

Ys Seven FAQ/Walkthrough

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YS Seven

NIGHTMARE MODE WALKTHROUGH

Version 0.60

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WARNING : THIS GUIDE CONTAINS SPOILERS

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|1) VERSION HISTORY [0001]|
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- 0.60 : Walkthrough & Boss Strategy finished until second to last boss, Missables, quests and synthesis sections are done. Other sections will be up in the next version.

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|2) INTRODUCTION [0002]|
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Hello and welcome to my Ys seven Nightmare Mode Walkthrough. Ys Seven is an Action RPG game developed by Falcom, which is released on August 17th 2010. Ys is quite a popular RPG series in Japan, like Final Fantasy, but has not enjoyed the same success outside Japan.

In this game, you can choose the difficulties at the start of the game, Easy, Normal, Hard and Nightmare. This walkthrough will be based on Nightmare mode, which can be pretty difficult for beginners.

Since in Nightmare Mode the most difficult part is when fighting bosses, this Walkthrough is broken down based on the bosses you have to fight.

This guide also serves as guide for other easier modes (Easy, Normal and Hard) You can reduce the Boss level requirement a bit in Hard. And for Easy and Normal, you'll be safe as long as you're not too under leveled.

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|3) FAQ [0003]|
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UNDER CONSTRUCTION

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|4) BASIC CONTROLS [0003]|
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UNDER CONSTRUCTION

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|5) NIGHTMARE MODE DETAILS [0003]|
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Nightmare Mode
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Difference in Nightmare Mode :

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Easy Normal Hard Nightmare
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Damage Received	0.5x	1.0x	1.25x	1.5x	
Item Capacity *	9	5	3	3	
Bonus Damage	0.5x	1.0x	1.25x	1.5x	
Damage Dealt	1.25x	1.0x	1.0x	0.9x	
Enemy HP	0.8x	1.0x	1.075x	1.15x	
Enemy Stun time	1.2x	1.0x	0.85x	0.7x	
SP received	1.3x	1.0x	0.9x	0.8x	
EXTRA received	1.25x	1.0x	0.85x	0.7x	
Gold Received	1.25x	1.0x	0.75x	0.5x	

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*Except :

- Panacea = 9 in all modes
- Mirror of Time, Extracts (Iko Extract, Salimera Extract, Nadly Extract, Striga Extract) = 9 on easy, 3 on normal, 1 on hard and nightmare.

Bonus Damage is the damage from weapon/attacks an enemy is weak against

Boss patterns are also a little different too where Easy + Normal bosses aren't all that aggressive nor rotate through their patterns as often as in Hard or Nightmare.

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|6) PLAYABLE CHARACTERS [0002]|

