

# Ys Seven FAQ/Walkthrough

by Sethan

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Ys Seven  
A Walkthrough  
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#-# 1. Introduction #-----#

Welcome to my Ys Seven FAQ/Walkthrough. I hope in this document I can serve as an adequate guide to your journey through the game without spoiling everything or holding your hand too much. Understand this; the Ys series of games are best played in your own style, and you will need time to get comfortable with each game in turn. I cannot tell you how to play the game, but I can advise you on how I played or make observations on how bosses behaved for me.

The Ys series is highly thought of overseas in Japan, but in foreign markets it is so much a niche title. I will tell you now, this is not Final Fantasy, or Dragon Quest, or any other franchise with "RPG" in the name. Ys games have a very distinct feel to them, remaining undeniably "old school" in how they develop story and gameplay. The art design and music both are amazingly done, adding to the allure of this series to me. Go on YouTube for a couple hours and flip through the various tracks of Ys music out there, then tell me it can't measure up against some of the more popular games in the "RPG" genre. Nevertheless, Ys is now being marketed rather aggressively for the PSP system with XSEED's localizations. I highly recommend finding a copy of Ark of Napishtim, if you have a PlayStation 2 collecting dust, or if you have a Wii the Virtual Console release of "Ys Book I & II" on TurboCD is worthwhile for an introduction into the games. Be warned, that game is a very different animal from what you are used to; but that is not Ys Seven, so I'll let you look up that game if-or-when you decide to try it out.

Despite me using "RPG" to describe this game, this game is not like traditional RPGs. It is a hybrid action/adventure game similar in development to a Zelda game, but with RPG elements to manage such as level, statistics, and equipment. If you liken it to Kingdom Hearts, you're also half-right and half-wrong. Up until Ys Seven, Adol would always be fighting alone; Kingdom Hearts used two allies almost as part of the game's design. Ys Seven might compare to it, but I'll be honest: this game is harder due to many handicaps put on you with the item system. There is no guzzling potions down if a battle is going badly until you win via persistence. Ys allows you a limited amount of each recovery item, and you can never carry more than your allotment. In Nightmare, you will be only allowed one of each type of item, and enemies will be much stronger than in Normal (where you are permitted up to five of the basic items). Not only that, but you are expected to get hit a lot less; boss enemies will often have over a hundred times your HP value in health to fight through, and you cannot keep pace with them using recovery items.

My best advice is to listen to the game's tutorial notes. You will not get nearly as many as other games in the genre, and the help is very useful to get your hands broken in. My second best advice is to talk to everyone, despite how repetetive they may wind up sounding; they will give you information and advice on matters. Last of the general advice is very simple: keep notes on where you can find things, so when you backtrack you can find them easier. You

will be doing backtracking, and you will need to walk large distances from time to time to go from point A to point B.

Without further ado, let's review the cast of intrepid adventurers you will be playing with for most of the game.

## #-# 2. Characters #-----#

### Adol Christin

Attack Type: Slash (Or Pierce/Strike, depending on equipment.)

Extra Skill: Lunar Blade

Support Ability: Accuracy multiplier.

Adol Christin is the main character around which the Ys saga revolves. This red-haired warrior is legendary as an adventurer and he overcomes all sorts of evil beings in his travels. He is also known for his lack of good luck concerning boats, and the tendency for him to be a "chosen one". At the halfway point in the story, roughly two-thirds of the way through the game, he will get access to different types of swords which can alter his attack type. Take advantage of this, because you can't leave Adol out of the party.

### Adol's Skills

|                |         |
|----------------|---------|
| Rising Slash   | (SP 10) |
| Strength Blast | (SP 10) |
| Running Slash  | (SP 10) |
| Photon Blade   | (SP 10) |
| Scud Sword     | (SP 10) |
| Earth Shaker   | (SP 20) |
| Power Smash    | (SP 20) |
| Sword Dance    | (SP 40) |
| Dominator      | (SP 40) |
| Pentagram      | (SP 80) |
| Aerial Thrust  | (SP 20) |
| Rapid Snipe    | (SP 40) |
| Tornado Slash  | (SP 20) |

### Dogi

Attack Type: Strike

Extra Skill: Power Strike

Support Ability: Stun rate multiplier.

Dogi "the Wall Crusher" is a large and muscular man whose self-chosen nickname is a telling indication of just how strong he is. He is a loyal friend to Adol, having been with him since the start of his adventures within Darm Tower. Dogi specializes with fist weapons, and the extreme short range can get him in some trouble during boss battles. Nevertheless, his skills can make him deadly when used properly.

### Dogi's Skills

|                |          |
|----------------|----------|
| Combination    | (SP 12)  |
| Crusher        | (SP 12)  |
| Might Quake    | (SP 12)  |
| Straight Right | (SP 25)  |
| Uppercut       | (SP 25)  |
| Blaster Kick   | (SP 50)  |
| Kaiser Rush    | (SP 50)  |
| Grand Slam     | (SP 100) |
| Wild Rage      | (SP 50)  |

Roundhouse Kick (SP 25)  
Aura Impact (SP 12)

#### Aisha

Attack Type: Pierce  
Extra Skill: Arrow Rain  
Support Ability: Extra Skill gauge speed multiplier.

Aisha is an Altaginian girl who pushes her way into the party at a point, and proves to be very good with her bow and arrows. For the most part she acts haughty and entitled but there is a good heart which lies under the behavior. Aisha's bow is an exceptional ranged weapon, and plenty of her skills are useful for controlling the battlefield. Her support ability is useful as well, since the Extra Skills of your party are central to killing bosses fast.

#### Aisha's Skills

Somersault (SP 9)  
Tumble Arrow (SP 9)  
Spread Shot (SP 9)  
Killer Hornet (SP 18)  
Hydro Shot (SP 18)  
Waspinator (SP 35)  
Aqua Burst (SP 35)  
Jet Slicer (SP 35)  
Cataract Blue (SP 70)  
Heavy Blast (SP 9)  
Rising Arrow (SP 18)  
Skywinder (SP 18)  
Step Shot (SP 9)

#### Elk

Attack Type: Slash  
Extra Skill: Earth Guard  
Support Ability: Gold drop multiplier.

Elk is a young boy from Shannoa Village who treats life as an adventure to be lived. Naturally, he and Adol get along rather well when they get a chance to know each other; until then it's a good idea to take him with a pinch of salt. Elk is built like a much quicker and more fragile Adol, since his armor is of the lightest type. The dual-sword he wields can be thrown during some skills for an extra edge. His skills "Steal" and "Bandit" later on can be very useful in getting materials for you to work with.

#### Elk's Skills

Rock Fang (SP 8)  
Crestfall (SP 8)  
Wheelspin (SP 8)  
Sliding (SP 8)  
Steal (SP 8)  
Spin Edge (SP 15)  
Bandit (SP 15)  
Terran Vortex (SP 60)  
Leaf Boomerang (SP 30)  
Rising Wheel (SP 15)  
Rumble Brawl (SP 30)  
Aerial Charge (SP 15)

#### Mustafa

Attack Type: Strike  
Extra Skill: Flame Hazard  
Support Ability: Damage dealt multiplier.

Mustafa is the elder of Segram after his father left to assist in the war against Romn. This leaving is central to Mustafa's image of his father, and has left the young man slightly bitter. Mustafa uses heavy armor and a massive hammer to fight, and is very capable when fighting enemies. His support ability makes him a useful ally, and his skills can almost all hit a wide area with Strike-type damage.

#### Mustafa's Skills / Cruxie's Skills

|                |         |
|----------------|---------|
| Hammer Stamp   | (SP 11) |
| Igniz Blaze    | (SP 11) |
| Full Swing     | (SP 11) |
| Provoke        | (SP 11) |
| Revolver Swing | (SP 22) |
| Crimson Pillar | (SP 22) |
| Spark Pound    | (SP 45) |
| Dragon Blaze   | (SP 90) |
| Meteor Smash   | (SP 45) |
| Burst Swing    | (SP 45) |
| Empower        | (SP 11) |
| Dash Geyser    | (SP 22) |
| Volcano        | (SP 22) |

#### Mishera

Attack Type: Pierce  
Extra Skill: Turbulence  
Support Ability: Damage received reduction.

Mishera the blind seer is Eldress of Kylos, and she sees more than most people do with perfect eyes. Her mystic abilities are to be respected, and she can perform many powerful manipulations with wind. Almost all of her skills use wind, but all of them help support the concept of Mishera as a ranged attacker. In a pinch, she can unleash several skills which will damage those around her. While you might have worked Aisha up to be preferable, Mishera's support ability is very useful when making your way through the wild or dungeons.

#### Mishera's Skills

|                |          |
|----------------|----------|
| Wind Cutter    | (SP 12)  |
| Mist Wind      | (SP 12)  |
| Absorption     | (SP 12)  |
| Ascension      | (SP 12)  |
| Rejection      | (SP 25)  |
| Purge Wind     | (SP 25)  |
| Tornado        | (SP 50)  |
| Aerial Orb     | (SP 100) |
| Calm Gust      | (SP 12)  |
| Aerial Thrust  | (SP 50)  |
| Cloudburst     | (SP 25)  |
| Atomos □Cutter | (SP 50)  |
| Storm Gust     | (SP 25)  |

#### Geis

Attack Type: Slash  
Extra Skill: Fairy Strike  
Support Ability: Experience gain multiplier.

The last member of your party to be introduced, Geis is a mercenary with a dark and troubled past who has a cynical sense of humor. He is accompanied by three faeries who act as eyes, ears, and messengers as need be. He has met Adol before, and followed his career with interest; primarily he doesn't think much of Adol's "goody two-shoes" nature and the tendency to attract trouble wherever he goes. Geis uses a polearm to attack with and his skills are powerful enough to back up Adol rather well in the party. Due to his support ability, you may be seeing a lot of Geis in your active party; get used to him.

#### Geis's Skills

|                  |         |
|------------------|---------|
| Reaper           | (SP 10) |
| Wind Slash       | (SP 10) |
| Helm Splitter    | (SP 10) |
| Fly Fish         | (SP 10) |
| Flashlance       | (SP 20) |
| Wolf Fang        | (SP 20) |
| Cross Slasher    | (SP 20) |
| Cross Crusher    | (SP 80) |
| Trapster         | (SP 10) |
| Flashlance       | (SP 20) |
| Spiral Slash     | (SP 40) |
| Dragon Fang      | (SP 40) |
| Axe Arts: Ravage | (SP 40) |

#-# 3. Walkthrough #-----#

### Prologue: Arrival in Altago City #####

You find Adol and Dogi aboard a ship in the ocean, cruising quietly to the nation of Altago. A recent ceasefire agreement between Altago and Romn has made it possible to travel between the two world powers, and being adventurers it was only natural for Adol and Dogi to travel to new and interesting places. With the favorable reference from their friend Ladoc, they got passage on a trading vessel; after that they're on their own.

Arriving in the city, they are warned about wandering aimlessly. Once you have control, you can wander around and talk to people. Most of them will fill you in on the plot details, or direct you to important places. Make a habit out of talking to everyone you meet often, and after events happen; their information will change often and sometimes you will be given advice on where to go next.

Heading out of the docks, the party will be stopped by a young and mute flower girl. You should buy a flower for 5 gold, and you will get a [Komona Flower] and a [Nadly Flower] as a gift for Adol to wear in his hair. You can visit the buildings nearby, and get to know where the weapon and item shops are located before finding the Tavern. You can't leave the city due to an edict, so you have nowhere to travel to yet. In the public square, you can meet another flower girl who has a cart with her. She doesn't introduce herself, but seems to know the one who sold Adol his flowers.

After seeing the sights and wandering back towards the palace, a scene begins where one of the Dragon Knight Commanders is harassing the flower girl. Adol and Dogi will intervene, and Commander Raud will insist on arresting them for spoiling his fun. You will lose your starting equipment, before the duo is released from the prison by Commander Scias by royal order. King Kiemarl has heard from his old friend Ladoc about Adol and his adventures, so he wants to ask a favor of Adol the Red. He wants you to check out a recently opened cavern

and report back. You'll be provided with weapons again, and given a tutorial on how to fight with them.

While returning to the shops and checking out their goods, you can start the following quests: "Lecture: Tribes of Altago", "Lecture: Titano Ecology". Michael Wootton in the Tavern wants you to recover materials native to the tribal regions, or titano parts if possible. Keep your eyes peeled, because the second request is not as easy as the first one.

Out on the plains you can find a few things to draw your interest. First, a stone monument which will recover all your party members' health when you touch it. These symbolize good places to save your game, since you're not outright limited on when you can save except being unable to during boss battles. Secondly, you have the roaming monsters in the area; these are important to keep track of. Most areas separated by maps will have three different monsters at most. Lastly, you will find material gathering spots around each area. They are easily spotted, and hold a variable amount of materials inside. Sometimes you can get a rare material, which will be marked as such; a few gathering points seem weighted to permit more of those than others, so always check them out.

Altago Plains Northeast holds two treasures you don't want to miss, one near the eastern edge of the area, and the other behind the spring on the north edge of the area. The chests each contain an [Iko Extract] which is a useful healing item at this point. Avoid going further west for now, as the monsters become more than a little harder when you take that step. I recommend using some of the time you have to level up and gather materials; you will find yourself needing large amounts later, and working on your level is never a bad idea in Ys games. Neither is working for good equipment. Once you have gained some good equipment from the shops and gotten accustomed to the game, you can enter the opened cavern and check it out. There's not much to the cavern, only a path down to the bottom where a shrine is located, and a chest in the north cliff which holds another [Iko Extract].

Touching the shrine awakens a titano boss which resembles a two-headed turtle. Val Klar is its name, and I think a note should be placed here about bosses. Bosses in Ys games are not simple games of button mashing; doing so will get you killed. Why? The boss will almost always have more health than you could ever hope to have. You need to observe the attacks and work out ways to hit while avoiding being hit. The good news is the stun meter in this game; situated above the monster's portrait is a bar which slowly fills with blue as the monster is hit. When it fills, the monster will be stunned and completely vulnerable to repeated attacks. Skills will more rapidly fill the gauge, and later equipment will make it easier to pump it to full.

Val Klar has highly telegraphed moves, and they are relatively simple to dodge. The two most devastating ones are simple to dodge, if you can see them coming. The overgrown turtle will spin in place and draws you in, bouncing you repeatedly back to be drawn in if you don't roll out of the way. His other attack is to roar and summon a bunch of spikes out of the ground ahead of his facing. The camera will zoom on him when he does this, so you get ample warning along with an easy time of telling where he will aim it. Beyond that, he has a quick lunge of his head straight out at a target, a sweep of his other head across in an arc, a spinning dash around the edge of the battlefield, and a breath of water bubbles which spreads outwards. When a warning sign appears with a timer, start pouring on damage as fast and as hard as you can. If you can interrupt this attack, you will avoid a boss' Rush attack; this is usually a highly-damaging attack which can be difficult to dodge. In this case, Val Klar will drop icicles in the arena

ahead of him in a slightly randomized order.

Once you beat the turtle down to an inch of its life, it will become completely immune to attacks. The shrine will activate Adol's Extra Skill: Lunar Blade. Using this attack will finish off the turtle, and move things along. The battle proved to be a little too much for Adol, and he collapses in the shrine cavern.

--- Altago City Shop Goods ---

#### Weapons

|                    |                         |         |
|--------------------|-------------------------|---------|
| Shamshir           | 500g (Strength Blast)   | Str +8  |
| Long Sword         | 2000g (Running Slash)   | Str +18 |
| Silver Fang Blade  | 10000g (Strength Blast) | Str +38 |
| Sphairai           | 500g (Combination)      | Str +8  |
| Spiked Steel Guard | 2000g (Bash)            | Str +17 |
| Shakudo Kote       | 10000g (Uppercut)       | Str +36 |

#### Armor

|                    |                      |
|--------------------|----------------------|
| Leather Armor      | 100g Def +3          |
| Chain Mail         | 300g Def +6          |
| Kitro Armor        | 1500g Def +12        |
| Hide Breastplate   | 100g Def +2          |
| Chain Guard        | 250g Def +5          |
| Steel Breastplate  | 1200g Def +10        |
| Buckler            | 100g Def +2          |
| Small Shield       | 200g Def +4, Str +1  |
| Rosette            | 1000g Def +8, Str +2 |
| Wooden Bracelet    | 100g Def +2          |
| Seafarer's Misanga | 200g Def +3          |
| Feather Bangle     | 1000g Def +7         |

#### Accessories

|                  |               |
|------------------|---------------|
| Vitality Belt I  | 1000g HP +100 |
| Power Wrist I    | 1000g Str +10 |
| Shield Ring I    | 1000g Def +10 |
| Hawk Eye I       | 1000g Dex +10 |
| Shimmer Brooch I | 1000g Agl +10 |

#### Items

|                  |  |
|------------------|--|
| Iko Extract      | 100g Recovers 50 HP                    |
| Salimera Extract | 500g Recovers 200 HP                   |
| Mirula Incense   | 800g Recovers 150 HP to all allies     |
| Kamika Incense   | 200g Recovers 100 HP and raises fallen |

### Part One: The Tangled Woods of Shannoa #####

Adol will wake up with the little flower girl fussing over him, as the older blue-haired flower girl and Dogi return to help Adol up. The herbalist introduces herself as Tia, and formally introduces Maya as her little sister. After Adol and Dogi depart, you can go see the King and relate what happened; this advances the story, and will trigger some events opening up for you. The King will give a little information to you, but he runs out of information rather swiftly. The King considers the village Elders might have a better sense of the events and starts Adol and Dogi off towards Shannoa. He writes a letter of introduction to the Eldress, and mentions it is to the southwest of the plains. Once you have the letter, more of the quests will open for you around town. These quests are "Delivery from Tia", "Waters of Altago", "Beautiful Flower Seeds", and "Jewel Collection".

Enter Altago Plains: East and meet Migo, who represent flamingos which will spit stones at you. Wandering westward and climbing north, you can come across Lughott blooms which will give you some seeds rarely to add to your inventory. Further north you can run into a chest which holds another [Iko Extract] for you. North from there is some [Iron Ore], and a rock which can be broken by Dogi's potent punches. The hidden chest holds a [Vitality Belt I]. Be careful, since from here you can enter the outskirts of the plains and meet Bal Kilios, the One-Horned Monster. You cannot hurt it yet, and it can very easily kill you. Return to the fork in the road, and take it south a short distance until you can walk off to the east. Another Lughott bloom is hidden here, and you can head under the bones to the north for a [Hawk Eye I]. In Altago Plains: Southeast you can find a treasure chest just off to the east which holds [Iron Ore x10] protected by a Deagrafm. Otherwise, it's a short trail into Shannoa Forest.

Shannoa Forest is to the southeast of the Altago Plains, and once you get in you will be greeted by new scenery and monsters. Monsters which can, and will, poison you if you aren't careful. To the east you can find a chest holding a [Power Wrist I], well worth the fighting it takes to reach it. As you pass to the northern exit, a young boy will stop Adol and Dogi, demanding to know their business. After showing him the letter from the King, he'll run off with it. Take a swift detour in chasing him to the west and grab another [Iko Extract]. Once in the next area, fight eastwards to a barely hidden passage to the east and grab the chest. The [Shield Ring I] is another useful accessory to have on hand. Cross the rope bridge and use the stone monument to restore your health before following the young boy.

In the northern cul-de-sac there is a Long-Tusked Boar, Es Gallion. Its attacks are predictable and straightforward, but are fast. Avoid standing directly in front of it, and you should wind up doing fine. Unload Strength Blast on it to tire it out, or have Dogi pound away; pick a method you are comfortable with but remain mobile. It can puff out a bunch of green gas which stun you briefly and set up a damaging chain of hits. One of the more dangerous rage-like moves Es Gallion will perform is to charge rapidly and repeatedly around the area, dealing a lot of damage with each hit. Once he stops, you can nail him with a charged strike or two to charge your skills. Don't be afraid to unleash Lunar Blade, since it can take a large chunk out of this boss' health. Once you defeat the boar, the young boy will hand back the letter grudgingly and introduce himself as Elk. Then he runs off, leaving you to travel onwards to the village.

### Part One: The Tangled Woods of Shannoa #####

From the battle area, head south and to the east constantly. After you come around a large pond, you can see a chest out on the water. Run around and grab it for a valuable [Mirula Incense]. From there, you can just loop around and reach the village gates. The village is rather laid-back but welcoming to the strangers. Take some time to check out the shop; some goods can be synthesized here rather than at Altago City. Worth noting is the Cicero Cutter (Str +23, Earth Shaker) for Adol, since it is a large jump in power up from the Long Sword available now. The material requirement is very steep, however. The skill on the Long Sword (Running Slash) is useful for combat later, since it allows Adol to attack in a glancing rush. If you have excess gold, then get yourself equipped and prepared again.

Eldress Fatima greets Adol and Dogi, and after reading the letter, she gives up the key to enter the Ancient Tree. Elk will accompany you to the tree, giving you a temporary third member of the party. Talking around town will allow you to pick up a few quests before you go: "No Pole, Resilient Soul",



and "Forest Guardian Pilgrimage". Don't forget to deliver Tia's Medicine to Eldress Fatima, while you are here; you'll get a [Dragon Energy Drop]. Once you're ready, head out to the east and enter the Ancient Tree's area.

