

Fairy Heal

MP: 28

Level: Default

Raise Dead

MP: 44

Level: Default

Southern Cross

MP: 40

Level: Default

Fix Cloud

MP: 12

Level: Default

Fairie Light

MP: 44

Level: 52

Meteor Swarm

MP: 70

Level: N/A, found in Reverse Tower 2F

Extinction

MP: 60

Where: N/A, found in Cave of the Seven Stars B15F

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O=====O
|                                     |
|                               Random Stuff [09.00]                               |
|                                     |
O=====O

```

This is where the more random things about SOFD are.

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O=====O
| Oracle Quotes [09.01] |
O=====O

```

I was bored, so I decided to make a list of all the Oracle quotes. I'm pretty sure I have them all, but if you notice any of them missing feel free to let me know. There is no real order to it, although I noticed that each level gives you 5 more quotes.

1. "This version lets character deliver up to 3 attacks in a row."
2. "This is a remake of the Star Ocean game that came out in Japan on July 19, 1996."
3. "Super Specialties didn't exist in the first version."
4. "You don't need the oracle specialty to complete the game."
5. "Thanks a lot for playing."

6. "Some accessories may break during battle."
7. "Remember to equip all weapons, armor, and accessories."
8. "Try returning to towns you've already visited. You might be able to watch some new PA scenes."
9. "Remember to think about which strategy works best for which character."
10. "The storyling changes based on the characters who join your party and the places you visit."
  
11. "You should replicate valuable items before you use them."
12. "Study the elemental strengths and weaknesses of your enemies to fight them more efficiently."
13. "Take a good look at every pieve of armor. Armor can be powerful even without a high defence!"
14. "A character can only customize weapons that he or she can weild."
15. "Take a good look at every weapon. A weapon can be powerful without a high attack!"
  
16. "Take a good look at every item. Some have uses that aren't obvious at first."
17. "If you've written any music, watch out! Some songs summon enemies!"
18. "There's a hidden parameter in the game called Affection Level."
19. "Reading lots of books can help you save Skill Points."
20. "Specialties can help your party become realy strong, really fast."
  
21. "Using the contraband specialty too often will lower the Affection levels between party members."
22. "The more you use special arts and spells the more powerful and dynamic they become."
23. "You can create unique weapons by customizing certain weapons with certain metals."
24. "CYUSS and ASHLAY can never be in your party at the same time."
25. "Picking too many pockets will lower your friends' AFFECTION level towards you."
  
26. "Affection level's can be raised through PA scenes, as well as by winning major battles together."
27. "Strategically equipping a combination of certain accessories can considerably boost your attributes."
28. "You can create some really powerful weapons if you can use Alchemy and Customization."
29. "If IOSHUA is in your party then MAVELLE will definitely join you."
30. "Go easy on Pickpocketing if you want to get along with your friends."
  
31. "Try saving at the point closest to the end. You'll be able to...Well, try figuring it out yourself!"
32. "Let us know what you think of this game! Letters, illustrations, e-mails, whatever; we'd love to hear from you!"
33. "Have you found the secret characters? Hint: There are two of them!"
34. "How many fanfic books have you collected? Try to find them all!"
35. "As a bonus, we've hidden a secret dungeon somewhere in the game. Have you found it yet?"
  
36. "If you liked this game, try playing Star Ocean: Second Evolution, too!"
37. "There may just be an item that can raise your friends Affection levels!"

Just something. I wanted to know what level Determination gave the lowest SP amount needed to master Purity. That level is level 2. Hurrah.

NOTE: You have to add the SP used to level up Determination too, but this doesn't show that.

		Purity									
Determination:	0	1	2	3	4	5	6	7	8	9	
SP to Master:	365	345	325	305	285	265	245	225	205	185	
Determination:	10										
SP to Master:	165										

Total Purity SP + Determination SP

No Determination: 365 = 365  
Determination Level 1: 345 + 8 = 353

Determination Level 2: 325 + 24 = 349 --- Lowest SP to master Purity

Determination Level 3: 305 + 48 = 353  
Determination Level 4: 285 + 80 = 365  
Determination Level 5: 265 + 120 = 385  
Determination Level 6: 245 + 168 = 413  
Determination Level 7: 225 + 224 = 449  
Determination Level 8: 205 + 288 = 493  
Determination Level 9: 185 + 360 = 545  
Determination Level 10: 165 + 440 = 605

Party Combinations		[09.00]

These only have 4 of the optional characters, because no matter what you do you'll ALWAYS have the 4 mandatory characters.