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```
| ADOL CRISTIN |
|-----|
|Age : 23 |
|Sex : Male |
|Weapon : Sword |
|Ability : +Hit% |
```

|-----o

|A young adventurer who's bravely (or recklessly)travel from the world from|
|a young age, always moving without looking back (or ahead!). His hair is |
|often likened to fire due to its unusually vibrant and lustrous color, and|
|many of the men and women he's influenced over the years have given him |
|the nickname "Adol the Red" because of it. It's been a dream of his to |
|visit Altago ever since he first set out an adventure from the port of |
|Promalock, as a teenaged thrill-seeker, so as soon as the war between |
|Altago and Romn came to an end, he and his buddy Dogi hopped on the first |
|ship they could find,and set off to a new journey in this strange new land|

|-----|

|Skills |

|-----|

- | - Rising Slash [10 SP] Slashes Upward to launch enemies |
- | - Strength Blast[10 SP] Slashes downward with full force |
- | - Running Slash [10 SP] Performs running slash to topple enemies |
- | - Photon Blade [10 SP] Slams blade of light down on enemies |
- | - Scud Sword [10 SP] Shoots energy blasts that target distant enemies |
- | - Aerial Thrust [20 SP] Slashes Upward to launch enemies |
- | - Earth Shaker [20 SP] Creates Shockwave by striking the ground |
- | - Tornado Slash [20 SP] Spins to cut all enemies nearby |
- | - Power Smash [20 SP] Deals a combination of powerful blows |
- | - Sword Dance [40 SP] Performs spinning slashes with wide area of effect|
- | - Dominator [40 SP] Thrusts numerous times, then knocks back the enemy|
- | - Rapid Snipe [40 SP] Launches and combos the enemy in the air |
- | - Pentagonam [80 SP] Draws a star with the sword to create a blast of |
| light |

|-----|
EXTRA Skill

|LV 1 |
|Lv 2 Lunar Dragon Sword |
Lv 3 Lunar Dragon Blade

o=====o
DOGI
Age : 28
Sex : Male
Weapon : Fist
Ability : +Stun%

|Adol's partner in crime, so to speak. Tough, tactless, aloof, and the most |
|kind hearted man you'll ever meet. First encountered Adol during a brief |
|stint as a career thief in Esteria, during Adol's earliest adventures, and |
|has been accompanying Adol on all his travels ever since. Dogi specializes |
|through solid walls with a single punch or shoulder check, and has been |
|trying to get his self proclaimed nickname "Dogi the wall crusher" to catch |
an amongst his friends for quite some time now

Skills
o=====o

Elk Grand Guard
Mustafa Inferno
Mishera geo Stream
Geis Fairy Blast

UNDER CONSTRUCTION

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|7) TIPS & TRICKS | [0003] |
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- You can speed up the conversations by holding down the Circle button
- You can regenerate HP by standing still, but only in OUTDOOR areas, it won't work in indoor areas.
- Enemy respawns after you change the area.
- Enemy Stats randomly shows up each after 5 kills.
- Harvest Points restock after 80 seconds
- Try not to sell these materials when you get them : Soul Stone, Iron Ore Large Bone, Crystallized Twig, Thick Hide, Titano Spine, Moon Stone Monster Feather, Monster Down, Titano Bone, Hard Hide, Monster Spine Soft Hide, Monster Hide. You need them later to synth the ultimate weapons & Armor
- Monster Fluid, Spiritual Water, Titano Fluid and Holy Water and all the Seeds (Lughott, Iko, Kamika, Komona, Lokin, Salimera, Chigle, Nadly, Ambuna, Striga) are also used to synth Compound or Stat items, so try not to sell them.

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|8) WALKTHROUGH |
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|Althago City|

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- Choose the first option to buy the (Komona Flower) from the little girl for 5G, She will also give you (Nadly Flower) as a bonus. You can also refuse it by choosing the second option, you won't get anything though.
- Talk to the Girl with blue hair (Tia) in Central Plaza (Area with fountain).
- Leave the area and re-enter it again to trigger a scene. Choose the first option to help them.
- Enter the throne room after a scene. Choose the first option. You'll get "Shamshir" and "Sphairai" from Scias afterward