On the way to the tree itself, there are two chests to the east which contain [Iko Extract] and [Shield Ring I]. Don't try to walk the sunken path, because you can't breathe underwater and are sure to die. However, at the lower entrance you can find a [Mirula Incense], so it's worth the side-trip. Along the upper path you will find a chest with [Salimera Extract], also useful. Once at the locked gate, you'll get a quick tutorial about how to use the item screen for plot-progression items. Enter the tree itself now, and be careful. This place can be confusing, and the enemies have taken another step up in power. Head north-east and cut through the various enemies with Adol and Elk, stopping on a short detour to a lower area to pick up a chest with [Charcoal x10] inside. Out the east exit you will meet some archer enemies; beyond them you will find another chest with [Charcoal x10] in it. Climbing to the next area, you will meet the large Viwhorl enemies. Be careful ignoring these, since they have a considerable range of attack with their petals. Carefully avoid the spikes to collect [Prairie Wood x10] before climbing down the vine. Avoid standing next to the large fungus-covered Vizo-Naghil since they can attack a wide area around them, and can take a lot of punishment. Take the chest to the southeast holding [Monster Bone x15] and continue heading west. You'll find some [Ancient Tree Sap] which will allow you to proceed further in the dungeon. It will also make back-tracking a whole lot more confusing, since there are a lot of places to use it.

Back-track to the entrance (you can use the sap to make a shortcut part of the way) and use the sap to move to the east. Outside, kill a Viwhorl and collect some [Salimera Extract] before heading up and inside for a [Vitality Belt I]. Now head north in this area and use the sap to cross across to an egg-infested area. The larvae here are annoying and can poison you, but shouldn't be a problem. Collect a chest with [Monster Bone x15] and move outside to climb up. A half-hidden chest here will hold [Monster Fur x10], so don't miss it or the one south of it with [Thick Hide x10]. To the east you can miss an area where you need to cut through some thick deadwood, where a Viwhorl guards two chests. Collect the [White Snake Ring] as well as [Iron Ore x15] and return to the stone monument next to the door.

Inside, you should avoid the spikes very carefully while fighting on the platforms and avoiding Mand-viwhorl attacks. A quick side-trip to the south will provide you with a [Panacea] (you have to get the chest quick since it's technically underwater), and [1000 gold]. Another half-hidden chest holds a [Salimera Extract] and the vine going down is easy to bypass in a rush to keep moving forward. Climb down it for a [Silver Feather], which is almost vital for the boss fight since it prevents the status effect 'Heavy'. Use the sap to build a bridge, then climb back up the vine to continue along. Held in more deadwood is a chest holding [Diamond Boots]; now you need not worry about the spiked areas on the floor. Follow the spiked path down and collect some [Kamika Extract], and a place to use the sap for a quick shortcut back to the entrance to the tree. Backtrack to the watery bridge and use the boots' power to move through the thorny patch. Save your game, because the boss fight ahead can be aggravating if you're not quite ready.

A cocoon is waiting here, as Elk notes it is a titano close to maturity. The Big Bug Beast, Zeran Fith, will burst out of its cocoon and attack you relentlessly. Your main goal is to cut its legs from under it, which will stun it and leave it open to be smacked around. After about half its life has been whittled down, Zeran Fith changes tactics and calls in two larvae to help out while it starts being stationary. It will also throw its sticky tongue out and trap a character, slowly draining their health while you have to cut them

free swiftly. Equipping the Silver Feather is recommended, since it can be difficult to avoid being stuck with it's webbing. This fight can be highly annoying and drawn out for a long time by needing to take out the legs before being able to even damage Zeran Fith.

After defeating the spider-beast, Elk will share a little bit of his background and then lead Adol and Dogi to the Earth Altar. The Earth Dragon will speak to the party and bestow on Adol the Earth Seal. This will activate Party Effects from all the members of the party; each member has their own bonus. Elk, unsettled by this, will not be much help explaining what is going on, so go back to the Eldress and talk it over with her. She comments that the other village Elders would know other things to talk about with Adol, and mentions General Dreisen would know about the Segram Village altar. Before you leave, take care of unfinished business in the village; the quest "Forest Guardian Pilgrimage" can be completed easily enough right now since you picked up a White Snake Ring in the Ancient Tree. The reward is a [Silver Snake Ring], so it is well worth it. If you forgot to give Tia's Medicine to Eldress Fatima, Elk will take it there for you, thus allowing you to complete the quest (but not get the reward).

--- Shannoa Shop Goods ---

Weapons

|                    |                       |         |
|--------------------|-----------------------|---------|
| Long Sword         | 2000g (Running Slash) | Str +18 |
| Spiked Steel Guard | 2000g (Bash)          | Str +17 |
| Elle Dual-Edge     | 2000g (Wheelspin)     | Str +16 |

Armor

|                   |                      |
|-------------------|----------------------|
| Kitro Armor       | 1500g Def +12        |
| Steel Breastplate | 1200g Def +10        |
| Barket            | 250g Def +9          |
| Rosette           | 1000g Def +8, Str +2 |
| Feather Bangle    | 1000g Def +7         |

Accessories

|                  |               |
|------------------|---------------|
| Vitality Belt I  | 1000g HP +100 |
| Power Wrist I    | 1000g Str +10 |
| Shield Ring I    | 1000g Def +10 |
| Hawk Eye I       | 1000g Dex +10 |
| Shimmer Brooch I | 1000g Agl +10 |

Items

|                  |  |
|------------------|--|
| Iko Extract      | 100g Recovers 50 HP                    |
| Salimera Extract | 500g Recovers 200 HP                   |
| Mirula Incense   | 800g Recovers 150 HP to all allies     |
| Kamika Extract   | 200g Recovers 100 HP and raises fallen |

### Part Two: Dry and Dangerous Segram Desert #####

On the trip back, Adol and Dogi run into Tia being cornered by some monsters. After a very brief battle, you can escort her home; it's not a long trip at all. Once back, be sure you stop in and show Charcoal to Michael Wootton and give Cloudy Water to the bartender to try out. Also talk to Belinda Nis in the public square and offload your seeds for a little extra gold. Once you are finished, go to the palace to find General Dreisen to talk to. He'll give it some consideration, and says he cannot talk about it since he is not the Segram Elder anymore. He'll write a recommendation for the current Elder to talk with Adol and Dogi. After this, you can start hearing about a monster stalling traffic through the Rock Tunnel. Talk with Kevin Lassiter in the Tavern, and he will offer a reward if the monster "just so happens to die".

Considering you'll need to kill it to advance, this quest is worth taking before leaving. You can miss it pretty easily, too, and thus have a quest missed entirely.

As you start to leave town, a young girl who's been around the city being quietly mysterious stops Adol and Dogi to go with them. She introduces herself as Aisha, but pushes her way past any more questions with her bossy demeanor. Aisha uses a bow to attack, and the shop will sell new equipment now. Take a moment to pick up the Longbow for Aisha, since Tumble Arrow is a very useful skill to use later on. Take some time to learn it, since it is so valuable. Talk to Tia before you leave, and she'll offer you a [Luminous Stone] to help you light the cave along the way. Take a trip to Altago Plains: Center, and use Aisha's bow to nail the flying insects along the way. Explore the area and you can find chests holding [Sapling x15] and a [Salimera Extract]. You can also detour south into the Lakeside and Highlands, for a chest containing a [Dragon Energy Drop]. Head west out of the Center area into Altago Plains: West.

This is a sprawling area, and the Lapalms here can be dangerous to those not paying attention to them. Climb to the northwest corner and you can find a chest containing the [Dragon Fig]; eating it will allow you to see monster drops in the lower left corner of the screen display. Then move to the east and go into the small pond to claim another chest containing [Large Bone x10], which is pretty useful for future synthesis efforts. In the south section, you can find a [Shimmer Brooch I] in the chest, which will find a nice match with Aisha. Proceed into Altago Plains: Southwest, and work your way through slowly. You can collect a [Salimera Extract] in a depression along the pathway, and nearby another chest will hold another [Dragon Energy Drop]. The peddler near the cave will sell or synthesize any items you might need, including a Luminous Stone if you failed to talk to Tia before leaving.

Inside the Cave Bypass, there are all sorts of enemies which come after you, and they all can take a significant amount of punishment. The pathway through is simple, but don't miss out on a chest halfway through containing a [Traveler's Robe] for Aisha. Close to the far end there is another chest containing [2000 gold], also not to be missed. Once at the end, you will find yourself in battle with the Rock Monster, Ghilda Ros. This guy can be really a pain to fight, since he is not as slow as you might assume. His attacks are well-telegraphed so you can avoid them easily enough so long as you aren't committed to an attack. He can jump in the air and drop once, causing a wave of energy which hits for serious damage and a shockwave to make people unsteady long enough for him to recover and line up an attack. He can slam his mace into the ground, sending a shockwave forwards, or can rapidly strike the ground three times and "juggle" a character who is hit. He can leap into the air and land three times quickly in a similar fashion, so be careful to tell the difference between the attacks. Lastly, he will ready a spinning attack which will go a good distance and then he becomes unsteady and falls, leaving you ample time to put the hurt on him. Be patient and you won't have too much trouble killing him.

The Segram Desert has some real catchy music, worth listening to for a while. Work your way west to a chest, containing a [Dragon Energy Drop]. If you haven't used any yet, you'll have to put it back. Further along the elevated path you can find a [Power Wrist I] guarded by two Lapalm-dos, and a chest with [Hot Sandstone x10]. Taking the trip down onto the sands is dangerous, since the enemy density gets very bad there. However, almost all the good material spots are down there, along with the way to proceed. Once you reach Segram Desert: West, head to the west passages for [2500 gold] and yet don't pass west yet; there's an optional titano boss in there who is a much higher level than you. Head to the eastern passages to find a [Hawk Eye I]

next to the oasis. Across from that chest on the west side of the oasis is [Cloudy Water x10]. Once you are finished fighting off the monsters of the desert, move south and then east to Segram Village.

Segram Village is made of sandstone, and its inhabitants are a lot less open than the Shannoan villagers. It's to be expected, since you learn there are almost daily titano attacks. Take some time to upgrade your equipment at the store and check out what you can synthesize. Once you are ready to meet the elder, go into the building next to the large temple structure and . . . meet a young girl named Cruxie. It's pronounced Croo-she-eh, spoken together quickly, by the way. She briefly talks with Adol and his friends before collapsing in a coughing fit. Aisha then takes charge to get her the medicine she needs prepared, in time for Cruxie's brother to come home and find the party at Cruxie's bed. He doesn't wait for an explanation and starts a fight with Adol and his friends, until Cruxie can calm him down to explain better. It doesn't help much, as Mustafa does not like General Dreisen at all. He grudgingly allows Adol's group to travel with him to the Fire Shrine, but only if they promise not to do anything against his orders.

Mustafa uses a large hammer to attack with, giving you another strike-type attacker to add to your party for the trip. Segram Desert: East shows off a lot of monsters, and a good deal of material spots to gather from. Right as you come down the ramp onto the sand, you can find a [Salimera Extract] to the north. Head east and go up to the upper level, following the edge of the cliff before turning north. You will get a [Flash Ring I] from a chest, which makes a nice addition to your accessories. In the open area to the east from there, you can find [Sebrina Incense] and a [Titano Bone]. Both of these are quite valuable, so hang onto them.

Passing on from there, you will encounter the titano Sand Eater Soldi Orm, which you cannot hope to defeat yet. You can snag a chest with [Hard Hide x10] in it if you can be quick enough. Beyond that is the Flame Shrine entrance, and a stern reminder from Mustafa to be respectful inside the shrine. Take a right as soon as the path opens out and you can find [Hot Sandstone x10]. Continuing on, you will find some of the path underneath lava. You can't walk on magma any more than you could breathe underwater before, so stay clear of those areas now. Proceed and you will come to a chamber where grates rise and fall from the lava pool, and you need to quickly cross while it's safe. After crossing, you can head left and grab another [Silver Feather] if you can time the grates well. Another chamber of grates awaits, and this one can be a little trickier. On the left side of the pool is a chest with [Hard Hide x20] inside, but it can be a little tricky to get it without being burned. On the far side, you will find an elevator going down. Pass it and hit the floor switch to lower the gate, before taking the elevator downwards.

Down in the shrine's basement you will come across the boss Stohl Bram, the avian Fire-Eater. Don't underestimate it because it looks like a chicken without feathers, it can still be dangerous. Most of its attacks are charging lunges, but it can peck (with fire-explosions) three times in quick succession, and spit fire out. The good news is that Dogi and Mustafa together can seriously drive up the stun meter with skills, and Adol's Earth Breaker or Strength Burst can make it easier. After the battle, you are able to find the [Ice Mist Crystal] which will permit you to walk on lava. Now you can backtrack and collect treasures formerly out of reach.

First backtrack to the floor switch and go to the lava-submerged area. The chest in the lava holds a [Fire-proof Scarf], and beyond it you can go to another chest and floor switch you could see before. The chest has [Nadly Extract] in it, which is worth hanging onto for now rather than using. In the section past the elevator to the right, you can cross the lava and find

a [Salimera Extract] if you need to replenish after the boss. In the short screen with the lava pool you can cross for more [Salimera Extract] and a [Kamika Extract], but gates prevent you from getting too much further. Retrace your steps to just before the room where you found the Silver Feather, then head to the right. You will exit outside the Shrine, and can step out into the sands. A large monster rolling around will attack, but you can take it out with Dogi and Mustafa. A hidden chest here (as in, you can't see it well) holds [3000 gold], and the guarded chest holds a [Training Ring I].

In the next chamber, the grates return, but also a pair of lava pools whose levels aren't matched. Go around to the right and hit the floor switch to lower the gate, then use the lever to equalize the lava pools. In the western chest is [2500 gold] and in the eastern chest is [Hot Sandstone x20]. Through the door are more enemies and a floor switch to raise a bridge. With this shortcut open, you can proceed deeper to the left and grab a chest with more [Sebrina Incense] in it. Proceeding on you will reach the last room before the altar, and the guardian statue: Levard Galem.

This boss is painful, but rather easy once you know where to hit. Bring Dogi and Mustafa in and beat at the stomach of the Levard Galem. The Galem's attacks largely will miss you so long as you stand directly in front of the stomach, but if you are forced to back away I advise going for the far corners and waiting to see what attacks come next. Once you have an opening, go for the weak point again. Honestly, this battle I have not done in a technically decent fashion, but I only had to use one Salimera Extract to keep Mustafa on his feet while I churned out hammer strikes.

After defeating the guardian statue, Adol can commune with the Fire Altar. Adol's presence brings the Fire Dragon to awake, and grant its Seal. Furthermore, now you can use Teleportation. After Adol gains the power of Teleportation, Mustafa will change his tune immensely and offer to tell Adol what he knows about the Dragons. After learning all you can, it's time to return back to Altago City and get further directions. The best thing about Teleportation is how simple it makes travel now when you have to backtrack. Spend a little time taking care of quest deliveries before returning to the city, and be sure to do everything you can around Segram Village.

--- Altago City New Goods ---

Weapons

|         |                       |         |
|---------|-----------------------|---------|
| Hindy   | 2000g (Spread Shot)   | Str +23 |
| Longbow | 10000g (Tumble Arrow) | Str +34 |

Armor

|               |                       |
|---------------|-----------------------|
| Barket        | 250g Def +9           |
| Easil Shield  | 2000g Def +14, Str +3 |
| Levard Bangle | 2000g Def +13         |

--- Segram Village Goods ---

Weapons

|                   |                         |         |
|-------------------|-------------------------|---------|
| Silver Fang Blade | 10000g (Strength Blast) | Str +38 |
| Shakudo Kote      | 10000g (Uppercut)       | Str +36 |
| Longbow           | 10000g (Tumble Arrow)   | Str +34 |
| Wooden Mallet     | 10000g (Hammer Stamp)   | Str +42 |

Armor

|               |                       |
|---------------|-----------------------|
| Copper Armor  | 3000g Def +26         |
| Monster Shell | 2500g Def +25         |
| Doublet       | 2000g Def +23         |
| Easil Shield  | 2000g Def +14, Str +3 |
| Levard Bangle | 2000g Def +13         |

Accessories

|                  |               |
|------------------|---------------|
| Vitality Belt I  | 1000g HP +100 |
| Power Wrist I    | 1000g Str +10 |
| Shield Ring I    | 1000g Def +10 |
| Hawk Eye I       | 1000g Dex +10 |
| Shimmer Brooch I | 1000g Agl +10 |

Items

|                  |  |
|------------------|--|
| Iko Extract      | 100g Recovers 50 HP                    |
| Salimera Extract | 500g Recovers 200 HP                   |
| Nadly Extract    | 1200g Recovers 500 HP                  |
| Mirula Incense   | 800g Recovers 150 HP to all allies     |
| Kamika Extract   | 200g Recovers 100 HP and raises fallen |

### Part Three: The Dark and Damp Old Waterway #####

Returning to Altago City, you will start hearing about an intruder who was in the royal palace and chased off. A foreigner in black with a long polearm, who is almost instantly familiar to those who played the previous game. Because of the intruder, everything is locked down tightly and Adol isn't permitted to leave the city. Tia is selling her flowers with Maya in the common square, but since everyone is so nervous and on alert there are not many customers. Maya falls sick, and you carry her back to Old Town. The news which follows is grim indeed; Maya has the same illness as Cruxie, but it's less likely she can get the medicine which is needed.

Father Daleyon tells you one of the merchant companies is hoarding Scarlet Crystals, the rare but necessary component which makes the medicine work. Zanzibar is selling it for immense amounts of gold, and is gouging every sick petitioner for as much as he can get. Adol and Dogi try to talk to him, but as soon as he gets wind it's for someone in Old Town he shuts them down and the trio is forced to leave without the crystals. After relaying the news, Tia comments about how there might still be some to be found in the Old Waterway; she runs off to the access door and tries to butter her way in past Commander Raud. He toys with her for a while, and it starts looking like the plan is going to fall through. Instead, Aisha pulls him aside and has a short talk which ends in a suddenly compliant Raud leaving the area. Adol and Dogi agree to escort Tia through to where the Scarlet Crystals might be.

The Old Waterway is a short maze of tunnels, with a few monsters in them. Take your time to work through the side-passages and you will find the [Gavel of Souls], a [Nadly Extract], [Sebrina Incense]. You can also find a bridge to lower for a shortcut to the exit just before you enter the boss lair. Valisa Luti, the Deep-Earth Crab, is waiting for you on a large platform. Its attacks are not too dangerous by this point, as it is slow to actually make the attacks after signaling. With your equipment fully upgraded by now, and a lot of decent skills to unload, Valisa Luti will fall rather painlessly. After the battle Adol, Dogi, and Tia gather some Scarlet Crystals to help Maya's fever. A quick trip to the exit, and Tia heads off to get the medicine while Adol, Dogi, and Aisha get the Dragon Knight to lock the gate again.

--- Altago City New Goods ---

Weapon

|            |                       |         |
|------------|-----------------------|---------|
| Flat Saber | 15000g (Earth Shaker) | Str +84 |
| Bak-Nak    | 15000g (Bash)         | Str +80 |
| Synti Bow  | 15000g (Step Shot)    | Str +76 |

Item

|                 |                                     |
|-----------------|-------------------------------------|
| Nadly Extract   | 1200g Recovers 500 HP               |
| Sebrina Incense | 3000g Recovers 500 HP to all allies |

Chigle Extract            1000g Recovers 300 HP and raises fallen.

--- Zanzibar Firm ---

Accessory

Luck Medal            10000g Raises item drop rate.  
Bandit's Gloves       20000g Raises money drops.  
Battle Bandanna      100000g Raises SP gain.  
Clone Statue         50000g Breaks to revive.

Item

Aeolus Urn            50000g Draws items from further.  
Ares Seal             1000000g Increases EXTRA gauge speed.  
Mirror of Time        1000g Stops enemies.  
Luminous Rock        5000g Lights up area.

### Part Four: Wind-worn Heights of Kylos Village #####

After taking care of Maya, Commander Scias will come by to formally introduce Adol and Dogi to Aisha. She is actually Princess Aisha Sari Edonas, daughter of the king. After a quick talk, Scias agrees to let the princess continue traveling with the due and leaves. The next stop is to be Kyros Village now, along the northwest gorges from the Altago Plains. Gorge Way holds some treasure chests in it, holding [Mirula Incense], and a [Salimera Extract].

Passing into Kylos Gorge, take a turn to the south and grab the [3000 gold] in the chest. Climbing the paths, be aware the enemies here will take a lot of punishment and potentially require skills to take down quickly. Aisha's Tumble Arrow can get a lot of use here, as well as her Killer Hornet. Dogi's Kaiser Rush is very quick to drop enemies but costs roughly half the accumulated SP. Adol's Rising Blade and Earth Shaker both make good attacks against landbound creatures. Up the path near the south cavern is a chest with [Ashen Rock x10]. The caves are connected, so it matters little where you enter from. Once you pass into the Northwest Gorge, you must travel into the caves to move on.

After going through the caverns, you will be stopped by a man in black. Adol and Dogi both know him from previous adventures as Geis, and Geis knows Adol as a meddling idiot who gets in over his head without regard for the dangers. But he does respect Adol's talent, and offers a sparring match. Geis is not terribly hard to beat, but he is quicker than he looks. Just counterattack rather than making your own attack patterns, and you should make him yield fast. Aisha doesn't like him much, but Adol and Dogi both shrug it off as "that's the way Geis is".