You'll always start with Roddick and Ilia. Ronyx will always join in Ionis, and Millie will join in either Eckdart or Silvalant, depending on whether Ioshua is in your party or not.

This guide is separated into who you chose as your third character: Cyuss, Ashlay, Phia, or none of the above.

Party ---> New Party means that Mavelle is being replaced.

Old Race Ruins: <http://www.gamefaqs.com/portable/psp/image/939439.html?gf=10>  
Head to the Old Race Ruins (northwest of Silvalant, see picture above) and when at the save point go east. Then follow the path down to B4 and enter the northern most door. When you enter you'll see Erys inside a crystal. Mavelle will then leave your party (unlock movie 5 if you have Ioshua (but not Ashlay!). If you have both Ioshua and Ashlay you can replace Mavelle with Erys.

If you notice I'm missing any combinations (that are possible) or if I have a combo listed that isn't possible please let me know!

=====O



| Cyuss Combinations [09.A3] |  
O=====O

Cyuss, Ioshua, Mavelle, Welch ---> Cyuss, Ioshua, Phia, Welch  
---> Cyuss, Ioshua, T'nique, Welch  
---> Cyuss, Ioshua, Pericci, Welch

Cyuss, Ioshua, Mavelle, Pericci ---> Cyuss, Ioshua, Phia, Pericci  
---> Cyuss, Ioshua, T'nique, Pericci

Cyuss, Ioshua, Mavelle, T'nique ---> Cyuss, Ioshua, Phia, T'nique

Cyuss, Phia, T'nique, Welch  
Cyuss, Phia, T'nique, Pericci  
Cyuss, Phia, Pericci, Welch  
Cyuss, T'nique, Pericci, Welch

NOTE: Millie will join your party no matter what in Eckdart if you have Cyuss. This means that if you recruit Ioshua, as you leave Ionis you'll have 7 characters, and thus won't be able to recruit Phia/T'nique (unless you get rid of Mavelle)

O=====O  
| Ashlay Combinations [09.B3] |  
O=====O

Ashlay, Mavelle, Phia, Welch ---> Ashlay, Phia, Pericci, Welch  
Ashlay, Mavelle, Phia, T'nique ---> Ashlay, Phia, T'nique, Pericci  
Ashlay, Mavelle, Phia, Pericci  
Ashlay, Mavelle, T'nique, Welch ---> Ashlay, T'nique, Pericci, Welch  
Ashlay, Mavelle, Pericci, Welch

Ashlay, Ioshua, Mavelle, Welch ---> Ashlay, Ioshua, Erys, Welch  
---> Ashlay, Ioshua, Phia, Welch  
---> Ashlay, Ioshua, T'nique, Welch  
---> Ashlay, Ioshua, Pericci, Welch

Ashlay, Ioshua, Mavelle, Pericci ---> Ashlay, Ioshua, Erys, Pericci  
---> Ashlay, Ioshua, Phia, Pericci  
---> Ashlay, Ioshua, T'nique, Pericci

Ashlay, Ioshua, Mavelle, Phia ---> Ashlay, Ioshua, Erys, Phia  
---> Ashlay, Ioshua, T'nique, Phia

Ashlay, Ioshua, Mavelle, T'nique ---> Ashlay, Ioshua, Erys, T'nique

NOTE: Millie will join your party in Eckdart if you do not have Ioshua. Making your party number as you leave Ionis 6.

NOTE: Millie will join your party in Silvalant if you have Ioshua. This means that if you want to grab Phia/T'nique as your 6th party member you must get them before entering Silvalant. Once you enter Silvalant, Millie will join making your party number 7.