- You'll be asked if you want to do the tutorial. I suggest you to do it (choose the first option) because it's the only way to get Entry #1 and Entry #2 in Monster Book.
- After a scene, choose the first option from 3 choices, then go to Menu and Equip the weapon for both characters, and equip the skill on "R + O" in the menu below "Accessory". Talk to the blue haired guy again and choose the second option.
- Hold X button and attack the Doll using charged attack, then use R + O button to launch special attack. You must destroy the doll using Charged attack and skill or else you have to repeat it again. Talk to the blue haired guy again and choose the third option.
- Use Adol to kill the first 2 enemies, then Dogi for second enemy. Talk to the blue haired guy again and choose the fourth option. You will get Map of Althago.

Weapon Shop:

A = Adol
D = Dogi

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Name	Description [Skill]	Price
Shamsir	+8 Atk [A][Strength Blast]	500G
Long Sword	+18 Atk [A][Running Slash]	2000G
Silver Fang Blade	+38 Atk [A][Strength Blast]	10000G
Sphairai	+8 Atk [D][Combination]	500G
Spiked Steel Guard	+17 Atk [D][Bash]	2000G
Shakudo Kote	+36 Atk [D][Uppercut]	10000G
Leather Armor	+3 Def	100G
Chain Mail	+6 Def	300G
Kitro Armor	+12 Def	1500G
Hide Breastplate	+2 Def	100G
Chain Guard	+5 Def	250G
Steel Breastplate	+10 Def	1200G
Buckler	+2 Def	100G
Small Shield	+4 Def +1Str	200G
Rosette	+8 Def +2Str	1000G
Wooden Bracelet	+2 Def	100G
Seafarer's Missanga	+3 Def	200G
Feather Bangle	+7 Def	1000G

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You need Long Sword, Kitro Armor and Steel Breastplate, you don't have to buy Silver Fang or Copper Gauntlet at this point.

In total you need 4700G.

Item Shop

Name	Description	Price
Iko's Extract	Heals 50HP to user	100G
Salimera Extract	Heals 200HP to user	500G
Myrula Incense	Heals 150HP to all party members	800G
Kamika Extract	Revives dead member with 100HP	200G
Vitality Belt I	Inc. Max HP by 100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawkeye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

You'll get some healing items later, so no need to buy'em here.
The accessories also aren't necessary.

Zanzibar Shop :

Name	Description	Price
Luck Medal	Raises Rare item % by 5 times	10000G
Bandit's Gloves	Increases Gold dropped by 50%	20000G
Aeolus Urn	Absorbs gold and spoils	50000G
Mirror of Time	Stops Enemy movement temporarily	1000G

None of them are worth buying for at this point, so skip them.

Two Sidequests are accessible at this point, but you can't complete them yet.

Quest No. 5: Lecture: Tribes of Althago (MISSABLE)	
Description:	Provide ores that are symbolic of each clan.
Requested by:	Michael Wootton, the guy sitting alone at the table
Request Location:	Althago Tavern.
Quest Item:	(Only need 1 of each) Additional conversation topic:
	Charcoal =Tribe of Shannoa
	Hot Sand Stone =Tribe of Segram
	Ashen Rock =Tribe of Kylos
Quest Order Time:	*Available at the Start of the game.
	*Before heading off to the Island Ruins / Edona Abandoned Village
Complete by:	Get 4 items above
Reward:	Scroll of Mastery and another conversation topic "Other Tribes" .

Quest No. 6: Lecture: Lecture: Titano Ecology (MISSABLE)	
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|Description:      | Provide ores that are symbolic of each clan.      |
|Requested by:    | Michael Wootton, the guy sitting alone at the table |
|Request Location:| Althago Tavern.                                    |
|Quest Item:      | (Only need 1 of each) Additional conversation topic: |
|                | Titano Bone          =Characteristics of Titanos |
|                | Titano Spine         =Ecology of Titanos   |
|                | Titano Fluid         =Mysteries of Titanos |
|Quest Order Time:| *Available at the Start of the game.              |
|                | *Before heading off to the Island Ruins/          |
|                | Edona Abandoned Village .                        |
|Complete by:     | Get all 3 items he requested.                      |
|Reward:          | Blue Jewel                                          |
|=====|