Up the path a way you can find a [Nadly Extract] and then a rope bridge across the chasm. Move across, and you're most of the way to Kylos Village. Stop and break open a boulder to find an [Indigo Wing Bangle], which is a rather good increase in defensive power for either Aisha or Dogi. Past the top of this path is Kylos Village, and your next stop. You can talk around the village and learn that Adol is expected "as the Eldress thought". Listen around town and you can find a quest to pass time. "Milling the Windmills" has you deliver specific materials for windmill repair, all of which should be available. If you need more, you can find some outside the village in the gorge areas. You'll earn a [Scroll of Valor], which will make you do more damage when your HP is low; this is for those who like to live dangerously.

While we're doing quests, backtrack some and knock some out from the old list. With Ashen Rocks you can finish the lectures from Michael Wootton and earn a [Scroll of Mastery], which increases the chance of landing a critical hit. If you were lucky with seed-finding, you can finish with Belinda Nis also

and earn a [Fortune Orb]. This neat little thing will let you earn experience by walking around, meaning you could in theory never need to fight again. In Shannoa you can deliver Withered Hardwood to Chris Gouin, earning a [Shimmer Brooch II]. In Segram, Sara Stewart will accept Nadly Flowers and give you a [Flash Ring II]. Also worth noting, the cash reward for these are nothing to sneeze at, so you can easily fill your pouch for new equipment. If you are extra committed, you might also have some chance filling "Jewel Collection".

When you are all ready to proceed, travel northeast to meet Eldress Mishera, the blind seer. She listens to whispers in the winds, and so she hears all sorts of things which people don't normally see. After a brief discussion, she wants to travel with Adol into the Holy Precincts of Wind to the altar. She joins your party, and is a pretty interesting character. She has a lot of powerful skills focused around ranged attacks, and can be as useful as Aisha in some places. Her skill Tornado is a devastating attack when aimed carefully, so it is well worth getting it for her.

The Holy Precincts of Wind are sprawling platforms connected by bridges and focused on the towers at the one end. Once you start moving along the paths, head north to open the bridge to continue. Along the way you will find a [Panacea] and a [Nadly Extract]. Continue north and you can find a [Sebrina Incense] in case you weren't full. Be careful of the Bataluf enemies inside the towers, since they can inflict the Confuse status. Follow the pathways around the platforms until you can fall down the middle of a spiral, and claim the chest's contents. The [Wind Cape] will allow you to climb the air currents in some spots, so you can continue on inside the Holy Precincts. Climb the nearby wind and open the gate for ease of backtracking, then proceed to the west and climb for an [Amulet Rosary]. Furthermore, you can backtrack to the outside platforms and to the northwest for a [Blue Jewel], which is well worth the sidetrack if you plan on using SP-heavy skills on your characters.

Continuing through the main tower with the Wind Cape, you will pass a mechanism you cannot do anything with. Simply continue heading east, and through to the next area. Here you can see a blue chest on the wind-path, and you'll need to remove the Wind Cape to claim your [Rune Earrings]. Also you have a hazard where it is seriously easier to remove the Wind Cape and dodge the spiked pillars from the ground. You can claim a chest with [Monster Horn x20] down there too. Standing in front of that chest, re-equip the Wind Cape and grab the [Titano Fluid]. Keep moving and in the far corner you can do more fun with spiked pillars for a [Gold Pendant]. Drop into the center area and get the [Wind Pipe] after killing off the enchanted armor guarding it. Continue out into the sidepath and cut your way through. Once using the Wind Cape, you can get some chests near the mechanism holding [Thin Hide x20] and a [Chigle Extract]. Use the floor switch to open a shortcut down from above, and be sure you grabbed the Wind Pipe. Teleport to the top, and stick it into the open slot, before adjusting the fans below to blow into the mechanism. It is uncovered as an organ of some sort, and playing it with the wind opens the path upwards. Save before moving onwards, and climb into the wind current.

Now begins the battle with Kava Kelos, the Ferocious Bird. Bring Aisha and Mishera since both of them have attacks strong against the avian. There is a lot of danger in this battle of getting caught in combination-attacks, so keep an eye out for your openings and choose your attacks wisely. Gold Pendants to protect against Stone are very useful, on your AI-controlled allies. When Kava Kelos drops its eggs, hit them hard and fast to avoid having your battle complicated by its chicks. Above all else, do not let it get a Rush off or you can be put in for a lot of damage. Use your skills to whittle it down slowly, and either switch to Aisha or Mishera to refill your



SP by hitting from range with charged hits.

(A special note here, there are monsters which are summoned during this battle which are unique to it. If you are shooting for a full bestiary, do not miss out on killing the chicks! They become listed under "Ptokeros".)

Afterwards, Mishera will direct you down to the Wind Altar and the Dragon will bestow on Adol its Crest. The Wind Crest quickens charged attacks and provides more SP from a hit. Mishera finds the words ominous, and finally will start spelling out why the Dragons have been referencing dire events in their speeches. Apparently with two missing tribes, the balance is skewed and something has to be done. Mishera offers the answer of communing with the last altar, to the Sea Dragon. Aisha protests that it has been lost, but is reminded that the fourth tribe remains active. The Edona Tribe resides in Altago City, and its elder is King Kiemarl Edonas. He would know of where to find the Sea Altar, and how to access it.

Before you attend to that, there is a quest now active which you should take care to do. Wes Herbst dropped some earrings for his daughter in the gorge and needs Adol and Dogi to find them. There are actually four types of earrings which can be found, and only one is what he is looking for. First are the [Dull Earrings] which are found in the midst of the suspension bridge. Secondly, you can find the [Flashy Earrings] in a cave to the west from the village entrance. Next are a pair of [Cute Earrings] which are in the cave just before Geis intercepted you on the path. Keep backtracking, since the fourth pair of earrings is yet to be found. Right outside of the cave, head up the slope and examine the plants to find [Peculiar Earrings]. Return the Cute Earrings to Wes, and you will be given a [Vitality Belt II].

While we are on the topic, it's time to wrap up another few quests; if you are lucky to have found White Stones in the Wind Precincts, then you stand a good chance of wrapping up "Jewel Collection". If you have enough Fragrant Water you can go take care of John Cordova's request for "Waters of Altago", and Michael Wootton's request for Titano parts to study. Michael Wootton will give you a [Blue Jewel], John Cordova will give you a [Hawk Eye II]. and Teresa Runions will give you a [Shield Ring II].

If you are close to Level 30, you can also probably take on Bal Kilios. Since this is an optional boss, I'll cover it in another section.

--- Kylos Village Goods ---

Weapon

|              |                       |         |
|--------------|-----------------------|---------|
| Flat Saber   | 15000g (Earth Shaker) | Str +84 |
| Bak-Nak      | 15000g (Bash)         | Str +80 |
| Synti Bow    | 15000g (Step Shot)    | Str +76 |
| Prayer Staff | 15000g (Wind Cutter)  | Str +76 |

Armor

|                    |                       |
|--------------------|-----------------------|
| White Wing Armor   | 6000g Def +57         |
| Silhouette Guard   | 5000g Def +52         |
| Dazzle Robe        | 4000g Def +50         |
| Banded Shield      | 3000g Def +28, Str +5 |
| Indigo Wing Bangle | 3000g Def +27         |

Accessories

|                  |               |
|------------------|---------------|
| Vitality Belt I  | 1000g HP +100 |
| Power Wrist I    | 1000g Str +10 |
| Shield Ring I    | 1000g Def +10 |
| Hawk Eye I       | 1000g Dex +10 |
| Shimmer Brooch I | 1000g Agl +10 |

Items

|                  |  |
|------------------|--|
| Iko Extract      | 100g Recovers 50 HP                      |
| Salimera Extract | 500g Recovers 200 HP                     |
| Nadly Extract    | 1200g Recovers 500 HP                    |
| Mirula Incense   | 800g Recovers 150 HP to all allies       |
| Sebrina Incense  | 3000g Recovers 500 HP to all allies      |
| Kamika Incense   | 200g Recovers 100 HP and raises fallen   |
| Chigle Extract   | 1000g Recovers 300 HP and raises fallen. |

### Part Five: The Sea Dragon's Altar #####

When you finally travel into the Altago Palace, Aisha suddenly gets cold feet and doesn't want her father to know about her connection to you. As you talk with the King, he gently lets it be known how much he keeps his ears open to what is going on. Aisha is chastened by this, and the talk turns to the Sea Dragon Altar. It is located on Ruins Island, which was seen when Adol and Dogi came into the harbor. Aisha is permitted to go with Adol and Dogi, as a descendant of the Edona Elders.

Be absolutely sure you complete your active quests (except the titano hunts) before you head off. Once you leave, most of the quests will not be responded to. This can have a very detrimental effect, since you can still earn a large amount of gold and some useful accessories. You will be amply warned of the "no return" nature of this trip, so you can't say you weren't warned.

On the island, Geis is waiting for Adol, and after a tense conversation Adol lets him join the party as a guide. From the beach, enter the city and head left to find a [Nadly Extract]. Continuing on, you can head to the left near the entrance to the town ruins and grab a [Power Wrist II] from the chest. Once inside, work your way through but don't go down the one slope; this leads underwater and you can't handle that path yet. But you can cross a broken pillar to a balcony which holds a [Vitality Belt II], the path does show up on the map but the pillar-bridge does not. Continuing down you can find a crest engraved on the wall which resembles the Altago Royal crest; using the Royal Signet will open the hidden door and permit Adol and company access. Inside, you have to fight off two Liwald-Pielle for the [Grattheos Talisman]. After earning it, travel to the left and claim the [Ogre Shield] from a chest.

The underwater section you access from the first room will be full of water currents which move you around, but if you take the first left you see underwater, you can fall down a hole which will drop you near some [Nadly Extract], and a current just south of that location will contain a [Rolika-Muskra], which can go to Dogi or Geis. Up to the north is a titano fish Raton'jignut who can take a lot of punishment but has a chance of dropping Titano Bones. Once you are out of the water, continue to fight across and climb down into the water pool to claim [Chain Clothes]. Take the ramps upwards and use the Wind Cape at the fan to reach a chest holding a [Knight's Crest]. Up the ramps, you will also find an [Estoc] for Adol, which will give him Pierce weapon type. Take some time to learn the Scud Sword skill from the sword, since you will spend some time switching for weapon weaknesses. Continue along the ramps and platforms, until you reach a pillar which functions as an elevator. You will find a chest immediately with [Spiked Leather] in it. Keep moving to the left and you will pass through and underwater chamber to a different part of the city. In the chamber, you will find the [Camtha] for Aisha; out of the water you will find a [Trident] for Geis and the [Naiad Statue]; the statue is apparently the key to controlling the currents inside the city. Above the statue's old dais you can trigger a bridge opening up so you can backtrack a little easier.

In fact, now is a good time to backtrack to the first path where you found the Wind Cape fan and put the Naiad Statue on the pedestal there. Through the revealed door you can find a [Garman Cestus] for Dogi, another Raton'jignut, and two chests with a [Nadly Extract] in each. Retrieve the statue and return to the underwater whirlpool from before to use the Naiad Statue. In the chest is the [Eye of Fire], which prevents the frozen status.

Start working your way back to the massive wave pool and use the Naiad Statue to make it quiet. Take a right past it, to open a shortcut back to the entrance, and climb down the ladder to the left. Below you will find five chests holding: [Nadly Extract x3], [Salimera Extract x3], [Sebrina Incense], [Mirula Incense], and a [Chigle Extract]. Save before proceeding.

Avari El, the Demonic Octopus, waits for you. The huge body of the monster sits at the top of the arena while four tentacles will perform various attacks around the edges. The real target is the place the small green jellyfish resides, which means you have to keep an eye out. When it moves, it is extraordinarily weak to weapon attacks so pour it on. Do not waste time hammering at places where the target is not residing, or you'll just waste energy. All of the attacks Avari El can throw out are easily avoided if you aren't in the throes of attacking. Be careful and you should be able to take this out without severe troubles. If you want to be more careful, you should wear the Eye of Fire to prevent getting frozen during the battle. Once the battle is over, the path to the Sea Altar will open up.

On the way to the beach a massive lizard-man will stop Adol's party, and you have a brief boss fight against this titano. Attacking with Adol's Scud Sword is a good idea, and using charged attacks to rebuild. Sword Dance also is useful, as is Aisha's Tumble Arrow. Try to avoid its melee swipes, since it can cover a large arc of area in front of it. It should not take long to take out the boss.

Once you defeat it, more foes arrive and menace the group, outnumbering them. Then the Dragon Knights arrive in one of their warships to destroy them. All is not well, however, as not only do the knights arrive they come in full force. Commanders Scias and Raud are present with General Dreisen, and they take Adol's party into custody for a laundry list of crimes which culminate in the assassination of King Kiemarl.

### Part Six: Waking the Dragons #####

Adol comes back into focus with him being beaten by Ursa in the prisons. Geis and Dogi are plotting escape, while Aisha is trying to figure out how to play both the role of Sovereign and be Adol's supporter. Despite protests, Adol is sentenced to death by combat in the Coliseum against a titano. He is given a [Gladius], [Buckler], and [Nadly Extract] by Scias as the only tools allowed in his fight.

Ygses Toluga, the Enraged Titano, is the "Beast of Judgement" and he is a pain in the rear. Using Flash Guard (L+R) can make this a whole lot easier, since it will help power your skills and charge up your Extra gauge. All of his attacks save for his rolling charge and his back-foot digging are simple to time and block. The rolling charge is a dangerous gamble since if you are too far away or positioned wrong, you can get hit a second time outside of the guard stance. Use Scud Sword or Sword Dance to deal damage, and when your Extra is charged you should unleash Lunar Crystal Blade. With patience you should be able to win this out to the astonishment of everyone. You can just use the dodge roll instead of Flash Guard, but this will take much longer to finish,

and you run a risk while you dart in to fill your SP.

After the upset in the Coliseum, Geis and Dogi bust Adol out of the arena floor and together they flee into the city. Tia shows Adol and Dogi a way out through the sewers, while Geis says he still has to guide Adol to a meeting. Travel west to the Lakeshore and then into the Highlands, where Geis will show Adol a hidden world. A man arrives who introduces himself as Ciarius. You are welcomed to the Iska Village, and given a long rundown on what is going on. At the end of it, the allies from the rest of the villages come to join you, with new equipment in hand and willing to help out. The goal is now to go to the three Sanctums and wake the Dragons to learn how to restore the balance.

First, take a walk around town and collect quests from the residents of Iska Village. You can pick up the quest "Lecture: Dragons of Altago" now, as well as one for "Spirit Elixir Concoction", both of which are far from being in danger of being finished yet. Load up on equipment if you need to, and then start moving on. After this, it's time to remember where the underwater paths are. You can't teleport until you remark the stone monuments. Also, new monsters begin appearing who are titanos; these monsters resemble larger and meaner versions of older monsters. Lastly, the three villages will all sell different gear in their shops; it's worthwhile to travel to each and take a look.

|              |                                      |
|--------------|--------------------------------------|
| Grafm-goa    | (Drops Titano Bone and Titano Spine) |
| Zonaghillian | (Drops Titano Fluid)                 |
| Ginovvider   | (Drops Titano Bone and Titano Spine) |
| Ildohrga     | (Drops Titano Fluid)                 |
| Stohlhatom   | (Drops Titano Bone and Titano Spine) |
| Ergallion    | (Drops Titano Bone and Titano Spine) |

Altago Plains: West is completely blocked by the Dragon Knights, requiring you to find another way through. Luckily, Geis gave you the [Moonsong Bell] which he used to open the glyphed path. You can use it to travel through hidden pathways, and thus get around the roadblocks set up. You can do the Sanctums in any order, but you can also take care of some business before you go into the Sanctums. We'll start with Segram, where there are two wild titanos to work on if you have the will and power. Opening the Wilderness, you will fight largely titanos in here, which means less enemies but more likelihood of having damage done. In this section of Wilderness, have Dogi go to the north and punch a rock to reveal a hidden [Hawk Eye III]. From there, walk around to claim [Titano Fluid x20]. In the next screen Dogi can reveal a [Silver Telegnosis], and there are a [Chigle Extract] and [Shale x20] hidden by the rocks.

Once you exit into Altago Plains: Southwest, Sigroon will get the drop on you with a bow and arrow and demand answers. After speaking with Adol, she proclaims he is a lunatic and yet her princess ordered her to assist Adol in keeping Altago safe. Sigroon comes aboard knowing all the skills Aisha had at the same levels, so you don't have to waste time powering her up. You can open another passage inside the Cave Bypass, leading you into the Moonlight Path. Here there are dozens of rather strong crab monsters, but you can grab a chest with [Titano Bone x10]. Behind a crushable boulder on the east wall is a [Shimmer Brooch III], and past that is a spot you can use the Grattheos Talisman to find [Titano Fluid x20]. The northern section holds a [Maom Extract] and [Striga Extract]. Once you are through, touch the Kylos Village stone and return to the Cave Bypass to continue your trek. Or, if you are feeling like a fight, step into Kylos Village.

In Kylos, three Dragon Knights are bullying some of the villagers and Adol can't watch it happen. Sigroon recognizes them as members of Commander Raud's unit, which holds a lot of thugs. This fight is not too bad so long as you do

not let yourself get cornered; three damaging charges from the lances can make this fight rather short indeed. If they insist on ganging up, punish them with Sword Dance or other area-damaging skills. Afterwards, Kylos will be open to you completely.

Shannoa Village is simpler to reach, since you only need to walk without using the Moonlight Bell. There are large titano boars, named Ergallions, who now have moved out into the forest. Of the new titano-class monsters which have emerged, they are probably the least dangerous for the rewards. Once at Shannoa, you can talk with Eldress Fatima and learn how to enter the Earth Sanctum. Around the village, Carol Zander will want you to make an offering to the guardian statue again. This time you will need seven Nadly Flowers and five Striga Leaves. Add "Forest Guardian: Part 2" to your quest log, and do it as you gather the materials for it.

Lastly, you should take some time and march to restore the connection to the Shrine of Origins. Simply backtrack to Altago Plains: Northeast, and climb down into the cavern. You can't go anywhere near the city, so you have to leave off activating that stone monument for a while yet. Make your way through the Cave Bypass to Segram Desert and you can run into the joyous titano Ildohrga; this beast is rather similar to the Enraged Titano in the Coliseum, but it will drop Titano Fluids for you. In Segram, Cruxie will tell Mustafa the incantation to open the Flame Sanctum while she is having fever dreams. Zak McShane also is the one who tended pikkards for the village, and during the earthquake they all escaped. (Those who played Ark of Napishtim will recognize this quest coming from the moment they saw the pikkard pen; there was something similar there.) The quest "Finding Pikkards" is also much easier with the stone monuments active. You may have seen a couple already while rushing about, but let's do this in an orderly fashion.

There are seven pikkards loose in the world, and some of them are more dangerous than others to go grab. You can only carry one of them at a time, so be sure to return to Segram to drop it off before starting for the next one. There is one in the Shrine of Origins, within the altar chamber. Number two can be found in the Shannoa Forest clearing where Es Gallion was. A third one will be found at the desert end of the Cave Bypass, in the boss arena. Pikkard four can be found in the west end of the Wilderness path. Number five can be found in the Moonlight Path, amongst the various dead ends. Pikkards number six and seven are found within the dungeons; the sixth one can be found at the end of the underwater path near the Ancient Tree, and the seventh is in the lower boss chamber in the Flame Shrine. For returning all the pikkards Adol is given the [Crimson Jewel], which reduces SP usage by half. Now I'm going to get a little confusing with the guide; you can technically take the Sanctums in any order at all, though the game recommends Shannoa first. I'm going to list the sections as subdivisions of Part Six, and go through them in the order I myself tackled them.