NOTE: You can in-fact, just get rid of Mavelle (and not get Erys) if you say

no to Ioshua in the Old Race Ruins

```
O=====O
|      Phia Combinations                               [09.C3]      |
O=====O
```

Phia, Ioshua, Mavelle, Welch ---> Phia, Ioshua, Pericci, Welch  
---> Phia, Ioshua, T'nique, Welch

Phia, Ioshua, Mavelle, Pericci ---> Phia, Ioshua, T'nique, Pericci

Phia, Ioshua, Mavelle, T'nique

NOTE: Millie will join your party in Silvalant if you have Ioshua. This means that if you want to grab T'nique as your 6th party member you must get him before entering Silvalant. Once you enter Silvalant, Millie will join making your party number 7.

```
O=====O
|      Other Combinations                             [09.D3]      |
O=====O
```

Mavelle, T'nique, Pericci, Welch

T'nique, Pericci, Welch

NOTE: Millie joins in Eckdart.

```
O=====O
|      Frequently Asked Questions                     [10.00]      |
O=====O
```

1. What is this game?
  - This is a remake of the original Star Ocean (Nintendo SNES), which was created by tri-Ace and published by Enix in year 1996.
2. Is this game turn-based or real-time?
  - Real-time action RPG.
3. Does this game have any connection to Star Ocean: The Second Story for PSOne?
  - Yes, a little. One of the main protagonists in SO: First Departure, Ronyx J. Kenny, is the father of Claude/Crawd Kenny, the main character of SO: The Second Story.
4. When was this game released?
  - In Japan - 12/27/2007
  - In United States - 10/21/2008
  - In Europe - 10/24/2008.
5. Which is better - this or Star Ocean for PSOne?
  - Well, there may be a lot of opinions concerning this question, but IMO, Second Story is better in terms of the plot and characters and all the stuff you can do in the game. However, the characters in this one seem to be funnier.
6. Are they making a remake of Second Story, too?
  - Yes, they are. The release of Star Ocean: Second Evolution, a remake of

the PSONe title is said to be on 01/20/2009.

7. What has been changed in this version of the original Star Ocean?

- Well, the names of the characters and the names of the cities and other places have been completely remade. Some item names got new translation. This game also features new FMV sequences from Production I.G.

8. How many characters are there?

- 4 mandatory and 9 optional.

9. I heard there are some new characters. Who are they?

- Welch Vineyard from Star Ocean: Till the End of Time and Erys Jerand.

10. What is the max amount of characters who can be in your party?

- 8.

11. What is the max level?

- 255.

12. Does this game have a 9999 HP cap?

- Yes.

13. Does this game have any post-game dungeons like Cave of Trials or Maze of Tribulations?

- Yes, the Cave of the Seven Stars is available after saving at the final savepoint.

14. How long is this game?

- About 10-15 hours.

15. How do I complete Abandoned Mine? The monsters are one-hit KO'ing me!

- You should be at least level 30 to survive there, I would recommend level 40.

16. Where do I recruit Welch?

- I have 2 screenshots at gamefaqs.com that show you where to recruit her, so look there if my explanation is confusing. After gaining the Silvalant Emblem while headed toward Van from Ionis, right before passing the 2nd bridge, turn your view toward the sea, go to the edge of the forest to get to WELCH's cabin. If you have at least 1 slot open, she'll join.

17. Where is the Old Race Ruins?

- I have a screenshot of it's location at gamefaqs.com. Otherwise it's north-west of Silvalant. Just hug the wall and you should come across it eventually.

18. How do I get the Bunny (Come on Bunny!)/Bunny Whistle?

- To get the Bunny Whistle you MUST HAVE PERRICCI. After you recruit her (and after getting the Muah Emblem) do a PA in Portmith. Head to the castle and PERICCI should be there. When she asks you to help her get some treasure say sure. After the scenes go to Haute and do a PA there. Talk to PERICCI in front of the Item Shop. After these scenes you'll receive the Bunny Whistle. Don't worry, you can use it as many times as you'd like.

=====O  
| Version History [11.00] |  
=====O

Version 0.996 (06/19/09)

- Got annoyed with people not knowing how to solve the Labyrinth of Champions so I finished the map and added to the walkthrough.

Version 0.995 (06/10/09)

- Added Party Combination Guide [09.03]
- Added in-depth SFT explanations

Version 0.99 (06/03/09)

- Finished Cooking/Master Chef
- Changed Crafting layout
- Added Skills, Specialties/Super Specialties to Full Walkthrough
- Fixed the additional treasure chest in the Astral Cave map and added Ilia's Rank A rewards.
- Missing: Maps and Ashlay's Walkthrough's AL points
  - Should I add my Item List to this FAQ?