```

You can trigger both quests by talking to a man sitting at the table inside the Bar.

Synthesis :

To open up the Synthesis list of an item on stores (third option), you need to have at least 1 of the materials required to synth that item.
E.g :
To synth "Nagadachi", you need : 20x Iron Ores and 20x Bone Fragment
So once you have at least 1 Iron Ore OR 1 Bone Piece, Long Sword will be listed on Synthesis Option.
The list will be the same in all stores, so you don't need to go to certain City to synth a particular item.(There will be a few exceptions later though).

I'm only gonna list the possible Synthesis based on the materials available at that point in he game.

Possible Synth before First Boss :

A = Adol
D = Dogi

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|=====|
|Name      | Description      | Price  | Materials      |
|=====|
|Nagadachi | +10 atk[A]      | 100G  | 20x Iron Ores |
|          | [Earth Shaker] |       | 20x Bone Fragment |
|-----|
|Monster Hide | +10 atk[D]      | 100G  | 20x Monster Hide |
|          | [Uppercut]     |       | 10x Bone Fragment |
|=====|

```

The weapons you're going to buy later are better, but you might want to buy these for the skills.

Map :

```

[S-O]
|
|
[AP-NE]---[AC]

```

Legends :

Ac = Althago City
AP-NE = Altago Plains - Northeast
A-S = Shrine of Origins

o=====o
|Altago Plains - Northeast|
o=====o

Harvest Point (Common/Rare):

Iron Ore / - x 3
Prairie Tree / - x 1
Spring Water/Cloudy Water x 1

Treasure :

- Iko's Extract x2

Enemies :

#3 Klou (Monster Hide/Bone Fragment/Monster Fur)
#4 Naghil (Monster Fluid)
#5 Deagrafm (Bone Fragment/Iron Ore)

- As i said before, you need 4700G to buy some equipments. Just hack the enemies and collect the materials until you reach level 5.
- This is also a good opportunity to practice flash guard. Hold R and press L just before an enemy attacks to block the attack this method also nets you more SP than normal attack.
- Heal in the save point if needed. By the time you reach level 5 you should have more than 4000G. You can also sell the materials for some extra cash. But try not to sell Iron ores. (You're going to need ALOT of them until the end of the game).
- Also try to use "Running Slash" skill as much as possible to increase the skill level.
- Also, it's optional but you should get both synth items, as they're cheap and the skills are pretty good. You should have more than enough materials to synth them.
- Make sure you have full SP Gauge and enter the cave to the North.

o=====o
|Shrine of Origins|
o=====o

Harvest Point : None

Treasure :

- Iko's Extract x1

Enemies : None

Collect the treasure above and follow the path down to meet :


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=====
|[B01]BOSS I : TWO-HEADED TURTLE "VAL KLAR"
|=====
|Recommended Party | Adol          | Dogi          |          | - |
|Recommended Level | 5             | 5             |          | - |
|Recommended Eqp   | Nagadachi     | Spiked Steel Guard|         | - |
|                  | Quito Armor   | Steel Breastplate|         | - |
|                  |               |                |         | - |
|                  |               |                |         | - |
|Reccomended Skills| Running Slash | Bash          |          | - |
|                  |               |                |         | - |
|                  |               |                |         | - |
|                  |               |                |         | - |
|=====
| Attacks :       | Description    | Strategy
|-----|-----|-----|
|1. Head Thrust   | Right Head screams, then| Keep Rolling to Left/Right
|                | Thrust you with R Head |
|2. Head Slash    | Extend his heads & slash| Jump/Roll Back
|                | when you get too close. |
|3. Bubble Attack | Left Head screams, then | Roll to the LEFT side
|                | Throws bubbles at you.  |
|4. Rotation Attack| Rotate around the screen| Roll in the middle against
|                | Throws purple orbs on   | his rotation direction,while
|                | Nightmare               | avoding the purple orbs
|5. Earth Thrust  | (Zoom-in)Roars,lift     | Roll to his left/right side
|                | the ground to stab you, |
|                | more stabs on Nightmare |
|6. Vacuum Rotation| Stops and spin to suck  | Keep jumping back
|                | you in                  |
|7. Special Attack| Creates upward water    | Stay on his sides
|                | columns                 |
|=====
|Strategy :
|=====
|Love the music here :) Anyways, use Adol as your main attacker
|if you're at level 5 AND have the recommended equipment you should have few
|problems. Just follow my methods above to avoid his attacks and use
|skills when possible. Flash guard when necessary and heal with potions
|when your HP is low, or Switch to Dogi.You might want to "pause" to predict
|his next move.Hack him with skills when he's stunned. Once he lost 50% HP
|he will use his special attack, marked with "Warning". Go all out and once
|the timer run out roll to his left/ right side to avoid the attacks. Once
|he's down to 10%HP your job is done, watch the scene where you get
|"Moon Seal" and use EXTRA attack (L) to finish him off
|*Note: If you want more challenge, technically it's actually possible to
|      beat him at level 1 by abusing Flash Guard, it's very difficult and
|      it may take several tries but doable.
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=====
|Altago City|
=====

```

-Some scenes will follow. You can go back to Tia's house for an extra scene.
 -You can also talk to Maya for another scene
 -Go to Palace to report to the King, after some scenes, choose the first
 and you will get Duke's Reference Letter.

Some new sidequests are now open :

=====O
|Quest No. 1: Delivery from Tia (MISSABLE) |
|=====|
Description:	Bring Tia's Medicine to the Village Chief of Shannoa.
Requested by:	Tia
Request Location:	Tia's Home
Quest Item:	Tia's Medicine
Quest Order Time:	*After receiving the Duke's Letter of Reference.
	Must choose "Deliver medicine on behalf of Tia
	during conversation with her.
	*Before Elk joins you in Shanua village
Complete by:	It's hard to miss this since you HAVE to speak to Fatima
	when you get to Shannoa Village anyway.Just make sure
	you speak to her more than once.You will miss this if
	you don't speak to her after going to Great Tree.
Reward:	Dragon Energy Drop.
O=====

=====O
|Quest No. 2: Waters of Altago (MISSABLE) |
|=====|
Description:	Collect 10 each of various samples of delicious water.
Requested by:	The Candid Bartender
Request Location:	Altago Hotel Pub
Quest Item:	(need 10 of each) Reward for each handed over:
	Spring Water = 400 G
	Cloudy Water = 500 G
	Fragrant Water = 1000 G
	Tainted Water = 100 G
Quest Order Time:	*After receiving the Duke's Letter of Reference.
	*Before heading off to the Island Ruins /
	Edona Abandoned Village .
Complete by:	Get all water sample type
Reward:	Hawkeye II
O=====