--- Iska Village Goods ---

Weapon

|               |                        |          |
|---------------|------------------------|----------|
| Nolnar Sword  | 25000g (Sword Dance)   | Str +138 |
| Beast Slayer  | 25000g (Photon Blade)  | Str +143 |
| Spear Sword   | 25000g (Aerial Thrust) | Str +138 |
| Shikon Kote   | 25000g (Aura Impact)   | Str +131 |
| Half-moon Bow | 25000g (Killer Hornet) | Str +124 |
| Crescent Axe  | 25000g (Dragon Fang)   | Str +145 |
| War Hammer    | 25000g (Spark Pound)   | Str +152 |
| Marble Rod    | 25000g (Absorption)    | Str +124 |
| Passe-Passe   | 25000g (Spin Edge)     | Str +136 |

Armor

|                 |        |                 |
|-----------------|--------|-----------------|
| Moon Plate Mail | 10000g | Def +99         |
| Iris            | 9000g  | Def +91         |
| New Moon Robe   | 8000g  | Def +69         |
| Liikenna        | 4000g  | Def +57, Str +8 |
| Moon Bracelet   | 4000g  | Def +55         |

Accessories

|                  |       |         |
|------------------|-------|---------|
| Vitality Belt I  | 1000g | HP +100 |
| Power Wrist I    | 1000g | Str +10 |
| Shield Ring I    | 1000g | Def +10 |
| Hawk Eye I       | 1000g | Dex +10 |
| Shimmer Brooch I | 1000g | Agl +10 |

Items

|                  |       |                                    |
|------------------|-------|------------------------------------|
| Iko Extract      | 100g  | Recovers 50 HP                     |
| Salimera Extract | 500g  | Recovers 200 HP                    |
| Nadly Extract    | 1200g | Recovers 500 HP                    |
| Striga Extract   | 3000g | Recovers 1000 HP                   |
| Mirula Incense   | 800g  | Recovers 150 HP to all allies      |
| Sebrina Incense  | 3000g | Recovers 500 HP to all allies      |
| Kamika Incense   | 200g  | Recovers 100 HP and raises fallen  |
| Chigle Extract   | 1000g | Recovers 300 HP and raises fallen. |

--- Shannoa Village New Goods ---

Weapon

|                |        |                 |          |
|----------------|--------|-----------------|----------|
| Killer Bee     | 30000g | (Scud Sword)    | Str +146 |
| Iron Gauntlet  | 30000g | (Earth Knocker) | Str +139 |
| Uta            | 30000g | (Somersault)    | Str +131 |
| Glaive         | 30000g | (Trapster)      | Str +153 |
| Lokoriko Staff | 30000g | (Aerial Thrust) | Str +131 |
| Claudiac       | 30000g | (Igniz Blaze)   | Str +161 |
| Ranynia-Makia  | 30000g | (Ground Fang)   | Str +146 |

Armor

|                |        |          |
|----------------|--------|----------|
| Lamellar Armor | 15000g | Def +106 |
| Potokali Shell | 14000g | Def +100 |
| Reno Cloak     | 13000g | Def +98  |

Item

|                 |       |                                    |
|-----------------|-------|------------------------------------|
| Nadly Extract   | 1200g | Recovers 500 HP                    |
| Striga Extract  | 3000g | Recovers 1000 HP                   |
| Sebrina Incense | 3000g | Recovers 500 HP to all allies      |
| Chigle Extract  | 1000g | Recovers 300 HP and raises fallen. |

--- Segram Village New Goods ---

Weapon

|                |        |                 |          |
|----------------|--------|-----------------|----------|
| Sencelic       | 35000g | (Dominator)     | Str +172 |
| Veim Knuckle   | 35000g | (Kaiser Rush)   | Str +183 |
| Sena Composite | 35000g | (Skywinder)     | Str +155 |
| Bardiche       | 35000g | (Helm Splitter) | Str +181 |
| Totomano Staff | 35000g | (Mist Wind)     | Str +155 |
| Skull Hammer   | 35000g | (Volcano)       | Str +189 |
| Chiredark      | 35000g | (Bandit)        | Str +172 |

Armor

|                   |        |          |
|-------------------|--------|----------|
| Black Shell Armor | 20000g | Def +120 |
| Quilla Guard      | 19000g | Def +114 |
| Rote Clane        | 18000g | Def +105 |

Item

|                 |       |                                   |
|-----------------|-------|-----------------------------------|
| Striga Extract  | 3000g | Recover 1000 HP.                  |
| Sebrina Incense | 3000g | Recover 500 HP to all allies.     |
| Chigle Extract  | 1000g | Recover 300 HP and raises fallen. |

--- Kylos Village New Goods ---

Weapon

|                |                        |          |
|----------------|------------------------|----------|
| Iron Cutter    | 40000g (Tornado Slash) | Str +212 |
| Kokugin Kote   | 40000g (Wild Rage)     | Str +201 |
| Catapitus Bow  | 40000g (Step Shot)     | Str +191 |
| Vahara         | 40000g (Fly Fish)      | Str +223 |
| Alteon Rod     | 40000g (Storm Gust)    | Str +191 |
| Stone Hammer   | 40000g (Dash Geysers)  | Str +233 |
| Alddofa-Sylar  | 40000g (Sliding)       | Str +212 |
| Armor          |                        |          |
| Full Plate     | 25000g Def +142        |          |
| Six-horn Shell | 24000g Def +136        |          |
| Green Robe     | 23000g Def +132        |          |
| Item           |                        |          |
| Striga Extract | 3000g Recover 1000 HP. |          |

### ### Part Six A: The Earth Sanctum #####

The Earth Sanctum entrance is simplest to reach, since you can bypass most of the Ancient Tree by going into the lower entrance immediately. Take a trip to the west, and grab a chest holding a [White Talisman]. This accessory is an absolute godsend in status-heavy areas, since it prevents every single one. After that, be sure you tag both of the stone monuments and enter the Earth Altar. Elk will recite the incantation to open the Sanctum and you may enter.

Inside this wonderful and natural place, you will find all sorts of tough monsters, and need to use Ancient Tree Sap again. Use it to awake the flowers as you need to and open the pathways. Down from your start is a [Panacea], before you need to use the Sap to proceed from the first platform. After that, head southwards and you will find a [Shield Ring III]. Head north to find a vine, and climb down and around; be sure you collect from the materials points because this is the only place to find the high-quality goods you will need for some weapons. Once back on the ground level, you will need to destroy two parasitic pods to use the Sap. Near one of the pods you can get [20000 gold] in a chest. Around the pathways you can grab a [Sebrina Incense] and a [Stone Ring] before heading down again.

At the next lower-level area you can find [Earth Stone x20] in a chest directly south from the vine. The next Sap point needs to be triggered in order to wake the parasites, and you will wind up having to cross some flytraps to reach the second one. Once that is done, you can backtrack to the flower which bloomed and grab a [Poison Ring]. Climb up the left side of the center to open the next blossom, and take the chest containing [Monster Spine x20]. Climb around and you can kill the other parasite from before, opening the center blossom to reveal a seal of some sort. Stepping on it will move your party into the next area.

Once you arrive, turn right and climb up the branch to reach a chest holding [Earth Stone x20]. The path is long and you will have to hack through quite a few monsters, but at the northwest corner you can find a chest holding a [Striga Extract] and one of the places you can find Spiritual Water. Once through the next area, you will need to use the Luminous Stone to see, and the monsters in the room can be very hard to track. After you kill them all though, you will be allowed to reach a chest holding a very nice [Training Ring II]. Once through the dark patch, you can head right and find a [Violet Dual Blade] for Elk; it's highly recommended you use it to learn the new skill on it. Terran Vortex is an extremely powerful strike, and it can hit quite a lot of enemies at once.

Beyond this point is a stone monument and the Sanctum's final point. Here Adol can commune with Rada-Manj the Earth Dragon, and it will demand an ordeal by combat before helping you. The Earth Dragon needs to have four crystals broken on its legs before you can harm it directly, and it will both indirectly and directly attack you to keep you away from it. Avoid the stomps and keep a watch for the vines which flow after you from the impact site. If you are close up, you will not need to worry about fire breath, or the tail swipe. Once you break the crystals, the head becomes targetable and you can unleash on it. Beware the rain of rocks from the Dragon, and you should get a nice healthy chunk of damage in. You will need to repeat the whole ordeal after a while, so be prepared to beat on its legs for a while more. At a point, the Earth Dragon will roar you off the platform and begin chasing you in a circle. Avoid its fireballs and eye beams, and plaster it with damage when it lunges its head down. This section is much simpler and easier, if you can handle the damage you might take.

After the battle you will be given the [Earth Dragon's Stone], and Elk will be allowed to use Geo Cluster as his Extra skill. After this, you should have enough Striga Leaves for the guardian statue, so go there and take care of that. No sooner have you made that offering than you need twenty Withered Hardwood and Fossilized Twigs for repairs. Once you collect that, you need to consecrate it with five Spiritual Waters. This can be tricky, since the only place to collect it so far is in the Earth Sanctum, and it is not commonly found at the springs. It is worth it, however, since this increases the maximum HP of every character by 100. Going back to Shannoa to report success earns you the final sum of gold from Carol Zander (5000 gold) and the completion of this quest. It is time to move on to the next Sanctum.

### Part Six B: The Flame Sanctum #####

In Segram, the Flame Shrine waits for you. Dogi was expecting to clear a path through the enemies, Mustafa has a different idea. He runs the party through to the stone monument just before the Flame Altar, conscious of just how much time remains. Inside the Flame Sanctum, continue along until you reach the red-hot floor, then use the Ice Mist Crystal to walk over it. Take the upper path and you will find a chest with a [Striga Extract]. Take the bottom path along, then turn north and fight your way through for a [Flame Ring]. Once you are finished there, take the path along the south to the left and you can reach a [Power Wrist III]. Backtrack again to the path which threads under the other walkways, and continue onwards.

The second room is more of the first, essentially. The new hazards are sheets of fire which pop up through glowing cracks. Take a quick left for [25000 gold] and [Marl Incense], before again backtracking along the path. At the top you will find quicksand pits which drop you down to a large open area with lots of enemies; avoid these pits if you can. To the left is [Angue-Aribus], a hammer for Mustafa. Use it to learn the rather awesome Dragon Blaze skill; it costs 90 SP but it can utterly demolish enemies.

In the next room, you can see it as a spiral chamber, but the reason becomes clear the instant you start the room. There is a giant lava monster chasing you and raising the level of the lava. Hurry through and you can reach the end. Along the way you can snag a chest holding a [Maom Extract], and the one at the end holds a [Sapphire]. Before you leave, run around using the Ice Mist Crystal and you can find another chest with a [Rune Ring]. After that harrowing chase, you will enter the final chamber of the Sanctum and have your audience with the Flame Dragon, Angue-Barl. Bring your Ice Mist Crystal.



Angue-Barl is not quite as difficult as Rada-Manj was, if only because it is a very straightforward fight. Mustafa's hammer is an invaluable tool, since Angue-Barl is weak to Strike-type damage. You can immediately unload Inferno (Mustafa's Extra Skill) and do a large chunk of damage to one of the legs. Dragon Blaze likewise will carve large chunks out of the Dragon's health. Angue-Barl has many attacks, but all of them are easily dodged since they take a moment to strike out. If you see it not about to swing either tail or claws, then you are best served not being immediately near the area. Wearing the Ice Mist Crystal will prevent the terrain from being a distraction, or worse, and if you are wearing an item which prevents flame status then you are just about set. I'd personally recommend working with the status effect and taking Crimson Jewel for the SP use reduction; Dragon Blaze uses a hefty 90 SP normally.

After demolishing Angue-Barl, it will bestow upon you its power in the form of the [Flame Dragon Stone] and upgrade Mustafa's Extra skill. He can now use "Catastrophe", which is a yet-stronger version of the Extra skill. However, on return to Segram, Adol and company discover Cruxie has taken a turn for the worse. The power of the Flame Dragon Stone is enough to keep her alive and capable, but she cannot be too far from it. That is why she dresses herself in full battle gear and offers to join Adol. Cruxie has all the skills Mustafa has learned, and will now take his place in your party lineup.

You will be prompted to return to Ciarius to find out what he knows. While you are there, show the researcher the Earth Stone and Fire Stone for some progress in that quest. If you feel up to synthesizing any of the Elixirs, feel free to do that too; the effects are enough to make it worthwhile.

### ### Part Six C: The Wind Sanctum #####

With the Wind Cape, you can skip most of the annoying stroll through the platforms of the Wind Precinct and get to the tower. The path to the Sanctum is rather quick, but you will have a trek ahead of you once inside. The Wind Sanctum is a bunch of rock paths connected by teleporters, and thus it can be more straightforward than the Flame Sanctum in many ways. After a few paths in the air, you will reach a place where wind gusts only sporadically lift you up. You can use the dash (Square) to cross, quietly. Along the bottom path is a [Ruby], and you can see a chest and area on the upper path you can't quite reach yet. Proceed onwards, and you will need to use the Wind Cape to float between rocks. Along those floating boulders is a [Gravity Ring], but it is time to go down to collect the other chest. Unequip the Wind Cape and fall, then instead of taking the teleporter, fall off the rock you land on; you will land right before the chest. It contains [Soft Hide x10]. Touch the switch to open the crystal gate, then proceed back and you will reach the tower base.

This is the second part of the Wind Sanctum, and it is a bit of a maze. Continue through until you reach a large wind tunnel, then drop down to take the teleporter. Go south from the destination to find [Withered Hardwood x20]. To the left another teleporter will take you to a switch; press it to lower another crystal gate. Return to the wind tunnel and ride it to the top, then turn south and use that teleporter. The switch visible from there will open the last crystal gate and permit you to move further on.

This segment is a lot more gates and switches, but to start off you will head west and trip that switch first. From there, find the next switch in the sequence and turn it on; backtrack again to the first crystal gate you passed and grab the [Striga Extract] in the chest. Fall off the broken path and you can reach a platform full of material spots and a chest with [Withered Hardwood x20] in it. Teleport back and climb to the top before falling off another

broken platform; down here is a switch you need to hit and a chest holding a [Vitality Belt III]. Continue through to the next switch and climb back up to the teleporter.

The wind tunnels make a return in the next segment, and you need to take the right-hand path first. In the chest here is the [Aerthas Staff] for Mishera. Use the switch and proceed onwards. Take the left fork for some Ambula Fruit, and then come back to the right for another switch. Climb the fan to the platform and drop off; you will reach a platform with a few enemies and a chest holding [30000 gold]. Return to the fork and take the middle path up two levels. To the left is another switch, which nests in front of the next switch, which will open the final crystal gate. Pass through and activate the stone monument before backtracking and falling down the broken platform to the west; it will lead to some Ambula plants and a chest with a [Maom Extract] in it. Use the map to teleport back to the Abyss monument to proceed.

This part can be tricky, with the Wind Cape needing to be employed strategically so you can avoid both the bladed wind-wheels and land on the platforms to plan your next move. You need to trip two switches along the path to reach the next area, and two chests holding [Varl Incense] and [Dragon Energy Drop]. You can drop off along the way to find various platforms below; the second holds [Fossilized Twig x20], the third holds a [Blood Nail]. Beyond that is a bird chariot statue. Climbing on board will start a boss battle with Rio Farga.

Rio Farga is not that difficult a mini-boss to take on, since it never moves and the wind instead pushes you back. It will summon in help, but these can be taken out just as easily as normally. Primarily focus on saving your Extra skill for the Dragon and instead just fighting relentlessly while dodging the tongue attacks. After defeating the insectoid titano, the chariot docks at the final area of the Sanctum, where Adol can commune with the Wind Dragon Mu-Anti. As before, Mu-Anti wants a trial by strength to determine if Adol is fit enough to wield its power.

Mu-Anti is a handful because it will often take to the sky and only leave the tailtip dangling to attack. Its primary attack is to whip the tail around and use wind to inflict a panicked confusion on its foes. When you see the Rush begin, it will emit a powerful razor-sharp wind which can hit multiple times at high damage. Then it will dash forward and swallow anyone who had gotten caught in the attack, causing poison and an ongoing minor attack. Dragon Blaze can bring this Dragon down in a hurry, but so can Aerial Orb or Domination. Pick your powerful skill of choice and get busy; once you exhaust your Extra skill gauge, unload your skills for as long as you can. (You are using a Blue Jewel or the Crimson Jewel right?) Once your SP is exhausted, either take a Dragon Energy Drop or use Mishera at range to refill. If you are well-practiced and have worked on your skills, Mu-Anti should go down fairly easily.

Once Mu-Anti is defeated, you will be given the [Wind Dragon Stone] and Mishera will have her Extra skill increased in power. She will now use Wind Legion as her Extra skill. With no clear clues on anything, all Adol's friends can suggest is to take the three stones to show Ciarius and try to hope something is now discovered. Instead of an answer from the sage, Geis' fairy familiars appear and inform everyone of a dark fog which has encased Altago City. Wishing to help out, Adol and company rush out to the aid of the city.

### Part Seven: Return to Altago City #####

First, the Dragon Knights have decamped from Altago Plains: West, so go there and take the chest remaining. It holds a [Speed Orb], which increases movement

speed. Warp to the Shrine of Origins to make it to Altago City faster, and you will find it indeed wrapped in the fog. Everyone splits up, as Adol and Dogi go to look for Tia and Maya. You can enter the weapons shop, and pick up new equipment if you need it. Once you travel into Old Town, you will need to defend Maya from some monsters. Then you learn Tia has not been seen recently, and that means searching the city for her.

You can also come across your party members elsewhere in the city. Elk is treating a wounded man in the house next to the item shop, and Cruxie is in another house with more wounded and refugees. Geis is at the harbor, holding off some new monsters who came from the sea and ruined the ships. After fighting off the monsters, Geis joins Adol and Dogi to search for Tia. Mishera is treating people in the church, while Sigroon is nowhere to be found. Approaching the palace, Geis' faerie Jue comes with alarming news: there is a man on a killing spree in the palace grounds.

Once you reach the throne room, you can confront the man responsible for the death in the halls. Scias, the Altaginian Falcon, is a force of nature currently who cannot be stopped. You can endure him for a while, but after a point he becomes impossible to harm. After you lose, the architect behind the Wind of Destruction appears and calls the deaths of Adol and his friends off. After the shocking monologue which explains a bit about what was going on behind the scenes, the enemies depart and leave Adol and Dogi to stew on just what happened and how to proceed. You will need to return to Ruins Island and travel to the Sea Sanctum with Aisha, in order to handle gaining the blessing of the Sea Dragon.

During this time, you can finalize purchases at the stores, and gather a quest from a Segramite Warrior near the weapons shop. Wesley Irizarry wants a measure of protection added to Altago, and hands Adol an [Ivory Ember Case] to gather a part of the sacred flame from Segram. After retrieving it handily enough, the torches are set up and Wesley is satisfied. His reward for your dedication is a [Flash Ring III], which can be a very nice accessory for long fights. After you are all set, go to the harbor and find your small ship waiting. It's time to move on to the Sea Sanctum.

--- Altago City New Goods ---

Weapon

|               |                           |          |
|---------------|---------------------------|----------|
| Great Sword   | 20000g (Photon Blade)     | Str +114 |
| Damascus      | 50000g (Rising Slash)     | Str +262 |
| Giant Edge    | 50000g (Rapid Snipe)      | Str +269 |
| Slender Sword | 50000g (Dominator)        | Str +262 |
| Gauntlet      | 20000g (Might Quake)      | Str +104 |
| Bone Gauntlet | 50000g (Straight Right)   | Str +249 |
| Composite Bow | 20000g (Jet Slicer)       | Str +98  |
| Falcon Bow    | 50000g (Waspinator)       | Str +236 |
| Great Axe     | 50000g (Sorcery: Antlion) | Str +275 |
| Chitchak      | 50000g (Steal)            | Str +262 |
| Raval Hammer  | 50000g (Provoke)          | Str +288 |
| Mystic Cane   | 50000g (Rejection)        | Str +236 |

Armor

|                 |                        |
|-----------------|------------------------|
| Dragoon Mail    | 10000g Def +74         |
| Reflex          | 30000g Def +156        |
| Breastplate     | 9000g Def +68          |
| Djiriba Halter  | 29000g Def +146        |
| Clane Vest      | 8000g Def +66          |
| Harvest Clothes | 28000g Def +146        |
| Crest Shield    | 4000g Def +39, Str +6  |
| Garman Shield   | 6000g Def +78, Str +10 |

Steel Bracelet        4000g Def +37  
Skull Bracelet       6000g Def +76

Item

Nadly Extract        1200g Recovers 500 HP.  
Striga Extract       3000g Recovers 1000 HP.  
Sebrina Incense      3000g Recovers 500 HP to all allies  
Chigle Extract       1000g Recovers 300 HP and raises fallen.

--- Zanzibar Firm New Goods ---

Accessory

Knight's Crest       50000g Increases EXP gained by 25%.  
Flash Ring III       50000g Increases Stun Rate by 3.

### Part Eight: The Sea Sanctum #####

Once you land on Ruins Island, it's a matter of backtracking to the altar through the paths you opened up the last time you visited. Once you enter the Edona Ruins, turn left and go up the lift. Then go left, and down to the ladder. If you left any of the chests containing recovery goods, you can acquire them now. Inside the Altar Room, Aisha reads the incantation and teleports the party into the Sea Sanctum.

Once inside, climb the walkways to the right and take a turn south to find a chest on a platform which contains a [Striga Extract]. From there head right and trigger a floor switch, melting ice so you can reach [Fossilized Twig x20]. Go further to the left, and turn south to trigger another floor switch; this melts more ice for you to proceed. A note about the icy floors - they can be a real pain to fight on unless you stand in one spot and attack at range. Luckily, the monsters in some of these rooms are weak to Pierce, so Aisha is very useful. Along the next path is an icy platform which has [Fossilized Twig x20] on it, and a camouflaged Rapletika who can be hard to see against the ice. Proceed with caution into the next area, as it is an icy walkway with no stops on the side in case you start sliding too fast. Across another icy path is a [Maom Extract], if you have room for it. Up the next flight of stairs you can cross to the left and find a spring where Spiritual Water can be found. On the other side to the right, you will find [Varl Incense]. Touch the stone monument at the next staircase, and slide to the left towards the bend in the icy path; just a bit past that is a chest holding [Sid-Rondo], a polearm for Geis. Climbing back up, you can find the stairs there are iced over and unclimbable; heading up from the stone monument you can find a [Dragon Energy Drop] in case you need it.

The next area is a massive maze of walkways and platforms, with water thrown in for good measure. Head to the right and find the floor switch which activates a bridge for you; after you finish that you can head to the southwest corner platforms and find some [Dalmatica] for your light armored characters. Retracing your steps around and to the northwest platforms will earn you [Monster Horn x20]. Heading to the north-center of the area will allow you to open another sluice-bridge and reveal the way to Aisha's [Albatross] weapon. Work to the central-east underwater passages to reach a floor switch for another sluice, opening another area to the south. There is a [Flash Ring II] there for the taking. Walk your way to the eastern paths and you can find another switch for the north sluice gate, which will allow you to reach an [Ice Ring] on the lower level. To the north across the gate you can find a chest with [Thin Hide x20] for the taking. Exit to the southwest, having to backtrack along the walls.