Version 0.975 (5/07/09)

- Finished Crafting

Version 0.97 (5/05/09 - 5/06/09)

- Totally Revamped Layout
- Added In-depth Specialty/Super Specialty (but not complete)
- Started Customization Specialty

Version 0.95 (5/04/09)

- Finished CYUSS' Walkthrough
- Added AL for doing ORR (Old Race Ruins) Side-Quest
- Added starting AL for all characters (ST003)
- Missing (AL Choices for ASHLAY's Walkthrough)
- Missing some Maps
- Missing Gabriella strategy
- Changed Table of Contents slightly (changed i) to - )

Version 0.70 (4/8/09)

- Started CYUSS' Walkthrough
- Added AL for completing Badam's Quest

Version 0.66 (4/6/09)

- Completed PHIA's Walkthrough
- Added AL for boss battles in both ASHLAY's and PHIA's walkthrough.
- Added more indepth final boss prep
- Added Van and Silvalant Maps

Version 0.65 (2/06/09...4/3/09)

- Semi-Completed PHIA's Walkthrough (Eckdart - Reverse Tower)
  - Missing AL choices
- Added some AL choices

Version 0.50 (1/26/09 - 1/28/09)

- Started PHIA's Walkthrough (Haute-Eckdart)
- Added the SFT in the skills section
- Fixed some spelling errors
- Added AL points for choices you make and boss battles (not in all of ASHLAY's walkthrough)
- Added the missing Tatori Arena section

Version 0.40 (11/30/08 - 1/25/09)

- ASHLAY's Walkthrough (Complete)
- Maps (missing Purgatorium, Purgatorium Inner Sanctum, Ionis, Van, Silvalant, Mt. Eckdart, Mt. Meteorx Mines, Old Race Ruins Reverse Tower, Cave of the Seven Stars)
- Side quest section (missing Gabriella)

- Talents/Specialties (Complete)
- Secrets (Complete)
- Character info (missing WELCH and ERY'S favorite foods)
- FAQ (Semi-Complete, will add to it if I get a lot more questions)
- Random-ness (Oracle quotes added!)
- Tatori Arena (missing)

```

O=====O
|      Credits/Thanks                               [12.00]      |
O=====O

```

Thank you Damage\_dealer for making the first Walkthrough for this game. I added your Philosopher's Stone money making trick, and I 'borrowed' your FAQ.

Thank you Tzepish, for giving us Universal Mode (and making a guide for it!)

Thank you people who made cwCheat, and the codes to go along with it (I really really love debug mode).

Thanks to iFaiska and Noel for letting me know about the Saint Elmo's Charm!

Thanks to Rainbow in the Dark who let me know about a mistake in the Secrets, Easy Leveling section. Also thanks for the addition (Experience Card FTW)

Thank you noz3r0! Your SOSE guide was extremely helpful! Especially your Item Creation/Specialty information. A lot of items from SOFD were in SOSE so I was able easily get the information down. <3

Thanks to sherwin who gave me a bunch of things to correct/add! Fixed the additional treasure chest in the Astral Cave map and added Various character's Rank A rewards.

Thank you Shierusensei and zblazer for subtly encouraging me create the party combo lists. (No thanks to GameFAQs for not letting me upload it!).

Thank you sephiroth53 and Neo\_Zeromus\_X for annoying me enough to get the Labyrinth map done.

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O=====O
|      Contact Info                               [13.00]      |
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My name is Rikki, and my e-mail is rinoa\_10@yahoo.com

Feel free to e-mail me any questions/comments/advice/mistakes.  
 However, when you e-mail me please arrange your subject header like this:

SOFD: "Subject Here"

Putting the SOFD: in front of your subject will help me filter e-mails related to the Star Ocean: First Departure guides/walkthroughs I've done. Will I read your e-mail if you don't do this? Probably not, I'm paranoid so I don't read e-mails if I don't know who they're from. Adding the SOFD will allow me to read it.

Feel free to send in some of your boss strategies, as I'm not very good at writing them.