=====O
|Quest No. 3: Beautiful Flower Seeds (MISSABLE) |
|=====|
Description:	Obtain various samples of flower and fruit/nut seeds.
Requested by:	Belinda Nis
Request Location:	Central Plaza of Altago City
Quest Item:	(need 1 of each) Reward for each handed over:
	Iko Seed = 200 G
	Komona Seed = 300 G
	Salimera Seed = 400 G
	Nadly Seed = 500 G
	Lughott Seed = 200 G
	Kamika Seed = 300 G
	Lokin Seed = 400 G
	Chigle Seed = 500 G
Quest Order Time:	*After receiving the Duke's Letter of Reference.
	*Before heading off to the Island Ruins /
	Edona Abandoned Village .
Complete by:	Get all seed sample type
Reward:	Fortune Orb
O=====

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=====O
|Quest No. 4: Jewel Collection (MISSABLE) |
|=====|
|Description:      | Find rare gems. |
|Requested by:    | Teresa Runions  |
|Request Location:| Home in the south district in Altago (beside Item Shop) |
|Quest Item:      | (Only need 1 of each) Reward for each handed over: |
|                 | Green Stone = 2000 G |
|                 | Red Stone   = 3000 G |
|                 | Black Stone = 5000 G |
|                 | White Stone = 10000 G |
|Quest Order Time:| *After receiving the Duke's Letter of Reference. |
|                 | *Before heading off to the Island Ruins / |
|                 | Edona Abandoned Village . |
|Complete by:     | Get all rare gem sample type |
|Reward:          | Shield Ring II   |
=====O

```

Possible Synth before Second Boss :

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-----
* = new items
A = Adol
D = Dogi
E = Elk

```

```

=====O
|Name                | Description                | Price | Materials                |
|=====|=====|=====|=====|
|Nagadachi           | +10 atk[A]                 | 100G | 20x Iron Ore            |
|                   | [Earth Shaker]            |      | 20x Bone Fragment      |
|-----|-----|-----|-----|
|*Cicero Cutter     | +23 Atk[A]                 | 300G | 20x Charcoal            |
|                   | [Earth Shaker]            |      | 20x Iron Ore            |
|                   |                             |      | 20x Monster Bone       |
|-----|-----|-----|-----|
|Monster Hide        | +10 Atk[D]                 | 100G | 20x Monster Hide       |
|                   | [Uppercut]                |      | 10x Bone Fragment      |
|-----|-----|-----|-----|
|*Leather Gauntlet  | +22 Atk[D]                 | 300G | 10x Charcoal            |
|                   | [Combination]             |      | 30x Thick Hide         |
|                   |                             |      | 20x Monster Bone       |
|-----|-----|-----|-----|
|*Sen-Leyon         | +23 atk[E]                 | 300G | 10x Charcoal            |
|                   | [Rising Wheel]            |      | 10x Prairie Wood       |
|                   |                             |      | 20x Sapling             |
|                   |                             |      | 20x Monster Hide       |
|-----|-----|-----|-----|
|*Dark Iron Bracelet| +10 Def                    | 300G | 10x Charcoal            |
|-----|-----|-----|-----|
|*White Snake Ring  | +5 Def                     | 1000G| 20x Charcoal            |
|                   | Prevents Poison           |      | 20x Monster Bone       |
|-----|-----|-----|-----|
|*Blue Jewel        | +5 Def                     | 500G|100x Iron Ores          |
|                   | 3/4 SP CONsumption        |      | 50x Bone Fragment      |
|                   |                             |      | 50x Monster Bone       |
|-----|-----|-----|-----|
|*Iko Extract       | Recovers 50 HP             | 10G  | 5x Spring Water        |
|                   |                             |      | 5x Iko Leaf            |
|-----|-----|-----|-----|

```

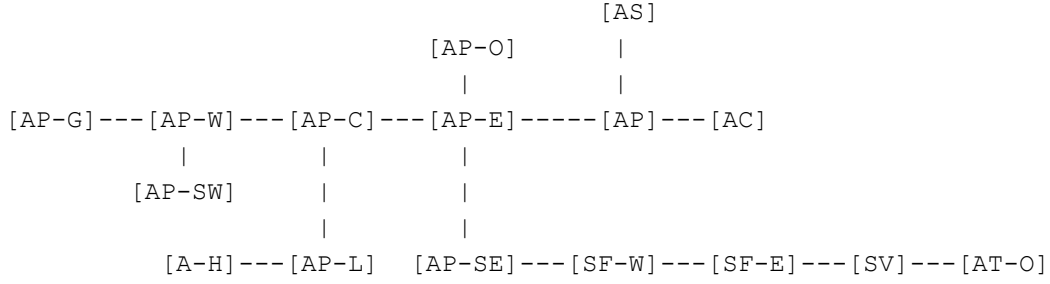
*Mirula Incense	Heals 150HP to all party members	80G	5x Iko Leaf
			5x Komona Flower
			5x Spring Water
			5x Monster Fluid