The next area has more caverns with ice, and you should fall down to claim

[Monster Claw x20] before being serious about crossing. Crossing carefully allows you to net a [Chaos Shield] from the chest. Up the stairs, you can cross another ice bridge with care to grab [Chaos Armor]. The ice bridges only become more treacherous, so avoid the lure of the chest on its own platform to keep climbing. You can grab a chest with a nice [Vitality Crown] on the way up, but the real prize is the [Steel Hooks] which give you traction on ice. Once you have that, use a dash to get to the [Chaos Sword] and begin immediately working on its skill. Pentagram is such a highly useful skill, it is worth having to call on at will.

With the Ice Hooks, you can now climb the slippery stairs; remember to put on the Gratheos Talisman before you proceed into the underwater area, however. Mind the tiles which flash, since they are damage zones, and meet some new swordfish enemies called Spielkri. They're good practice for Adol, however. Heading completely to the east, a floor switch shuts off some of the damage panels. Poking around to the northeast yields a [Rare-Scale] armor, suitable medium armor for your party now. Along the northern path you can dash-jump across a gap to a path full of damage panels. It's worth the pain, as the chest at the end contains [Training Ring III].

The next segment can drop you through water pools into the lower level, so be sure of your footing as you move across. You can grab a [Striga Extract] in a safe pool and with some careful walking you can reach a [Great Arm] for Dogi. After that, you enter a long spiraling staircase which ends at a stone monument. The Sea Dragon awaits, and as three times before, you need to defeat the dragon to earn its power.

O-Balon the Sea Dragon fights entirely underwater, and pops out from the holes in the wall during battle. It will cruise leisurely around in circles to one of the other holes, and show easily a dozen targets along its long body. These targets are what you have to attack. O-Balon has a few attacks, but most notably its body is electrified, so standing next to it too long will result in a hit against you. Another favorite attack is to swim in a circle in the main room and start a maelstrom which will suck you in while pulses of electricity home in on you. After you destroy all the targets along the length of the Sea Dragon, it will close the two largest cave openings and begin fighting from the wall. Alternatively it will flood the arena or cause the floor to freeze. This segment of the fight is easier on you, if you're good at dodging the quick motions. Once it gets low enough on health, it will very quickly dart its head in and out of holes until it lunges through. During this time, small but tough monsters will come out to soak up attention. Adol's Pentagram skill, or Cruxie's Dragon Blaze both can do serious damage to the latter form; Aisha's Cataract Blue is good for handling the multiple targets in the first section. It's important not to unleash an Extra skill unless you can hit with most of it.

(A special note here, there are monsters which are summoned during this battle which are unique to it. If you are shooting for a full bestiary, do not miss out on killing these monsters! They are called Seah Damlin.)

Once Adol defeats O-Balon, the Sea Dragon will bestow upon him the [Sea Dragon's Stone] and give Aisha its blessing. Aisha's Extra skill is upgraded to Azure Destruction and you are finished here.

### Part Nine: Moon Dragon's Call #####

Back in Altago City, things are no better than before. Ciarius has left to return to the hidden Iska Village as something has begun happening there with

the monument in the center of town. Once you travel to Iska, take a moment to peer into the shop and refill your recovery items. Buy weapons or armor as you wish, but be aware the end of the game is getting very close and one more set of equipment is due to arrive.

At the pillar of light, Ciarius will explain how it was the original Moon Altar, but without the incantation the Sanctum is still inaccessible. Return to Altago City to search Tia's belongings, and you will find her hairpin resting on the table. It is also glowing faintly; taking it to the Moon Altar will open the way to the Sanctum of the Moon Dragon Ze-Kalion. As four times before, Adol must now prove his strength to the Dragon for its blessing.

This battle is a little deceptive. Ze-Kalion starts off rather unassuming, and will conjure attacks with its wings; it will toss a whirlwind forwards, lunge in a quick dash across the arena, or just spin and swipe the area before it. After some damage is done, it will add another attack; the Moon Dragon summons two orbs which sweep a pair of beams from the sides to forward. A little bit after that, Ze-Kalion will melt into the floor and transform into a large and brutish form; the only place to harm it is at the tail. Most of its attacks now will cause shockwaves and cause the party to flounder for footing. After a set amount of damage, the tail ceases to be the target and a jewel appears on the Moon Dragon's forehead. Ze-Kalion now has its weak spot right where it has the greatest amount of attack presence, which means you need to approach it a bit more carefully.

Pentagram, Sword Dance, Dragon Blaze, and various other skills are all fine to attack with, primarily Pentagram and Dragon Blaze. Pentagram charges the Extra gauge quite well and Dragon Blaze deals a lot of damage in exchange for a lot of SP. Catastrophe will be an amazing damage-dealer if you can line it up properly. Lunar Crystal Blade is also very nice if you can get Adol directly facing the target area. By now, you have probably found other skills which you like; feel free to use them. Scud Sword can be useful if aimed well, Photon Blade can dish out some quick damage, Cross Crusher and Straight Right both handle well . . . the list goes on.

After defeating the Moon Dragon, Adol's Extra skill reaches full strength as the Lunar Dragon Blade, and he is bestowed the [Moon Dragon Stone]. Finally, all five Dragon Stones are gathered . . . but where to go with them?

--- Iska Village New Goods ---

#### Weapon

|                  |                           |          |
|------------------|---------------------------|----------|
| Great Sword      | 20000g (Photon Blade)     | Str +114 |
| Iskan Blade      | 50000g (Earth Shaker)     | Str +321 |
| Valona           | 50000g (Rapid Snipe)      | Str +330 |
| Oracle Sword     | 50000g (Scud Sword)       | Str +321 |
| Lien-Genna       | 50000g (Wild Rage)        | Str +305 |
| Coco             | 50000g (Rising Arrow)     | Str +289 |
| Executor         | 50000g (Axe Arts: Ravage) | Str +337 |
| Moonlight Hammer | 50000g (Crimson Pillar)   | Str +353 |
| Silver Staff     | 50000g (Atomis Cutter)    | Str +289 |
| Iskan Dual Blade | 50000g (Leaf Boomerang)   | Str +321 |

#### Armor

|                   |                         |
|-------------------|-------------------------|
| Gara Plate        | 30000g Def +215         |
| Lunar Breastplate | 29000g Def +208         |
| Dark Mishra       | 28000g Def +207         |
| Iskan Shield      | 8000g Def +105, Str +14 |
| Glow Bracelet     | 8000g Def +100          |

The Well of Souls opens, and Adol must go within to stop the Wind of Destruction. The shop at Iska Village now can synthesize powerful weapons and armor if you can get enough materials from the Well of Souls; the purchased equipment is not as good, but it can help keep you alive. You will also be told about weaponry which can be created from the Dragon Stones, all of which are well worth getting for the characters you plan on using. Adol's Caliocerion is easily worth the work, but it entails a lot of searching for materials. Also, as soon as you find a single Moon Stone (it will not take long), you can finish the last Lecture quest in Iska; the reward is a [Black Talisman], which can nullify enemy damage some of the time. This can be a very useful piece of equipment, but I'm not sure how well it measures up against other accessories. Likewise, once you start gathering Holy Water, it becomes likely you can clear the "Spirit Elixir Concoction" quest. The reward for doing so is an [Energy Charm], which fills the Extra Gauge faster; this can make the final battle a lot easier.

Into the Well of Souls, you will find it a long stone pathway which has very strong monsters along it. Take the path to the southwest (using the Grattoeos Talisman) to find some Maom plants and [Striga Extract]. Since this dead-ends, backtrack a ways to the northwest corner of the previous area; you can find a chest holding [Moon Stone x20] and an exit. The room looks like nothing is there, but the seal on the wall will open for the Moonlight Bell; beyond Adol and company will look out over an old ruined city.

The city itself is a sprawling affair, and there are beam traps rotating which can chew through you rather easily if you aren't paying attention. Take the first turn north and gently move through the traps; at the end you will find a [White Talisman] and a switch in the floor to turn off the traps you just traversed. From there, continue west and take the trip north for a [Dragon Energy Drop], before heading fully west and getting past more traps. The switch will now turn off the rest of the traps, as well as cause an Iskan seal to appear on the floor. Ringing the Moonlight Bell will drop the party down into another area.

Here the main attraction is a crystal puzzle where you will need to move the light beam to open barriers. This is not that hard, but it can be time consuming to line the crystal beams up. First open the southwest barrier for the [Dueler] weapon. Open the north gate for [Sylard], [Stompy], and the [Volos Staff]. You can open the eastern gate with some work to make stairs appear along the eastern path, before opening the southern gates. Through the southern gates you can find [Lunar Carapace] and [Hyper Cutter], both of which are very nice weapons. Backtrack to where you made the stairs appear and proceed to the next section. This area is very simple, and full of enemies; cut through them and make it to the next exit to the east. Use the stone monument to mark your map, and take a moment to be sure you are ready. If you desire, you can return to Iska to hand off the Moon Stone to the researcher.

Ahead is an arena where two Dragg Leth, the "Souls of the Fallen", attack. These two together are dangerous, since they have a very high damage output and have a habit of cornering a single person between them and beating them into death. Being very mobile, slow attacks simply are not good enough to keep up. Pentagonagram and Dragon Blaze both can be great, but they will also drain SP rapidly. The Dragg Leth both have enormous pools of HP, so this could take a while to whittle through.

Once through, you enter caverns again; equip the Grattoeos Talisman and run into the north of the watery area to find a chest holding [Soul Stone x20]. Down the path to the south nearby is a chest with [Titano Bone x20]; the

collection of both these chests should put your Dragon Stone weapons closer to reach. Put on your Diamond Boots and trek east along the path with spikes until you come outside. Smack the block teetering on the edge here, and it will fall down and create a bridge. Grab the chest past it with a [Striga Extract] inside, then fall down. You can cross the bridge to proceed; stay out of the windy areas, since it will damage you constantly. Inside the caverns, you can find lots of spots to gather Moon Stones and Soul Stones, as well as a chest with [Titano Spine x10] inside. Continue outside, and you will pass into another cavern with an Iskan seal on the wall; ring the Moonlight Bell and collect the chest with the [Moon Talisman] inside. Use the bell again to the left, and you will manifest stairs so you can shortcut through next time.

Backtrack to before the cave passage, and you can travel along the west and south path to reach a [Heavy Belt] while using the Moon Talisman. After that is done, return to the place just before you found the Moon Talisman, and proceed along the windy paths. Take a sidetrip along the southern wall into an underwater cavern where you can find [Hard Hide x30] and a [Clone Statue]. A quick word about the Clone Statue; it is an instant life restoration if you die while holding it, but it is gone after. Once you finish with that, it's time to carefully work your way west around the water pits; fall once and you return to the underwater cavern.

Beyond the door, you enter a new cavern in the lower Well of Souls. Head north to find a spring (though it only yields Cloudy Water), and a chest with [Soft Hide x30]. Fighting through the tough Adolpha titanos, you can reach a [Varl Incense] and a [Maom Extract] before the exit. The next chamber is a broad cavern with many rocky platforms at differing heights. You can find two chests each with a [Striga Extract] along the way, and a chest near the end holds an [Alp Extract]. After that, you have reached the bottom of the Well of Souls, and you had best turn back now if you have doubts about your armor or weapons. Especially armor, since these are the final fights of the game.

Scias awaits, and the Knight of Despair is eager to fight. His attacks are almost the same as they were when you fought him before, except faster. And with more effort into your equipment and level, he is not as unbeatable as before. Be very careful of his energy slash, since he can create shadow-clones and deliver up to three strikes at varying angles. When he jumps into the air and vanishes, start running around and dodging because he will drop out of the sky and create a large vortex of energy which can deal heavy damage. Pentagram, Dragon Blaze, and Extra skills will help you out; know that Elk's Extra skill is a temporary invincibility shield which will absorb damage and it can be dropped on all allies close to him.

After Scias is defeated, you have one last chance to turn back, and the party lets you know this. Tialuna awaits, as the Maiden of Demise, and she is every bit as powerful as you were warned. She has two stone allies to begin, which will make the fight much harder if you leave them alone. Take them out first, and avoid Tialuna's spells as much as you can. Primarily, if you can avoid being beaten around by the magic you should do fine with the battle.

After Tialuna is defeated, Rul-Ende shows itself. The Root of All Existence is moving towards the total destruction of Altago. Adol's company is now split off into three groups. Dogi, Elk, and Mishera are one group, and the first up. Second up is Geis, Cruxie, and Aisha. Lastly Adol is left alone for his fight.

### Final Battle: Rul-Ende #####



The first section has Dogi and friends having to beat up four dragon heads in order to reach the real target. The heads are vulnerable only for a short time, and have a lot of health to chew through. Use skills as much as you can, and use Flash Guard to help fuel your power. As you deal more damage, more of the heads will get into the act dropping attacks. The varied attacks are: a fire-bomb which covers a large area and can deal continual damage, a tracking pulse of ice which may freeze you, a blast of four fireballs, and a fire breath which sweeps around the arena, but will not hit directly in front of Rul-Ende. When the Rush marker appears, it is highly imperative you save an Extra skill to hit it then so you can avoid a meteor storm which will deal heavy damage. After a long fight, the focus now shifts to the next section up.

Geis' group will have a better time, as the target is always vulnerable. Two arms will run interference by placing hazards on the battlefield. The most dangerous ones are two massive flame pillars which swirl and track your party, and two energy discs which orbit the field. However, you should be able to handle this easily enough; if you did not blow all your healing goods on the lower section, this will not be nearly as bad. This section of Rul-Ende will use its claws to attack mostly, summoning tracking flames and spitting weaker energy pulses which track. Aisha's ranged attack can really shine here, since she can build SP and unleash Cataract Blue (if you have it) or allow Cruxie to drop Dragon Blaze (again, if you have it), or even to let Geis go with a Cross Crusher. When the Extra gauge is full, use Cruxie to deal a huge chunk of damage to Rul-Ende. After a third of the health is gone, the mouth will scream and try to suck in everyone. Dash away as fast as you can to avoid being swallowed, then resume. After it is down to a third, a new attack appears where the boss will throw down lighting barriers with a small opening for you to thread through. Try to avoid being caught for much damage in this attack.

The last section is all Adol, and it's not terribly difficult compared to the others. Adol has to take down four targets around the outside of the floor, and each one can take a large amount of punishment. The center body will throw all sorts of attacks at Adol, all of which can be dodged if you keep moving. The two troublesome ones are when the outer targets use beams to track Adol's location and fire energy, and when the center body sets up four dividing pillars of flame and rotates swiftly. You can outdash the pillars of flame, until the attack stops, and you can avoid being caught by the beams by moving very carefully. Once you destroy the four targets, and phase two begins, Rul-Ende will become vulnerable. He will lay down a sectioned grid on the ground; when he focuses his energy he can turn some sections into a damage zone. He can move to the edge of the floor, and retains some of his attacks from before. Be careful not to be caught in his massive beam attack, as it will easily shave off health. Every time he moves, Adol will flinch and you'll need to be extra cautious for his attacks once he reappears; there will be little time to dodge.

After Adol defeats the final section of Rul-Ende . . . the nightmare is over. Enjoy the hard-earned ending!

--- Iska Village New Goods ---

Armor

|              |        |          |
|--------------|--------|----------|
| Nonoire-Fren | 10000g | Def +242 |
| Lien-Iris    | 9000g  | Def +232 |
| Lien-Clane   | 8000g  | Def +224 |

#-# 4. Optional Bosses #-----#

You can fight three massive titanosaurs in Altago, none of which are required to

beat the game. However, you will find their rewards worth attaining once you have the power to take them on.

### Bal Kilios, the One-Horned Beast

Location: Altago Plains

You can wander into this guy's clearing easily and early. This guy serves as the usual Ys series reminder to not wander recklessly into new areas without healthy respect for what may lurk there. He's also the easiest of the three optional titano bosses. His attacks can do massive damage to lower-level characters but when you get some decent weapons and armor you can consider fighting the beast. Patience and skill are the words of the day here; Bal Kilios does not have very many quick attacks, and he telegraphs them all rather well. His stomp is a common attack, and can cover a large area with a damaging shockwave; stay clear when he lifts a leg to stomp. He can smash with his tail or slash with his horn; for either one, staying out of the rear or front arcs (respectively) is enough. If you are using Aisha to use ranged attacks to avoid him, he will throw a fireball at your feet for trying it. The warm-up time on the fire ball is so long, you can get away easily. Adol's Sword Dance is an excellent skill to bring to the fight, as is Aisha's Killer Hornet. Don't be afraid to use Lunar Blade, since you will be landing many skill hits.

When he is defeated, you can claim the [Dragon Orb] which will allow resting in areas which normally do not allow it. This is an interesting prize, but useful.

### Soldi Orm, Sand Eater

Location: Flame Shrine: Outside

You passed this titano on the way into the Flame Shrine, and you were warned to run rather than fight. The toughest of the optional bosses, Soldi Orm is difficult to predict up until he makes his move. He can spit three fireballs in a spread, or generate a pit of quicksand in front of him, or just swipe in a circle around him. All of these attacks have very little telegraph, but it is enough to use the dodge to roll out of the way. It is not a terribly difficult fight, but it can wreck you if you are not paying close enough attention. If you can do consistent damage, you can take Soldi Orm down rather easily.

Killing Soldi Orm earns you Dogi's Level 3 Extra Skill: "Ultimate Strike". In the event you kill it before you finish the scene with the Sea Altar, you cannot use it until you have finished the Coliseum fight.

### Mili Urdu, the Earth Creature

Location: Segrain Desert

A big sign reads "Keep out!" before you enter this canyon clearing, and most of you readers understood when Ys says such things to you it is well-meant. When you can take Mili Urdu, go for the tail to damage it best. Mili Urdu's attacks are a charge which can drag along the walls and still damage, and a swirl of the body in a huge circle. Avoid being hit with either, since they are easy enough to avoid. The trouble is the sheer length of a fight without your party being exceedingly overbuilt. Mustafa and Sigroon are both useful allies here, to help you get the most bang out of an Extra Skill release. Dragon Blaze is an amazingly powerful skill to unleash on Mili Urdu, and if you hold off until after the Flame Shrine, Catastrophe is a completely devastating attack if you can line it up properly. Don't be afraid to use your

recovery items, since that is their purpose. If you have to burn them all up, however, it might be best to try to get a few levels before trying again.

Defeating Mili Urdu will upgrade Geis' Extra Skill to its third stage: Fairy Annihilation. Again, if you have not yet gone to and returned from Ruins Island, this skill will not be unlocked until after the Coliseum.