*Kamika Extract	Revives dead party member and heals 100 HP to all	20G	5x Cloudy Water
			5x Monster Fluid
			5x Kamika Fruit
			5x Lughott Fruit

*Panacea	Removes all status ailments	50G	5x Cloudy Water
			5x Komona Flower

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MAP :



Legends :

- Ac = Altago City
- AP = Altago Plains
- AS = Shrine of Origins
- AP-E = Altago Plains - East
- AP-O = Altago Plains - Outskirt
- AP-SE = Altago Plain - Southeast
- SF-W = Shannoa Forest - West
- SF-E = Shannoa Forest - East
- SV = Shanua Village
- AT-O = Ancient Tree - Outside

- [Optional areas]:
- AP-C = Althago Plains - Center
 - AP-L = Althago Plains - Lakeside
 - A-H = Althago Highlands
 - AP-W = Althago Plains - West
 - AP-SW = Althago Plains - Southwest
 - AP-H = Althago Plains-Gorge Mountain

- All of these areas are now open for you to explore, but you only need to go to Eastern Shanua Forest for now. And i suggest you to do so because the monsters on the western part (Optional areas) are a bit too tough for you now.

o=====o
|Althago Plains - East|
o=====o

- Harvest Point (Common/Rare):
- Luggot Fruit / Luggot Seed x2
 - Iron Ore / - x 2
 - Iko Leaf/Iko Seed x 2

Treasure :

- Hawkeye I
- Vitality Belt I, behind a rock, smash it with Dogi
- Iko's Extract x1

Enemies :

- #4 Naghil (Monster Fluid)
- #5 Deagrafm (Bone Fragment/Iron Ore)
- #6 Migo (Monster's Down/Bone Fragment)

You can open Quest #18 by heading north and following the small path to the East.

```
o=====o
|Quest No. 18: Titano Hunt: Bal Kilios          |
|-----|
|Description:      | Kill the Titano, Bal Kilios in Altago Plains - Outskirt.|
|Requested by:     | - |
|Request Location:| Altago Plains - Outskirt |
|Quest Item:       | - |
|Quest Order Time:| *After receiving the Duke's Letter of Reference |
|                 | *Available until the end of the game |
|Complete by:     | Kill the Titano, Bal Kilios. |
|Reward:          | Dragon Orb |
o=====o
```

- Dragon Orb recovers your party's lost health by standing still, anywhere. He's easier to beat than it looks actually, but it's not advisable to do it now. Just skip it for now, don't worry, you'll beat him sooner than you think, he's the easiest among 3 hidden bosses.

```
o=====o
|Althago Plains - Southeast|
o=====o
```

Harvest Point (Common/Rare):

- Luggot Fruit / Luggot Seed
- Praire Wood / -
- Iko Leaf/Iko Seed

Treasure :

- Iron Ore x10

Enemies :

- #4 Naghil (Monster Fluid)
- #5 Deagrafm (Bone Fragment/Iron Ore)
- #6 Migo (Monster's Down/Bone Fragment)

```
o=====o
|Shannoa Forest - West|
o=====o
```

Harvest Point (Common/Rare):

- Komona Flower/Komona Seed
- Kamika Fruit / Kamika Seed
- Spring Water/Cloudy Water
- Iron Ore / Charcoal

Treasure :

- Power Wrist I

-Iko's Extract x1

Enemies :

- #9 Pharom (Komona Flower/Iko Leaf/Iko Seed)
- #10 Sehpet (Monster Hide/Iron Ore)
- #11 Iovite (Monster Fluid)

A scene will occur on halfway.

o=====o
 |Shannoa Forest - East|
 o=====o

Harvest Point (Common/Rare):

- Kamika Fruit / Kamika Seed x2
- Iron Ore / Charcoal
- Spring Water/Cloudy Water
- Sapling

Treasure :

- Shield Ring I
- Myrula Incense

Enemies :

- #10 Sehpet (Monster Hide/Iron Ore)
- #11 Iovite (Monster Fluid)
- #12 Ichu (Monster Fluid/Charcoal)

- Collect the treasures and materials and fight the monster until Level 8
 You should have around 4000G by level 8.
- A scene will occur on halfway.If you follow the boy to another area
 you'll have to fight the next boss. But you can actually go right to
 Shannua Village instead of following him

o=====o
 |Shannoa Village|
 o=====o

Another quest can be accessed, talk to the man standing the lakeside.

```

o=====o
|Quest No. 8: No Pole, Resilient Soul (MISSABLE) |
|=====|
|Description:      | Give him various woods material |
|Requested by:     | Chris Gouin |
|Request Location:| Shannoa Village, on the lakeside |
|Quest Item:       | (Need 10 each) Reward for each handed over: |
|                  | Plains Wood = 500 G |
|                  | Sappling = 1000 G |
|                  | Dry Wood = 5000 G |
|                  | Withered Hardwood = 5000 G |
|Quest Order Time:| *After receiving the Duke's Letter of Reference. |
|                  | *Before heading off to the Island Ruins / |
|                  | Edona Abandoned Village . |
|Complete by:     | Get all 4 woods material type |
|Reward:          | Shimmer Brooch II |
o=====o

```

 Weapon/Item Shop:

A = Adol
D = Dogi
E = Elk

```

=====O
|Name                | Description [Skill]                | Price |
|=====|
|Long Sword          | +18 Atk [A][Running Slash]        | 2000G |
|Spiked Steel Guard  | +17 Atk [D][Bash]                  | 2000G |
|*Elle Dual-Edge    | +18 Atk [A][Wheelspin]            | 2000G |
|Kitro Armor         | +12 Def                             | 1500G |
|*Barket            | +9 Def                               | 250G  |
|Steel Breastplate   | +10 Def                             | 1200G |
|Rosette             | +8 Def +2Str                       | 1000G |
|Feather Bangle     | +7 Def                              | 1000G |
|Iko's Extract       | Heals 50HP to user                 | 100G  |
|Salimera Extract    | Heals 200HP to user                | 500G  |
|Myrula Incense      | Heals 150HP to all members         | 800G  |
|Kamika Extract      | Revives dead member with 100HP     | 200G  |
|Vitality Belt I     | Inc.Max HP by 100 when equipped    | 1000G |
|Power Wrist I       | Inc. Str by 10 when equipped        | 1000G |
|Shield Ring I       | Inc. Def by 10 when equipped        | 1000G |
|Hawkeye I           | Inc. Dex by 10 when equipped        | 1000G |
|Shimmer Brooch I    | Inc. Agl by 10 when equipped        | 1000G |
=====O

```

- Buy Spiked Steel Guard and Rosette (3000G).
- Go back and face the boss, you can only advance the story once you beat it.

```

=====O
|[B02]BOSS 2: LONG TUSKED BOAR "ES GALLION"
|=====|
|Recommended Party  | Adol                | Dogi                |      -      |
|Recommended Level  | 8                   | 8                   |      -      |
|Recommended Eqp    | Long Sword          | Spiked Steel Guard |      -      |
|                   | Kitro Armor         | Steel Breastplate  |      -      |
|                   | Rosette             | -                   |      -      |
|                   | Power Wrist I       | Vitality Ring I    |      -      |
|Reccomended Skills| Running Slash       | Bash                |      -      |
|                   | -                   | -                   |      -      |
|                   | -                   | -                   |      -      |
|                   | -                   | -                   |      -      |
|                   | -                   | -                   |      -      |

```

```

-----|
| Attacks :         | Description          | Strategy            |
|-----|-----|-----|
|1. Body Spin      | Flashes damaging yellow | Roll away          |
|                  | light when you gets too |                     |
|                  | close                   |                     |
|2. Rush           | Flashes yellow lights & | Roll to left/right |
|                  | Rushes at you once.    |                     |
|3. Zoom-in & Rush | Zoom in and rushes at   | Flash Guard or keep rolling |
|                  | you multiple times.(The |                     |
|                  | direction seems random) |                     |
|3. Multiple Rush  | Zoom in, then rushes at | Keep rolling or Flash Guard |
|                  | you 5 times.           |                     |
|4. Gas Breath     | Stinkin' breath that    | Roll away          |
|                  | causes short stun      |                     |
|5. Throw Rock     | (Zoom-in) Throws 3 rocks| Roll away          |