#-# 5. Regional Guide #-----#

+++ Altago Plains: Northeast +++

Materials: Iron Ore, Spring Water, Cloudy Water, Prairie Wood

Monsters: Klou, Naghil, Deagrafm

Treasures: Iko Extract x2

+++ Altago Plains: East +++

Materials: Lughott Fruit, Lughott Seed, Iko Leaf, Iko Seed, Iron Ore

Monsters: Migo, Naghil, Deagrafm

Treasures: Iko Extract, Vitality Belt I\*, Hawk Eye I

+++ Altago Plains: Southeast +++

Materials: Lughott Fruit, Lughott Seed, Prairie Wood, Iko Leaf, Iko Seed

Monsters: Migo, Naghil, Deagrafm

Treasures: Iron Ore x10

+++ Shannoa Forest: West +++

Materials: Iron Ore, Charcoal, Komona Flower, Komona Seed, Kamika Fruit, Kamika Seed, Spring Water, Cloudy Water

Monsters: Pharom, Sehpet, Iovite

Treasures: Power Wrist I, Iko Extract

+++ Shannoa Forest: East +++

Materials: Kamika Fruit, Kamika Seed, Sapling, Iron Ore, Charcoal, Spring Water, Cloudy Water

Monsters: Pharom, Ichu, Iovite

Treasures: Shield Ring I, Mirula Incense

+++ Ancient Tree: Outside +++

Materials: Iron Ore, Charcoal, Kamika Fruit, Kamika Seed,

Monsters: Pheromonk, Misram, Org

Treasures: Iko Extract, Shield Ring I, Salimera Extract, Mirula Incense

+++ Ancient Tree +++

Materials: Charcoal, Green Stone, Sapling, Spring Water, Cloudy Water, Komona Seed, Komona Flower

Monsters: Pheromonk, Misram, Zerangique, Org-Ro, Viwhorl, Vizo-Naghil, Org-Shim, Mand-viwhorl, Tadrogue

Treasures: Charcoal x10, Charcoal x10, Prairie Wood x10, Monster Bone x15, Salimera Extract, Vitality Belt I, Monster Bone x15, Monster Fur x10, Thick Hide x10, Iron Ore x15, White Snake Ring, Panacea, 1000g, Salimera Extract, White Talisman

+++ Altago Plains: Center +++

Materials: Spring Water, Tainted Water, Iron Ore, Lughott Fruit, Lughott Seed

Monsters: Radit, Panth'on, Saravn

Treasures: Sapling x15, Salimera Extract

+++ Altago Plains: Lakeside +++

Materials: None

Monsters: Radit, Panth'on, Saravn  
Treasures: None

+++ Altago Highlands +++

Materials: None  
Monsters: None  
Treasures: Dragon Energy Drop

+++ Altago Plains: West +++

Materials: Lughott Fruit, Lughott Seed, Iron Ore, Iko Leaf, Iko Seed  
Monsters: Saravn, Lapalm, Panth'on  
Treasures: Dragon Fig, Large Bone x10, Shimmer Brooch I

+++ Altago Plains: Southwest +++

Materials: Lughott Fruit, Lughott Seed, Iko Leaf, Iko Seed, Iron Ore  
Monsters: Lapalm, Radit, Saravn  
Treasures: Salimera Extract, Dragon Energy Drop

+++ Cave Bypass +++

Materials: Iron Ore  
Monsters: Benes, Eoveet, Zonaghil  
Treasures: Traveler's Robe, 2000g

+++ Segram Desert: Northwest +++

Materials: Lokin Fruit, Lokin Seed, Dry Wood, Iron Ore, Hot Sandstone,  
Salimera Leaf, Salimera Seed, Monster Bone, Large Bone  
Monsters: Lapalm-Dos, Pyl'aha, Stoks  
Treasures: Dragon Energy Drop, Power Wrist I, Hot Sandstone x10

+++ Segram Desert: West +++

Materials: Monster Bone, Large Bone, Iron Ore, Hot Sandstone, Dry Wood,  
Salimera Leaf, Salimera Seed, Lokin Fruit, Lokin Seed  
Monsters: Pyl'aha, Walkes, Stoks  
Treasures: 2500g, Hawk Eye I, Cloudy Water x10

+++ Segram Desert: East +++

Materials: Salimera Leaf, Salimera Seed, Dry Wood, Large Bone, Lokin  
Fruit, Lokin Seed  
Monsters: Gimnar, Stoks, Walkes  
Treasures: Salimera Extract, Flash Ring I, Sebrina Incense

+++ Flame Shrine: Outside +++

Materials: None  
Monsters: Soldi Orm  
Treasures: Hard Hide x10

+++ Flame Shrine +++

Materials: Large Bone, Hot Sandstone, Red Stone  
Monsters: Elpio, Daurus, Rekano, Brahm, Gzo-Naghil, Ardelo,  
Treasures: Hot Sandstone x10, Silver Feather, Hard Hide x20, Fire-proof  
Scarf, Salimera Extract, Salimera Extract, Kamika Extract, 3000g, Training  
Ring I, 2500g, Hot Sandstone x20, Sebrina Incense

+++ Old Waterway +++

Materials: None  
Monsters: Dei'klou, Sahlti, Sahlti-Rega, Goldi  
Treasures: Gavel of Souls, Nadly Extract, Sebrina Incense

+++ Altago Plains: Gorge Way +++

Materials: Iron Ore,

Monsters: Saravn, Lapalm, Radit  
Treasures: Mirula Incense, Salimera Extract

+++ Kylos Gorge: Southeast +++

Materials: Iron Ore, Ashen Rock, Nadly Flower, Nadly Seed, Chigle Fruit, Chigle Seed  
Monsters: Natel, Etraf, Bufrol  
Treasures: 3000g, Ashen Rock x10

+++ Kylos Gorge: Northwest +++

Materials: Withered Hardwood, Chigle Fruit, Chigle Seed, Iron Ore, Ashen Rock  
Monsters: Natel, Bufrol, Bartalos  
Treasures: Titano Spine, Nadly Extract, Indigo Wing Bangle

+++ Wind Precincts +++

Materials: Withered Hardwood, Ashen Stone, White Stone, Spring Water, Fragrant Water, Tainted Water  
Monsters: Saphit'om, Ir, Galedda, Bataluf, Draud, Almora-Hurz, Almora-Jiks  
Treasures: Panacea, Nadly Extract, Sebrina Incense, Amulet Rosary, Blue Jewel, Rune Earrings, Monster Horn x20, Titano Fluid, Gold Pendant, Thin Hide x20

+++ Ruins Island +++

Materials: Spring Water, Fragrant Water  
Monsters: Liwald-Pielle, Liwald-Rwan, Liwald-Haem, Raton  
Treasures: Nadly Extract, Power Wrist II, Ogre Shield, Garman Cestus

+++ Edona Village +++

Materials: Marble, Blue Stone  
Monsters: Raton, Liwald-Rwan, Liwald-Haem, Liwald-Pielle, Amnii, Raton'jignut, Rui'on, O'klou, Kyuud, Kyuud-Suu, Klifs  
Treasures: Vitality Belt II, Nadly Extract, Rolika-Muskra, Chain Clothes, Knight's Crest, Estoc, Spiked Leather, Camtha, Trident, Garman Cestus, Nadly Extract, Nadly Extract, Eye of Fire, Nadly Extract x3, Salimera Extract x3, Sebrina Incense, Mirula Incense, Chigle Extract

+++ Wilderness +++

Materials: None  
Monsters: Ginovvider, Grafm-goa, Zonaghillian, Ildohrga  
Treasures: Hawk Eye III, Titano Fluid x20,

+++ Moonlight Path +++

Materials: None  
Monsters: Sahlti-Roa, Il'sahlti  
Treasures: Titano Bone x10, Maom Extract, Striga Extract, Shimmer Brooch III, Titano Fluid x20

+++ Earth Sanctum +++

Materials: Iron Ore, Earth Stone, Striga Leaf, Striga Seed, Ambuna Fruit, Ambuna Seed, Fossilized Twig, Sapling, Spring Water, Cloudy Water, Tainted Water, Spiritual Water  
Monsters: Loral, Vada, Damlin, Yvi, Glu Benes, Kluwidar, Ramgent, Almafloi  
Treasures: Panacea, Shield Ring III, 20000g, Sebrina Incense, Stone Ring, Earth Stone x20, Poison Ring, Earth Stone x20, Striga Extract, Training Ring II

+++ Flame Sanctum +++

Materials: Iron Ore, Fire Stone, Fossilized Twig, Dry Wood, Ambuna Fruit,

Ambuna Seed, Spring Water, Spiritual Water, Tainted Water, Fragrant Water

Monsters: Selmaus, Balmtikaa, Seinak

Treasures: Striga Extract, Flame Ring, Power Wrist III, 25000g, Marl

Incense, Angue-Aribus, Maom Extract, Sapphire, Rune Ring

+++ Wind Sanctum +++

Materials: Iron Ore, Wind Stone, Fossilized Twig, Withered Hardwood, Ambuna Fruit, Ambuna Seed, Striga Leaf, Striga Seed

Monsters: Lystery, Lizetikaa, Klu'esel, Riokarp, Lysterries

Treasures: Ruby, Gravity Ring, Soft Hide x10, Withered Hardwood x20, Striga Extract, Withered Hardwood x20, Vitality Belt III, Aerthas Staff, 30000g, Maom Extract, Varl Incense, Dragon Energy Drop, Blood Nail, Fossilized Twig x20

+++ Sea Sanctum +++

Materials: Iron Ore, Sea Stone, Ambuna Fruit, Ambuna Seed, Fossilized Twig, withered Hardwood, Spring Water, Spiritual Water, Fragrant Water

Monsters: Rapletika, El'fria, Edonaperiod, Siralints, Spielkri, Velk

Treasures: Striga Extract, Fossilized Twig x20, Fossilized Twig x20, Maom Extract, Dragon Energy Drop, Dalmatica, Monster Horn x20, Albatross, Flash Ring II, Ice Ring, Monster Claw x20, Chaos Shield, Chaos Armor, Vitality Crown, Chaos Sword, Rare-Scale, Training Ring III, Striga Extract, Great Arm

+++ Well of Souls +++

Materials: Alp Flower, Alp Seed, Iron Ore, Moon Stone, Maom Fruit, Maom Seed, Crystallized Twig, Fossilized Twig, Spring Water, Holy Water, Cloudy Water, Fragrant Water

Monsters: Ghianatrel, Solcroi, Abissayna, Dea'borg, Nornal, Tram-Gram, Soramjint, Nekl, Glunose, Cetaphis, Adolpha

Treasures: Moon Stone x20, Striga Extract, White Talisman, Dragon Energy Drop, Dueler, Sylard, Stompy, Volos Staff, Lunar Carapace, Soul Stone x20, Titano Bone x20, Striga Extract, Titano Spine x10, Heavy Belt, Hard Hide x30, Clone Statue, Soft Hide x30, Varl Incense, Maom Extract, Striga Extract, Striga Extract, Alp Extract

#-# 6. Bestiary #-----#

1. Zonam

|     |    |      |    |      |       |
|-----|----|------|----|------|-------|
| Lv. | 1  | HP   | 80 | Weak | Slash |
| Str | 11 | Def  | 2  | Dex  | 9     |
| Agl | 6  | Gold | 0  | Exp  | 0     |

Drops: None

2. Ghalf

|     |    |      |    |      |        |
|-----|----|------|----|------|--------|
| Lv. | 2  | HP   | 98 | Weak | Strike |
| Str | 17 | Def  | 5  | Dex  | 11     |
| Agl | 8  | Gold | 0  | Exp  | 0      |

Drops: None

3. Klou

|     |    |      |    |      |       |
|-----|----|------|----|------|-------|
| Lv. | 1  | HP   | 30 | Weak | ----- |
| Str | 33 | Def  | 2  | Dex  | 11    |
| Agl | 7  | Gold | 18 | Exp  | 22    |

Drops: Monster Hide, Bone Fragment, Monster Fur

4. Naghil

|     |    |      |    |      |       |
|-----|----|------|----|------|-------|
| Lv. | 2  | HP   | 37 | Weak | Slash |
| Str | 46 | Def  | 4  | Dex  | 10    |
| Agl | 8  | Gold | 25 | Exp  | 29    |

Drops: Monster Fluid

#### 5. Deagrafm

|     |    |      |    |      |        |
|-----|----|------|----|------|--------|
| Lv. | 2  | HP   | 58 | Weak | Strike |
| Str | 55 | Def  | 5  | Dex  | 11     |
| Agl | 8  | Gold | 40 | Exp  | 36     |

Drops: Bone Fragment, Iron Ore

#### 6. Migo

|     |    |      |    |      |       |
|-----|----|------|----|------|-------|
| Lv. | 4  | HP   | 84 | Weak | ----- |
| Str | 56 | Def  | 7  | Dex  | 16    |
| Agl | 16 | Gold | 45 | Exp  | 41    |

Drops: Monster Down, Bone Fragment

#### 7. Grafm-goa

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 33  | HP   | 3030 | Weak | ----- |
| Str | 384 | Def  | 233  | Dex  | 59    |
| Agl | 99  | Gold | 873  | Exp  | 2680  |

Drops: Titano Bone, Monster Horn, Spine

#### 8. Zonaghillian

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 33  | HP   | 4680 | Weak | ----- |
| Str | 400 | Def  | 204  | Dex  | 58    |
| Agl | 96  | Gold | 858  | Exp  | 2304  |

Drops: Titano Fluid

#### 9. Pharom

|     |    |      |    |      |       |
|-----|----|------|----|------|-------|
| Lv. | 4  | HP   | 96 | Weak | Slash |
| Str | 52 | Def  | 6  | Dex  | 14    |
| Agl | 16 | Gold | 49 | Exp  | 43    |

Drops: Komona Flower, Iko Leaf, Iko Seed

#### 10. Sehpet

|     |    |      |    |      |       |
|-----|----|------|----|------|-------|
| Lv. | 4  | HP   | 76 | Weak | ----- |
| Str | 49 | Def  | 7  | Dex  | 16    |
| Agl | 16 | Gold | 48 | Exp  | 45    |

Drops: Monster Hide, Iron Ore

#### 11. Iovite

|     |    |      |    |      |        |
|-----|----|------|----|------|--------|
| Lv. | 5  | HP   | 69 | Weak | Strike |
| Str | 54 | Def  | 15 | Dex  | 17     |
| Agl | 20 | Gold | 55 | Exp  | 52     |

Drops: Monster Fluid

#### 12. Ichu

|     |    |      |    |      |       |
|-----|----|------|----|------|-------|
| Lv. | 5  | HP   | 93 | Weak | Slash |
| Str | 56 | Def  | 20 | Dex  | 18    |
| Agl | 19 | Gold | 65 | Exp  | 54    |

Drops: Monster Fluid, Charcoal

13. Pheromonk

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 6  | HP   | 137 | Weak | Slash |
| Str | 69 | Def  | 13  | Dex  | 17    |
| Agl | 22 | Gold | 62  | Exp  | 61    |

Drops: Komona Flower, Komona Seed

14. Misram

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 6  | HP   | 164 | Weak | ----- |
| Str | 75 | Def  | 27  | Dex  | 19    |
| Agl | 23 | Gold | 63  | Exp  | 64    |

Drops: Thick Hide, Monster Down, Charcoal

15. Org

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 6  | HP   | 219 | Weak | ----- |
| Str | 81 | Def  | 25  | Dex  | 17    |
| Agl | 23 | Gold | 60  | Exp  | 67    |

Drops: Bone Fragment, Monster Bone

16. Ergallion

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 34  | HP   | 3560 | Weak | ----- |
| Str | 432 | Def  | 222  | Dex  | 64    |
| Agl | 100 | Gold | 897  | Exp  | 2505  |

Drops: Titano Bone, Monster Fang, Titano Spine

17. Zerangique

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 7  | HP   | 346 | Weak | ----- |
| Str | 59 | Def  | 37  | Dex  | 18    |
| Agl | 21 | Gold | 52  | Exp  | 88    |

Drops: Monster Fluid, Iron Ore, Charcoal

18. Viwhorl

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 8  | HP   | 286 | Weak | Slash |
| Str | 74 | Def  | 22  | Dex  | 20    |
| Agl | 24 | Gold | 94  | Exp  | 123   |

Drops: Thick Hide, Sapling, Iko Leaf, Iko Seed

19. Vizo-naghil

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 8  | HP   | 392 | Weak | ----- |
| Str | 67 | Def  | 24  | Dex  | 20    |
| Agl | 23 | Gold | 85  | Exp  | 205   |

Drops: Thick Hide, Monster Bone

20. Org-Ro

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 7  | HP   | 190 | Weak | ----- |
| Str | 59 | Def  | 26  | Dex  | 21    |
| Agl | 26 | Gold | 72  | Exp  | 71    |

Drops: Monster Bone, Thick Hide

21. Org-Shim

|     |   |    |     |      |       |
|-----|---|----|-----|------|-------|
| Lv. | 8 | HP | 321 | Weak | ----- |
|-----|---|----|-----|------|-------|



|     |    |      |    |     |    |
|-----|----|------|----|-----|----|
| Str | 93 | Def  | 24 | Dex | 22 |
| Agl | 29 | Gold | 80 | Exp | 82 |

Drops: Monster Bone

## 22. Mahd-viwhorl

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 9  | HP   | 297 | Weak | Slash |
| Str | 87 | Def  | 22  | Dex  | 21    |
| Agl | 26 | Gold | 100 | Exp  | 141   |

Drops: Thick Hide, Sapling, Komona Flower, Komona Seed

## 23. Tadrogue

|     |    |      |     |      |       |
|-----|----|------|-----|------|-------|
| Lv. | 8  | HP   | 145 | Weak | ----- |
| Str | 71 | Def  | 16  | Dex  | 22    |
| Agl | 29 | Gold | 75  | Exp  | 86    |

Drops: Monster Bone, Bone Fragment, Green Stone

## 24. Saravn

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 10  | HP   | 182 | Weak | ----- |
| Str | 115 | Def  | 33  | Dex  | 23    |
| Agl | 36  | Gold | 95  | Exp  | 91    |

Drops: Monster Bone, Monster Down

## 25. Radit

|     |    |      |     |      |        |
|-----|----|------|-----|------|--------|
| Lv. | 10 | HP   | 121 | Weak | Pierce |
| Str | 75 | Def  | 29  | Dex  | 25     |
| Agl | 56 | Gold | 95  | Exp  | 93     |

Drops: Komona Flower, Komona Seed

## 26. Panth'on

|     |     |      |     |      |        |
|-----|-----|------|-----|------|--------|
| Lv. | 10  | HP   | 259 | Weak | Strike |
| Str | 130 | Def  | 50  | Dex  | 23     |
| Agl | 29  | Gold | 100 | Exp  | 96     |

Drops: Hard Hide, Monster Bone

## 27. Lapalm

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 11  | HP   | 279 | Weak | ----- |
| Str | 122 | Def  | 34  | Dex  | 27    |
| Agl | 39  | Gold | 104 | Exp  | 122   |

Drops: Bone Fragment, Monster Bone

## 28. Benes

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 12  | HP   | 327 | Weak | ----- |
| Str | 101 | Def  | 28  | Dex  | 26    |
| Agl | 13  | Gold | 129 | Exp  | 136   |

Drops: Hard Hide

## 29. Eoveet

|     |     |      |     |      |        |
|-----|-----|------|-----|------|--------|
| Lv. | 11  | HP   | 202 | Weak | Strike |
| Str | 116 | Def  | 62  | Dex  | 27     |
| Agl | 39  | Gold | 110 | Exp  | 128    |

Drops: Monster Fluid

### 30. Zonaghil

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 11  | HP   | 250 | Weak | Slash |
| Str | 102 | Def  | 27  | Dex  | 24    |
| Agl | 31  | Gold | 115 | Exp  | 122   |

Drops: Monster Fluid, Iron Ore

### 31. Lapalm-dos

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 13  | HP   | 300 | Weak | ----- |
| Str | 138 | Def  | 47  | Dex  | 30    |
| Agl | 46  | Gold | 144 | Exp  | 156   |

Drops: Monster Hide, Hard Hide, Monster Claw

### 32. Pyl'aha

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 13  | HP   | 243 | Weak | ----- |
| Str | 127 | Def  | 35  | Dex  | 30    |
| Agl | 5   | Gold | 145 | Exp  | 132   |

Drops: Monster Bone, Monster Fang

### 33. Stoks

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 14  | HP   | 203 | Weak | Slash |
| Str | 137 | Def  | 63  | Dex  | 29    |
| Agl | 40  | Gold | 159 | Exp  | 176   |

Drops: Salimera Leaf, Salimera Seed

### 34. Walkes

|     |     |      |     |      |        |
|-----|-----|------|-----|------|--------|
| Lv. | 14  | HP   | 326 | Weak | Pierce |
| Str | 156 | Def  | 48  | Dex  | 32     |
| Agl | 49  | Gold | 162 | Exp  | 185    |

Drops: Monster Down, Monster Feather

### 35. Gimnar

|     |     |      |     |      |        |
|-----|-----|------|-----|------|--------|
| Lv. | 15  | HP   | 287 | Weak | strike |
| Str | 155 | Def  | 82  | Dex  | 31     |
| Agl | 42  | Gold | 183 | Exp  | 207    |

Drops: Monster Bone, Hot Sandstone, Red Stone

### 36. Ginovvider

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 35  | HP   | 5320 | Weak | ----- |
| Str | 483 | Def  | 272  | Dex  | 61    |
| Agl | 103 | Gold | 922  | Exp  | 4082  |

Drops: Titano Bone, Titano Spine

### 37. Ildohrga

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 35  | HP   | 5980 | Weak | ----- |
| Str | 520 | Def  | 283  | Dex  | 67    |
| Agl | 131 | Gold | 985  | Exp  | 3691  |

Drops: Titano Fluid

### 38. Elpio

|     |     |     |     |      |       |
|-----|-----|-----|-----|------|-------|
| Lv. | 15  | HP  | 260 | Weak | ----- |
| Str | 135 | Def | 82  | Dex  | 33    |

Agl 53 Gold 211 Exp 198  
Drops: Monster Bone, Monster Shell

39. Rekano

Lv. 15 HP 287 Weak Strike  
Str 122 Def 106 Dex 31  
Agl 42 Gold 213 Exp 207  
Drops: Hot Sandstone, Red Stone

40. Daurus

Lv. 16 HP 952 Weak -----  
Str 152 Def 89 Dex 32  
Agl 45 Gold 253 Exp 332  
Drops: Large Bone, Monster Fang

41. Brahm

Lv. 15 HP 327 Weak Pierce  
Str 116 Def 53 Dex 33  
Agl 53 Gold 214 Exp 198  
Drops: Monster Down, Monster Bristle

42. Gzo-Naghil

Lv. 16 HP 453 Weak Slash  
Str 119 Def 54 Dex 32  
Agl 45 Gold 226 Exp 221  
Drops: Monster Fluid, Tainted Water

43. Ardelo

Lv. 16 HP 324 Weak Strike  
Str 145 Def 69 Dex 32  
Agl 45 Gold 232 Exp 233  
Drops: Bone Fragment, Monster Shell

44. Gul'ardelo

Lv. 17 HP 410 Weak Strike  
Str 160 Def 75 Dex 34  
Agl 48 Gold 263 Exp 372  
Drops: Large Bone, Monster Shell

45. Dei'klou

Lv. 18 HP 309 Weak -----  
Str 151 Def 60 Dex 38  
Agl 63 Gold 281 Exp 276  
Drops: Monster Fur, Bone Fragment, Monster Claw

46. Sahliti

Lv. 18 HP 309 Weak -----  
Str 158 Def 123 Dex 35  
Agl 62 Gold 285 Exp 282  
Drops: Monster Shell, Bone Fragment, Shale, Black Stone

47. Sahliti-Rega

|         |      |     |      |       |
|---------|------|-----|------|-------|
| Lv. 18  | HP   | 701 | Weak | ----- |
| Str 166 | Def  | 123 | Dex  | 36    |
| Agl 62  | Gold | 283 | Exp  | 290   |

Drops: Monster Shell, Bone Fragment, Shale, Black Stone

48. Goldi

|         |      |     |      |       |
|---------|------|-----|------|-------|
| Lv. 19  | HP   | 819 | Weak | ----- |
| Str 169 | Def  | 121 | Dex  | 37    |
| Agl 54  | Gold | 303 | Exp  | 462   |

Drops: Monster Scale, Monster Fang

49. Natel

|         |      |     |      |       |
|---------|------|-----|------|-------|
| Lv. 20  | HP   | 687 | Weak | ----- |
| Str 171 | Def  | 83  | Dex  | 41    |
| Agl 70  | Gold | 317 | Exp  | 342   |

Drops: Thick Hide, Monster Spine

50. Etraf

|         |      |     |      |        |
|---------|------|-----|------|--------|
| Lv. 21  | HP   | 633 | Weak | Pierce |
| Str 168 | Def  | 96  | Dex  | 43     |
| Agl 60  | Gold | 335 | Exp  | 569    |

Drops: Thin Hide, Monster Claw

51. Bufrol

|         |      |     |      |       |
|---------|------|-----|------|-------|
| Lv. 21  | HP   | 534 | Weak | ----- |
| Str 160 | Def  | 96  | Dex  | 40    |
| Agl 58  | Gold | 333 | Exp  | 379   |

Drops: Monster Bone, Monster Bristle, Monster Horn

52. Bartalos

|         |      |      |      |       |
|---------|------|------|------|-------|
| Lv. 22  | HP   | 1410 | Weak | ----- |
| Str 163 | Def  | 117  | Dex  | 41    |
| Agl 62  | Gold | 359  | Exp  | 630   |

Drops: Large Bone, Ashen Rock

53. Stohlhatom

|         |      |      |      |       |
|---------|------|------|------|-------|
| Lv. 40  | HP   | 4120 | Weak | ----- |
| Str 501 | Def  | 310  | Dex  | 69    |
| Agl 119 | Gold | 1272 | Exp  | 5072  |

Drops: Titano Bone, Titano Spine

54. Sephet'om

|         |      |     |      |       |
|---------|------|-----|------|-------|
| Lv. 23  | HP   | 491 | Weak | ----- |
| Str 190 | Def  | 92  | Dex  | 46    |
| Agl 81  | Gold | 372 | Exp  | 464   |

Drops: Thin Hide, Monster Fang, Monster Horn

55. Ir

|         |      |     |      |        |
|---------|------|-----|------|--------|
| Lv. 24  | HP   | 567 | Weak | Pierce |
| Str 167 | Def  | 105 | Dex  | 45     |
| Agl 85  | Gold | 405 | Exp  | 511    |

Drops: Monster Feather, Monster Bone, Monster Down

56. Galedda

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 24  | HP   | 872 | Weak | ----- |
| Str | 172 | Def  | 150 | Dex  | 44    |
| Agl | 68  | Gold | 402 | Exp  | 537   |

Drops: Prarie Wood, Withered Hardwood

57. Bataluf

|     |     |      |     |      |        |
|-----|-----|------|-----|------|--------|
| Lv. | 24  | HP   | 567 | Weak | Pierce |
| Str | 169 | Def  | 99  | Dex  | 48     |
| Agl | 85  | Gold | 397 | Exp  | 496    |

Drops: Nadly Flower, Nadly Seed

58. Draud

|     |     |      |     |      |       |
|-----|-----|------|-----|------|-------|
| Lv. | 25  | HP   | 798 | Weak | ----- |
| Str | 195 | Def  | 106 | Dex  | 46    |
| Agl | 71  | Gold | 431 | Exp  | 563   |

Drops: Monster Bristle, Thin Hide

59. Almora-Hurz

|     |     |      |     |      |        |
|-----|-----|------|-----|------|--------|
| Lv. | 25  | HP   | 625 | Weak | Strike |
| Str | 197 | Def  | 149 | Dex  | 49     |
| Agl | 89  | Gold | 424 | Exp  | 580    |

Drops: Iron Ore, Ashen Rock, White Stone

60. Almora-Jiks

|     |     |      |     |      |        |
|-----|-----|------|-----|------|--------|
| Lv. | 26  | HP   | 973 | Weak | Strike |
| Str | 237 | Def  | 157 | Dex  | 49     |
| Agl | 74  | Gold | 450 | Exp  | 928    |

Drops: Iron Ore, Ashen Rock, White Stone

61. Ptolkeros

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 26  | HP   | 1110 | Weak | ----- |
| Str | 167 | Def  | 181  | Dex  | 47    |
| Agl | 92  | Gold | 0    | Exp  | 0     |

Drops:

62. Liwald-Pielle

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 27  | HP   | 1720 | Weak | ----- |
| Str | 272 | Def  | 176  | Dex  | 53    |
| Agl | 96  | Gold | 468  | Exp  | 1019  |

Drops: Monster Scale, Monster Spine

63. Liwald-Haem

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 27  | HP   | 1990 | Weak | ----- |
| Str | 296 | Def  | 176  | Dex  | 49    |
| Agl | 77  | Gold | 503  | Exp  | 917   |

Drops: Monster Scale, Monster Claw

64. Liwald-Rwan

Lv. 27 HP 1440 Weak -----  
Str 210 Def 176 Dex 53  
Agl 96 Gold 489 Exp 815  
Drops: Monster Scale, Monster Fang

65. Raton

Lv. 27 HP 751 Weak -----  
Str 238 Def 128 Dex 53  
Agl 77 Gold 534 Exp 679  
Drops: Bone Fragment, Monster Scale, Monster Horn

66. Raton'jignut

Lv. 29 HP 2960 Weak -----  
Str 324 Def 194 Dex 56  
Agl 84 Gold 666 Exp 1628  
Drops: Titano Bone, Monster Scale, Monster Horn

67. Amnii

Lv. 27 HP 614 Weak Strike  
Str 249 Def 176 Dex 49  
Agl 96 Gold 493 Exp 679  
Drops: Monster Shell, Marble

68. Rui'on

Lv. 28 HP 733 Weak Slash  
Str 266 Def 185 Dex 54  
Agl 100 Gold 502 Exp 744  
Drops: Chigle Fruit, Chigle Seed

69. O'klou

Lv. 29 HP 1510 Weak -----  
Str 273 Def 194 Dex 56  
Agl 104 Gold 530 Exp 814  
Drops: Monster Horn, Monster Bristle

70. Klifs

Lv. 29 HP 964 Weak Pierce  
Str 261 Def 138 Dex 57  
Agl 106 Gold 582 Exp 798  
Drops: Monster Claw, Marble, Blue Stone

71. Kyuud

Lv. 29 HP 832 Weak -----  
Str 256 Def 158 Dex 56  
Agl 84 Gold 530 Exp 830  
Drops: Monster Fluid, Chigle Fruit

72. Kyuud-Suu

Lv. 30 HP 1520 Weak -----  
Str 273 Def 175 Dex 58  
Agl 87 Gold 570 Exp 869  
Drops: Monster Fluid, Nadly Flower, Nadly Seed

## 73. Liwald-Glan

|     |     |      |       |      |       |
|-----|-----|------|-------|------|-------|
| Lv. | 30  | HP   | 11400 | Weak | ----- |
| Str | 312 | Def  | 268   | Dex  | 59    |
| Agl | 85  | Gold | 777   | Exp  | 3114  |

Drops: None

## 74. Loral

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 32  | HP   | 1140 | Weak | Slash |
| Str | 326 | Def  | 172  | Dex  | 57    |
| Agl | 115 | Gold | 800  | Exp  | 1058  |

Drops: Striga Leaf, Striga Seed, Monster Fang

## 75. Vada

|     |     |      |     |      |        |
|-----|-----|------|-----|------|--------|
| Lv. | 32  | HP   | 789 | Weak | Pierce |
| Str | 369 | Def  | 179 | Dex  | 61     |
| Agl | 115 | Gold | 627 | Exp  | 1090   |

Drops: Striga Leaf, Striga Seed, Monster Feather

## 76. Damlin

|     |     |      |      |      |        |
|-----|-----|------|------|------|--------|
| Lv. | 33  | HP   | 1930 | Weak | Strike |
| Str | 384 | Def  | 222  | Dex  | 58     |
| Agl | 96  | Gold | 843  | Exp  | 1152   |

Drops: Monster Horn, Monster Spine, Earth Stone

## 77. Glu Benes

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 33  | HP   | 2850 | Weak | ----- |
| Str | 325 | Def  | 196  | Dex  | 57    |
| Agl | 61  | Gold | 837  | Exp  | 1094  |

Drops: None

## 78. Yvi

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 33  | HP   | 1570 | Weak | ----- |
| Str | 354 | Def  | 204  | Dex  | 62    |
| Agl | 119 | Gold | 833  | Exp  | 1186  |

Drops: Monster Fang, Monster Bristle, Earth Stone

## 79. Kluwidar

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 34  | HP   | 2210 | Weak | ----- |
| Str | 369 | Def  | 244  | Dex  | 61    |
| Agl | 102 | Gold | 893  | Exp  | 1879  |

Drops: Monster Fur, Monster Bristle

## 80. Ramgent

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 34  | HP   | 2410 | Weak | Slash |
| Str | 400 | Def  | 191  | Dex  | 60    |
| Agl | 100 | Gold | 889  | Exp  | 1327  |

Drops: Sapling, Fossilized Twig, Earth Stone

## 81. Almafloi

|     |    |    |     |      |        |
|-----|----|----|-----|------|--------|
| Lv. | 33 | HP | 827 | Weak | Pierce |
|-----|----|----|-----|------|--------|

Str 298      Def            175      Dex            62  
Agl 119      Gold            843      Exp            1198  
Drops: Ambura Fruit, Ambura Seed

82. Balmtikaa

Lv. 36      HP            1370      Weak          Pierce  
Str 343      Def            211      Dex            67  
Agl 131      Gold            982      Exp            1476  
Drops: Fire Stone

83. Selmaus

Lv. 37      HP            2530      Weak          Strike  
Str 415      Def            276      Dex            64  
Agl 109      Gold            1052      Exp            1600  
Drops: Thick Hide, Monster Spine, Large Bone

84. Seinak

Lv. 38      HP            3100      Weak          -----  
Str 397      Def            365      Dex            66  
Agl 140      Gold            1023      Exp            3467  
Drops: Hard Hide, Monster Claw, Monster Bone

85. Sahliti-Roa

Lv. 38      HP            1730      Weak          -----  
Str 397      Def            265      Dex            66  
Agl 137      Gold            1025      Exp            1733  
Drops: Monster Shell, Bone Fragment, Shale, Black Stone

86. Il'sahliti

Lv. 39      HP            4660      Weak          -----  
Str 465      Def            318      Dex            67  
Agl 116      Gold            1137      Exp            2814  
Drops: Titano Bone, Monster Shell, Titano Spine

87. Raud's Follower

Lv. 40      HP            4610      Weak          -----  
Str 343      Def            288      Dex            74  
Agl 119      Gold            0        Exp            3043  
Drops: None

88. Lystery

Lv. 40      HP            1140      Weak          -----  
Str 427      Def            252      Dex            69  
Agl 119      Gold            1283      Exp            2029  
Drops: Wind Stone, Iron Ore

89. Lizetikaa

Lv. 40      HP            1230      Weak          Pierce  
Str 438      Def            249      Dex            69  
Agl 148      Gold            1297      Exp            2069  
Drops: Wind Stone



90. Handel

|     |     |      |      |      |        |
|-----|-----|------|------|------|--------|
| Lv. | 41  | HP   | 1700 | Weak | Strike |
| Str | 462 | Def  | 322  | Dex  | 70     |
| Agl | 123 | Gold | 1349 | Exp  | 2192   |

Drops: Iron Ore, Wind Stone, White Stone

91. Klu'esel

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 41  | HP   | 2220 | Weak | ----- |
| Str | 461 | Def  | 299  | Dex  | 75    |
| Agl | 152 | Gold | 1371 | Exp  | 2302  |

Drops: Thick Hide, Thin Hide, Large Bone, Monster Horn

92. Riokarp

|     |     |      |      |      |        |
|-----|-----|------|------|------|--------|
| Lv. | 42  | HP   | 2310 | Weak | Pierce |
| Str | 440 | Def  | 286  | Dex  | 77     |
| Agl | 126 | Gold | 1417 | Exp  | 3196   |

Drops: Monster Down, Monster Feather, Monster Fang

93. Lysteries

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 42  | HP   | 3930 | Weak | ----- |
| Str | 498 | Def  | 294  | Dex  | 78    |
| Agl | 123 | Gold | 1427 | Exp  | 3551  |

Drops: Wind Stone, Iron Ore, Monster Fluid

94. Rio Farga

|     |     |      |       |      |       |
|-----|-----|------|-------|------|-------|
| Lv. | 42  | HP   | 27400 | Weak | ----- |
| Str | 478 | Def  | 367   | Dex  | 77    |
| Agl | 126 | Gold | 0     | Exp  | 11937 |

Drops: None

95. Rapletika

|     |     |      |      |      |        |
|-----|-----|------|------|------|--------|
| Lv. | 43  | HP   | 1290 | Weak | Pierce |
| Str | 475 | Def  | 285  | Dex  | 74     |
| Agl | 161 | Gold | 1774 | Exp  | 2554   |

Drops: Sea Stone

96. El'fria

|     |     |      |      |      |        |
|-----|-----|------|------|------|--------|
| Lv. | 43  | HP   | 1570 | Weak | Strike |
| Str | 456 | Def  | 324  | Dex  | 78     |
| Agl | 130 | Gold | 1785 | Exp  | 2631   |

Drops: Monster Shell, Monster Bone

97. Edonaperiod

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 44  | HP   | 4260 | Weak | ----- |
| Str | 492 | Def  | 380  | Dex  | 75    |
| Agl | 133 | Gold | 1837 | Exp  | 3443  |

Drops: Monster Shell, Sea Stone, Monster Claw

98. Siralints

|     |     |     |      |      |       |
|-----|-----|-----|------|------|-------|
| Lv. | 44  | HP  | 1340 | Weak | ----- |
| Str | 453 | Def | 336  | Dex  | 80    |

Agl 133 Gold 1858 Exp 2754  
Drops: Monster Scale, Monster Horn

99. Spielkri

Lv. 45 HP 2310 Weak Slash  
Str 449 Def 340 Dex 82  
Agl 137 Gold 1913 Exp 3800  
Drops: Monster Scale, Monster Fang

100. Velk

Lv. 46 HP 2080 Weak Slash  
Str 505 Def 353 Dex 78  
Agl 174 Gold 1905 Exp 3198  
Drops: Soft Hide, Monster Spine

101. Seah Damlin

Lv. 47 HP 1840 Weak -----  
Str 461 Def 661 Dex 80  
Agl 178 Gold 0 Exp 0  
Drops: None

102. Ghianatrel

Lv. 49 HP 5180 Weak -----  
Str 627 Def 448 Dex 83  
Agl 151 Gold 2333 Exp 7970  
Drops: Monster Fur, Monster Bristle, Titano Bone

103. Solcroi

Lv. 49 HP 1910 Weak Pierce  
Str 608 Def 357 Dex 87  
Agl 183 Gold 2222 Exp 3705  
Drops: Large Bone, Monster Claw

104. Abissayna

Lv. 49 HP 2340 Weak -----  
Str 604 Def 385 Dex 83  
Agl 187 Gold 2353 Exp 4981  
Drops: Hard Hide, Thin Hide, Monster Bone, Monster Claw

105. Dea'borg

Lv. 50 HP 5380 Weak Strike  
Str 857 Def 427 Dex 84  
Agl 155 Gold 2412 Exp 10712  
Drops: Moon Stone, Soul Stone, Monster Fang, Titano Spine

106. Nornal

Lv. 51 HP 2140 Weak Strike  
Str 745 Def 453 Dex 91  
Agl 196 Gold 2451 Exp 4605  
Drops: Moon Stone, Soul Stone

107. Soramjint

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 52  | HP   | 3020 | Weak | Slash |
| Str | 612 | Def  | 421  | Dex  | 87    |
| Agl | 162 | Gold | 2531 | Exp  | 6184  |

Drops: Fossilized Twig, Crystallized Twig, Moon Stone, Soul Stone

108. Tram-Gram

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 52  | HP   | 5790 | Weak | ----- |
| Str | 662 | Def  | 468  | Dex  | 88    |
| Agl | 158 | Gold | 2601 | Exp  | 9895  |

Drops: Monster Hide, Bone Fragment

109. Nekl

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 54  | HP   | 3680 | Weak | ----- |
| Str | 677 | Def  | 459  | Dex  | 90    |
| Agl | 210 | Gold | 2643 | Exp  | 7132  |

Drops: Titano Bone, Monster Horn, Monster Claw

110. Glunose

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 55  | HP   | 5590 | Weak | ----- |
| Str | 724 | Def  | 474  | Dex  | 92    |
| Agl | 173 | Gold | 2714 | Exp  | 15313 |

Drops: Titano Bone, Monster Scale, Titano Spine

111. Setaphis

|     |     |      |      |      |        |
|-----|-----|------|------|------|--------|
| Lv. | 54  | HP   | 1540 | Weak | Strike |
| Str | 577 | Def  | 445  | Dex  | 96     |
| Agl | 210 | Gold | 2658 | Exp  | 7132   |

Drops: Moon Stone, Bone Fragment

112. Aldopha

|     |     |      |       |      |       |
|-----|-----|------|-------|------|-------|
| Lv. | 57  | HP   | 11400 | Weak | ----- |
| Str | 739 | Def  | 545   | Dex  | 101   |
| Agl | 181 | Gold | 2832  | Exp  | 17634 |

Drops: Titano Bone, Monster Fang, Titano Spine

113. Lukfit

|     |     |      |      |      |       |
|-----|-----|------|------|------|-------|
| Lv. | 56  | HP   | 2120 | Weak | Slash |
| Str | 691 | Def  | 471  | Dex  | 99    |
| Agl | 220 | Gold | 2858 | Exp  | 8217  |

Drops: Soft Hide, Thin Hide, Monster Claw

--- Bosses ---

114. Bal Kilios

|     |     |      |       |      |       |
|-----|-----|------|-------|------|-------|
| Lv. | 32  | HP   | 30100 | Weak | ----- |
| Str | 414 | Def  | 212   | Dex  | 57    |
| Agl | 93  | Gold | 0     | Exp  | 4762  |

115. Soldi Orm

|     |    |    |       |      |       |
|-----|----|----|-------|------|-------|
| Lv. | 40 | HP | 27800 | Weak | ----- |
|-----|----|----|-------|------|-------|

|         |      |     |     |       |
|---------|------|-----|-----|-------|
| Str 427 | Def  | 288 | Dex | 69    |
| Agl 119 | Gold | 0   | Exp | 12174 |

116. Mili Urdu

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 47  | HP   | 46600 | Weak | ----- |
| Str 658 | Def  | 443   | Dex  | 85    |
| Agl 178 | Gold | 0     | Exp  | 30989 |

117. Val Klar

|        |      |      |      |       |
|--------|------|------|------|-------|
| Lv. 4  | HP   | 4060 | Weak | ----- |
| Str 41 | Def  | 19   | Dex  | 11    |
| Agl 10 | Gold | 0    | Exp  | 878   |

118. Es Gallion

|        |      |      |      |       |
|--------|------|------|------|-------|
| Lv. 6  | HP   | 3550 | Weak | ----- |
| Str 63 | Def  | 31   | Dex  | 17    |
| Agl 21 | Gold | 0    | Exp  | 979   |

119. Zeran Fith

|        |      |      |      |       |
|--------|------|------|------|-------|
| Lv. 10 | HP   | 4010 | Weak | ----- |
| Str 92 | Def  | 48   | Dex  | 23    |
| Agl 36 | Gold | 0    | Exp  | 1933  |

120. Ghilda Ros

|         |      |      |      |       |
|---------|------|------|------|-------|
| Lv. 13  | HP   | 9170 | Weak | ----- |
| Str 138 | Def  | 63   | Dex  | 25    |
| Agl 32  | Gold | 0    | Exp  | 938   |

121. Stohl Bram

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 17  | HP   | 12400 | Weak | ----- |
| Str 166 | Def  | 101   | Dex  | 35    |
| Agl 71  | Gold | 0     | Exp  | 2482  |

122. Levard Galem

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 19  | HP   | 17600 | Weak | ----- |
| Str 201 | Def  | 116   | Dex  | 36    |
| Agl 54  | Gold | 0     | Exp  | 4933  |

123. Valisa Luti

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 21  | HP   | 18000 | Weak | ----- |
| Str 181 | Def  | 154   | Dex  | 51    |
| Agl 38  | Gold | 0     | Exp  | 3418  |

124. Geis

|         |      |      |      |       |
|---------|------|------|------|-------|
| Lv. 22  | HP   | 5490 | Weak | ----- |
| Str 210 | Def  | 117  | Dex  | 45    |
| Agl 77  | Gold | 0    | Exp  | 3362  |

125. Kava Kelos

|        |    |       |      |       |
|--------|----|-------|------|-------|
| Lv. 27 | HP | 33200 | Weak | ----- |
|--------|----|-------|------|-------|

|         |      |     |     |       |
|---------|------|-----|-----|-------|
| Str 284 | Def  | 205 | Dex | 49    |
| Agl 96  | Gold | 0   | Exp | 10871 |

126. Avari El

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 31  | HP   | 37000 | Weak | ----- |
| Str 326 | Def  | 221   | Dex  | 49    |
| Agl 68  | Gold | 0     | Exp  | 15536 |

127. Ygses Toluga

|         |      |      |      |       |
|---------|------|------|------|-------|
| Lv. 31  | HP   | 7440 | Weak | ----- |
| Str 326 | Def  | 172  | Dex  | 59    |
| Agl 90  | Gold | 0    | Exp  | 9710  |

128. Rada-Manj

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 35  | HP   | 48500 | Weak | ----- |
| Str 433 | Def  | 254   | Dex  | 59    |
| Agl 78  | Gold | 0     | Exp  | 23132 |

129. Angue-Barl

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 39  | HP   | 90900 | Weak | ----- |
| Str 502 | Def  | 307   | Dex  | 60    |
| Agl 88  | Gold | 0     | Exp  | 31900 |

130. Mu-Anti

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 43  | HP   | 75100 | Weak | ----- |
| Str 497 | Def  | 330   | Dex  | 87    |
| Agl 192 | Gold | 0     | Exp  | 45984 |

131. O-Balon

|         |      |        |      |       |
|---------|------|--------|------|-------|
| Lv. 47  | HP   | 106000 | Weak | ----- |
| Str 503 | Def  | 385    | Dex  | 80    |
| Agl 127 | Gold | 0      | Exp  | 68864 |

132. Ze-Kalios

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 49  | HP   | 92800 | Weak | ----- |
| Str 701 | Def  | 425   | Dex  | 85    |
| Agl 241 | Gold | 0     | Exp  | 79707 |

133. Dragg Leth

|         |      |       |      |       |
|---------|------|-------|------|-------|
| Lv. 53  | HP   | 58300 | Weak | ----- |
| Str 607 | Def  | 460   | Dex  | 95    |
| Agl 206 | Gold | 7123  | Exp  | 53143 |

Entries after this point are spoiler material, and I do not have information on them at this time. There are seven entries but the last three are for the three phases of the final boss. One is a summoned enemy in the battle against the Maiden of Despair, but by that point it is not likely you shall have any chance to really gander at your journal to look it up.

- 1: Nagadachi  
Iron Ore x20, Bone Fragment x20  
Str +10 (Slash)  
Adol: Earth Shaker
- 2: Cicero Cutter  
Charcoal x20, Iron Ore x20, Monster Bone x20  
Str +23 (Slash)  
Adol: Earth Shaker
- 3: Waruleh  
Hot Sandstone x20, Iron Ore x20, Large Bone x20  
Str +47 (Slash)  
Adol: Rising Slash
- 4: Gaudy Dagger  
Ashen Rock x20, Iron Ore x20, Monster Horn x20  
Str +102 (Slash)  
Adol: Sword Dance
- 5: Calavera  
Earth Stone x10, Iron Ore x20, Monster Spine x20  
Str +163 (Slash)  
Adol: Rising Slash
- 6: Bear Killer  
Earth Stone x10, Iron Ore x20, Monster Spine x20  
Str +168 (Strike)  
Adol: Power Smash
- 7: Talwar  
Fire Stone x10, Iron Ore x20, Monster Claw x20  
Str +201 (Slash)  
Adol: Strength Blast
- 8: Heavy Sword  
Fire Stone x10, Iron Ore x20, Monster Claw x20  
Str +207 (Strike)  
Adol: Power Smash
- 9: Stone Sword  
Wind Stone x10, Iron Ore x20, Monster Fang x20  
Str +255 (Strike)  
Adol: Power Smash
- 10: Feather Fleuret  
Wind Stone x10, Iron Ore x20, Monster Fang x20  
Str +249 (Pierce)  
Adol: Aerial Thrust
- 11: Mirage Edge  
Sea Stone x10, Iron Ore x20, Monster Horn x20  
Str +290 (Strike)  
Adol: Tornado Slash
- 12: Zweihaender  
Sea Stone x10, Iron Ore x20, Monster Horn x20  
Str +298  
Adol: Photon Blade

13: Crystal Sword

Sea Stone x10, Iron Ore x20, Monster Horn x20

Str +290 (Pierce)

Adol: Aerial Thrust

14: Red Sun Sword

Moon Stone x10, Iron Ore x20, Titano Bone x20

Str +397 (Slash)

Adol: Pentagonagram

15: Tyrant Sword

Moon Stone x10, Iron Ore x20, Titano Bone x20

Str +407 (Strike)

Adol: Rapid Snipe

16: Urschel

Moon Stone x10, Iron Ore x20, Titano Bone x20

Str +397 (Pierce)

Adol: Dominator

17: Caliocerion

Moon Dragon Stone x1, Soul Stone x50, Titano Spine x30

Str +457 (Star)

Adol: Pentagonagram

18: Monster Hide

Monster Hide x20, Bone Fragment x10

Str +10

Dogi: Uppercut

19: Leather Gauntlet

Charcoal x10, Thick Hide x30, Monster Bone x20

Str +22

Dogi: Combination

20: Apili Knuckle

Hot Sandstone x10, Iron Ore x10, Large Bone x20, Hard Hide x30

Str +45

Dogi: Kaiser Rush

21: Genna

Ashen Rock x10, Thin Hide x30, Monster Scale x10, Monster Horn x20

Str +97

Dogi: Blaster Kick

22: Kinley Cestus

Earth Stone x10, Thick Hide x30, Monster Claw x20

Str +155

Dogi: Crusher

23: Sunagui Kote

Fire Stone x10, Hard Hide x30, Monster Fang x20

Str +191

Dogi: Roundhouse Kick

24: Elha Knuckle

Wind Stone x10, Thin Hide x30, Monster Horn x20

Str +224

Dogi: Aura Impact

25: Titano Gauntlet

Sea Stone x10, Monster Scale x30

Str +276

Dogi: Roundhouse Kick

26: Inoryi

Moon Stone x5, Thin Hide x50

Str +377

Dogi: Wild Rage

27: Serisent-Noa

Moon Stone x50, Soul Stone x50, Hard Hide x50

Str +434

Dogi: Grand Slam

28: Kafess Bow

Dry Wood x20, Hot Sandstone x10, Hard Hide x20, Monster Feather x5

Str +42

Aisha: Killer Hornet

29: Orkilo Bow

Withered Hardwood x20, Ashen Rock x10, Monster Horn x20, Monster Feather x5

Str +92

Aisha: Hydro Shot

30: Rapier Flare

Earth Stone x5, Fossilized Twig x20, Sapling x20, Monster Feather x5

Str +147

Aisha: Heavy Blast

31: Sen-a-Pael

Fire Stone x5, Fossilized Twig x20, Dry Wood x20, Monster Feather x5

Str +181

Aisha: Aqua Burst

32: Kikley

Wind Stone x5, Fossilized Twig x20, Withered Hardwood x20, Monster Feather x5

Str +212

Aisha: Rising Arrow

33: Platinum Bow

Sea Stone x5, Fossilized Twig x20, Monster Spine x20, Monster Feather x5

Str +261

Aisha: Heavy Blast

34: Echidna Bow

Moon Stone x5, Crystallized Twig x20, Titano Bone x10, Monster Feather x5

Str +357

Aisha: Skywinder

35: Obiscuta

Sea Dragon Stone x1, Soul Stone x50, Crystallized Twig x50

Str +411

Aisha: Cataract Blue

36: Storm Axe

Earth Stone x20, Iron Ore x20, Sapling x10, Thick Hide x5

Str +171

Geis: Spiral Slash



37: Corcesca

Fire Stone x20, Iron Ore x20, Dry Wood x10, Thick Hide x5

Str +211

Geis: Wolf Fang

38: Setina-Rui

Wind Stone x20, Iron Ore x20, Withered Hardwood x10, Thick Hide x5

Str +261

Geis: Cross Slasher

39: Fang Lance

Sea Stone x20, Iron Ore x20, Fossilized Twig x10, Thick Hide x5

Str +305

Geis: Wind Slash

40: Soen-Halix

Moon Stone x5, Iron Ore x20, Fossilized Twig x10, Thick Hide x5

Str +417

Geis: Flashlance

41: Zeno-Ides

Moon Stone x50, Soul Stone x50, Crystallized Twig x10, Thick Hide x5

Str +480

Geis: Cross Crusher

42: Iron Mallet

Hot Sandstone x20, Large Bone x20, Dry Wood x10, Hard Hide x20

Str +52

Mustafa: Dash Geyser

43: Log Hammer

Earth Stone x20, Monster Horn x20, Sapling x10, Monster Hide x20

Str +179

Mustafa: Empower

44: Segram Mallet

Fire Stone x20, Monster Bone x20, Dry Wood x10, Thick Hide x20

Str +221

Mustafa: Full Swing

45: Ashera

Wind Stone x20, Monster Claw x20, Withered Hardwood x10, Thin Hide x20

Str +274

Mustafa: Burst Swing

46: Stone-eater Mallet

Sea Stone x20, Monster Fang x20, Fossilized Twig x10, Soft Hide x20

Str +336

Mustafa: Meteor Smash

47: Levoak

Moon Stone x5, Titano Bone x50, Crystallized Twig x10, Soft Hide x20

Str +437

Mustafa: Revolver Swing

48: El-Arbazel

Flame Dragon Stone x1, Soul Stone x50, Titano Spine x30, Soft Hide x20

Str +503

Mustafa: Dragon Blaze

49: Feather Rod

Ashen Rock x10, Monster Feather x10, Withered Hardwood x10

Str +92

Mishera: Tornado

50: Rashimjid Staff

Earth Stone x10, Monster Bone x20, Sapling x20, Monster Down x10

Str +147

Mishera: Ascension

51: Crystal Rod

Fire Stone x10, Large Bone x20, Dry Wood x20, Monster Bristle x10

Str +181

Mishera: Cloudburst

52: Mirror Staff

Wind Stone x10, Monster Horn x20, Withered Hardwood x20, Monster Feather x10

Str +224

Mishera: Purge Wind

53: Prahma Rod

Sea Stone x10, Monster Claw x20, Fossilized Twig x20, Monster Feather x10

Str +275

Mishera: Calm Gust

54: Ark Rod

Moon Stone x5, Monster Fang x50, Crystallized Twig x20, Monster Down x10

Str +357

Mishera: Aerial Thrust

55: Antecrystal

Wind Dragon Stone x1, Soul Stone x50, Titano Bone x50, Monster Feather x10

Str +411

Mishera: Aerial Orb

56: Sen-Leyon

Charcoal x10, Prairie Wood x10, Sapling x20, Monster Hide x20

Str +23

Elk: Rising Wheel

57: Clane Dual Blade

Earth Stone x10, Sapling x20, Fossilized Twig x10, Thick Hide x20

Str +163

Elk: Rock Fang

58: Silver Dual Blade

Fire Stone x10, Dry Wood x20, Fossilized Twig x10, Hard Hide x20

Str +201

Elk: Crestfall

59: Kledolele

Wind Stone x10, Withered Hardwood x20, Fossilized Twig x10, Thin Hide x20

Str +249

Elk: Rumble Brawl

60: Grani Dual Blade

Sea Stone x10, Withered Hardwood x20, Fossilized Twig x10, Monster Scale x20

Str +305

Elk: Aerial Charge

61: Moondog

Moon Stone x5, Crystallized Twig x20, Soft Hide x20

Str +397

Elk: Rumble Brawl

62: Ram-Seyma

Earth Dragon Stone x1, Soul Stone x50, Crystallized Twig x50, Monster Hide x20

Str +457

Elk: Terran Vortex

63: Seah Armor

Soul Stone x10, Iron Ore x100, Large Bone x100, Titano Spine x20

Def +272

Heavy Armor

64: Nul-Pain

Soul Stone x5, Thick Hide x50, Monster Spine x20

Def +262

Medium Armor

65: Void Clothes

Soul Stone x3, Monster Down x20, Monster Feather x20

Def +252

Light Armor

66: Innocence Shield

Soul Stone x5, Iron Ore x50

Str +20, Def +140

Shield

67: Dark Iron Bracelet

Charcoal x10

Def +10

Bracer

68: Copper Bracelet

Hot Sandstone x10

Def +15

Bracer

69: Marcasite Bracelet

Ashen Rock x10

Def +31

Bracer

70: Violet Gold Bangle

Earth Stone x5, Fire Stone x5, Wind Stone x5

Def +62

Bracer

71: Grace Bangle

Sea Stone x5

Def +86

Bracer

72: Armored Genma

Soul Stone x5

Def +140

Bracer

73: Vitality Belt I

Charcoal x20, Large Bone x20, Monster Fur x20

HP +100

Accessory

74: Vitality Belt II

Earth Stone x20, Monster Bone x20, Monster Fang x20

HP +300

Accessory

75: Vitality Belt III

Earth Stone x50, Green Stone x20

HP +500

Accessory

76: Power Wrist I

Hot Sandstone x20, Hard Hide x20, Monster Bristle x20

Str +10

Accessory

77: Power Wrist II

Fire Stone x20, Thick Hide x20, Monster Down x20

Str +30

Accessory

78: Power Wrist III

Fire Stone x50, Red Stone x20

Str +50

Accessory

79: Shield Ring I

Charcoal x20, Monster Spine x20, Monster Down x20

Def +10

Accessory

80: Shield Ring II

Earth Bone x20, Titano Bone x20, Monster Bristle x20

Def +30

Accessory

81: Shield Ring III

Earth Stone x50, Green Stone x20

Def +50

Accessory

82: Hawk Eye I

Ashen Rock x20, Monster Down x20, Monster Feather x20

Dex +10

Accessory

83: Hawk Eye II

Wind Stone x20, Monster Down x20, Monster Feather x20

Dex +30

Accessory

84: Hawk Eye III

Wind Stone x50, White Stone x20

Dex +50

Accessory

- 85: Shimmer Brooch I  
Marble x20, Thin Hide x20, Monster Fur x20  
Agl +10  
Accessory
- 86: Shimmer Brooch II  
Sea Stone x20, Soft Hide x20, Monster Down x20  
Agi +30  
Accessory
- 87: Shimmer Brooch III  
Sea Stone x50, Blue Stone x20  
Agi +50  
Accessory
- 88: Training Ring I  
Shale x20, Monster Bristle x20  
Increases skill EXP gain by 1  
Accessory
- 89: Training Ring II  
Fire Stone x20, White Stone x20  
Increases skill EXP gain by 2  
Accessory
- 90: Gold Pendant  
Ashen Rock x20, Bone Fragment x20  
Prevents petrification  
Accessory
- 91: Stone Ring  
Iron Ore x100, Earth Stone x50, Green Stone x20  
Def +5; Has a chance to petrify the enemy  
Accessory
- 92: Eye of Fire  
Marble x20, Prarie Wood x20  
Prevents freezing  
Accessory
- 93: Ice Ring  
Iron Ore x100, Sea Stone x50, Blue Stone x20  
Dex +5; Has a chance to freeze the enemy  
Accessory
- 94: White Snake Ring  
Charcoal x20, Monster Bone x20  
Prevents poison  
Accessory
- 95: Poison Ring  
Iron Ore x100, Earth Stone x50, Green Stone x20  
Str +5; Has a chance to poison the enemy  
Accessory
- 96: Fire-proof Scarf  
Hot Sandstone x20, Monster Hide x20  
Prevents burning  
Accessory

- 97: Flame Ring  
Iron Ore x100, Fire Stone x50, Red Stone x20  
Str +5; Has a chance to burn the enemy  
Accessory
- 98: Rune Earrings  
Ashen Rock x20, Monster Horn x20  
Prevents confusion  
Accessory
- 99: Rune Ring  
Iron Ore x100, Wind Stone x50, White Stone x20  
Dex +5; Has a chance to confuse the enemy  
Accessory
- 100: Silver Feather  
Charcoal x20, Monster Feather x20  
Prevents heavy status  
Accessory
- 101: Gravity Ring  
Iron Ore x100, Wind Stone x50, White Stone x20  
Def +5; Has a chance to inflict heavy status  
Accessory
- 102: Amulet Rosary  
Ashen Rock x20, Thick Hide x20  
Prevents curses  
Accessory
- 103: Energy Orb  
Iron Ore x100, Moon Stone x50, Black Stone x20  
Dex +5; Regain SP by walking  
Accessory
- 104: Blue Jewel  
Iron Ore x100, Bone Fragment x50, Monster Bone x50  
Dex +5; Cuts SP use by 1/4  
Accessory
- 105: Flash Ring I  
Iron Ore x20, Hot Sandstone x20, Monster Fang x20  
Increase stun rate by 1  
Accessory
- 106: Flash Ring II  
Iron Ore x100, Wind Stone x100, Monster Spine x100  
Increase stun rate by 2  
Accessory
- 107: Iko Extract  
Spring Water x5, Iko Leaf x5  
Recovers 50 HP  
Consumable
- 108: Salimera Extract  
Spring Water x5, Salimera Leaf x5  
Recovers 200 HP  
Consumable

109: Nadly Extract

Spring Water x5, Nadly Flower x5

Recovers 500 HP

Consumable

110: Striga Extract

Spiritual Water x5, Monster Fluid x5, Striga Leaf x5

Recovers 1000 HP

Consumable

111: Alp Extract

Holy Water x5, Titano Fluid x5, Alp Flower x6

Recovers 2000 HP

Consumable

112: Mirula Incense

Iko Leaf x5, Komona Flower x5, Spring Water x5, Monster Fluid x5

Recovers 150 HP to all allies

Consumable

113: Sebrina Incense

Salimera Leaf x5, Nadly Flower x5, Spring Water x5, Monster Fluid x5

Recovers 500 HP to all allies

Consumable

114: Varl Incense

Striga Leaf x5, Alp Flower x5, Spring Water x5, Titano Fluid x5

Recovers 1000 HP to all allies

Consumable

115: Kamika Extract

Cloudy Water x5, Monster Fluid x5, Kamika Fruit x5, Lughott Fruit x5

Recovers 100 HP and raises the fallen

Consumable

116: Chigle Extract

Fragrant Water x5, Monster Fluid x5, Chigle Fruit x5, Lokin Fruit x5

Recovers 300 HP and raises the fallen

Consumable

117: Maom Extract

Tainted Water x5, Spiritual Water x5, Maom Fruit x5, Ambuna Fruit x5

Recovers 1000hp and raises the fallen

Consumable

118: Panacea

Cloudy Water x5, Komona Flower x5

Cures all status ailments

Consumable

119: Dragon Energy Drop

Spring Water x5, Titano Fluid x5

Recovers 100 SP

120: Life Compound

Lughott Seed x10, Iko Seed x10, Titano Fluid x10, Spiritual Water x10

Permanently increases user's max HP by 100

Consumable

121: Strength Compound

Kamika Seed x10, Komona Seed x10, Monster Fluid x10, Spiritual Water x10  
Permanently increases user's Str by 10  
Consumable

122: Defense Compound

Lokin Seed x10, Salimera Seed x10, Monster Fluid x10, Spiritual Water x10  
Permanently increases user's Def by 10  
Consumable

123: Desterity Compound

Chigle Seed x10, Nadly Seed x10, Holy Water x10, Spiritual Water x10  
Permanently increases user's Dex by 10  
Consumable

124: Agility Compound

Ambuna Seed x10, Striga Seed x10, Holy Water x10, Spiritual Water x10  
Permanently increases user's Agl by 10  
Consumable

#-# 8. Final Remarks #-----#

I hope you enjoyed Ys Seven, and I hope you check out other Ys games in the future. If you have already played some Ys games, then I hope you enjoyed them too! For now, this guide is under construction as I fish out more information to fill out the journal. I hope to have it completed sometime before I turn 30, so keep an eye out. In the meantime the walkthrough is there for your help.

If you want to send me information to help correct wrong assumptions I made or errors in data, please email me through GameFAQs' system. Put "Ys Seven Walkthrough" in the subject line, and I will read it. If you send me spam mail, I'll be annoyed enough to stop being helpful. Please be serious if you contact me, and be nice; I'll respond in kind.

And if you need to ask what my next project is, I'll be honest: it's trying to finish Monster Hunter Freedom Unite. I'm still a long way off.

A couple people have mailed me about some clarifications so I will answer those here:

"Kein" pointed out it is possible to reach the chest in the Ancient Tree which normally requires the Gratheos Talisman to breathe in water. As the method requires a lot of close timing and is very susceptible to not working . . . I didn't think it worth mentioning in the original draft of the FAQ. A video found here can show you just how to do this extreme sequence-break:  
- <https://www.youtube.com/watch?v=ympCJ1NuYsA>

"Ahiru-Sama" took some time to point out the maximum Skill Level is 10 and it is rather easily reached when you have a Training Ring, as opposed to one to cut SP use. The math he provided is simple and easy to follow; I am a little chagrined I didn't think of it first:

Running Slash uses 10 SP normally

At higher levels, each use is 1 experience point.

You get a maximum of 100 SP, meaning you get 10 uses normally.

A Training Ring III grants you 4 experience per use, so a full bar will allow you to earn 40 experience.

A Crimson Jewel reduces the SP use to 5 SP per activation, but you will only get 20 uses at 1 experience per use.



Thus you are only earning half as much. Granted, having an item to cut SP use originally allows you to learn a skill rather quickly and thus switch to a stronger weapon or one which is more favorable (for Adol, who gets a choice).

I recently (December 2010) added updated information for the bestiary and the full Synthesis Listing. Furthermore, I added basic lists on the skills available to each character. Hopefully I can finish up the bestiary soon, and flesh out the skill information.

Peace, love, and best wishes!

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