```

```

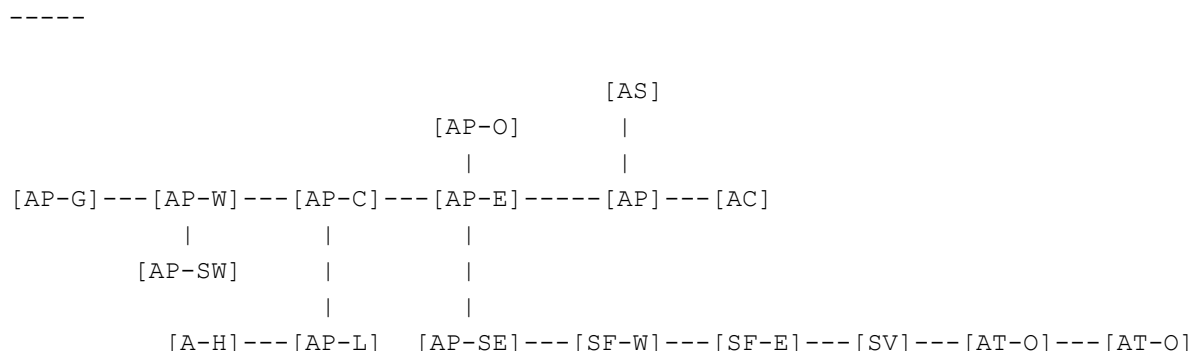
|                               | at you                               |
|-----|
|Strategy   :                    |
|-----|
|This is actually easier than the first Boss, Level 8 is enough to beat him |
|Use Adol again, and switch to Dogi when your HP is Low or use potions      |
|Basically the strategy is still Hit & Run, Just follow my methods above to  |
|avoid his attacks and use skills whenever possible.He'll start using the 3rd|
|attack when his HP is low. Use EXTRA attack once he's down to 500 HP to    |
|finish him off.                                                            |
|=====O

```

Preparations for the Third Boss

- The third boss is VERY tough even with the latest equipment
Get 20,000 G to buy the most expensive weapon in Altago city, Note that once you go to Eldress' House, you won't be able to go to Altago Plains and Altago City temporarily, so DON'T GO THERE yet.
The quests items will give you 5700G, and you can sell 2x Dragon Energy Drops found on the areas below for 5000G, so you need at least 10,000G
- Synth at least a Blue Jewel first,.You need Monster Bones, and the easiest way to farm Monster Bone is from Saravn in Central Altago Plains.
- Synth Dark Iron Bracelet for Dogi, need 10 Charcoals
- Try to increase Bash and Running Slash to level 5
- Get at least 1 Green Stone from "Ancient Tree - Outside" area.
Give them to Teresa Runions from Quest 4 to get 2,000G (Quest 4)
- Collect at least 10 of Spring Water, Cloudy Water and Tainted Water, and give them to the bartender for 1,200G (Quest 2)
- Collect Iko, Komona, Luggshot, Kamika seed and trade them for 1000G from Belinda Nis in Central Plaza. (Quest 3)
- Collect at least 10 of Praire Woods and Sappling and trade them for 1,500G from Chris Gouin In Shannoa Village (Quest 8)

MAP :



Legends :

-
- Ac = Altago City
- AP = Altago Plains
- AS = Shrine of Origins
- AP-E = Altago Plains - East
- AP-O = Altago Plains - Outskirt
- AP-SE = Altago Plain - Southeast
- SF-W = Shannoa Forest - West
- SF-E = Shannoa Forest - East
- SV = Shanua Village
- AT-O = Ancient Tree - Outside

[Optional areas]:

- AP-C = Althago Plains - Center
- AP-L = Althago Plains - Lakeside
- A-H = Althago Highlands
- AP-W = Althago Plains - West
- AP-SW = Althago Plains - Southwest
- AP-G = Althago Plains - Gorge Mountain

o=====o
|Althago Plains - Center|
o=====o

- Harvest Point (Common/Rare):
- Spring Water/Tainted Water
 - Lughott Fruit / Lughott Seed
 - Iron Ore / -

- Treasure :
- Salimera Extract
 - Sapling x15

- Enemies :
- #24 Saravn (Monster Bone/Monster Down)
 - #25 Radit (Komona Flower/Komona Seed)
 - #26 Panth'on (Hard Hide/Monster Bone)

- Be careful with the Bees (Radit), the weapons you have are ineffective against them, so just keep rolling to avoid them.
- You should try to collect 90 Monster Bones between this area and the next area, where there are 3 Saravns near the exit, going back respawns them.

o=====o
|Althago Plains - Lakeside|
o=====o

Harvest Point (Common/Rare): none

Treasure : none

- Enemies :
- #24 Saravn (Monster Bone/Monster Down)
 - #25 Radit (Komona Flower/Komona Seed)
 - #26 Panth'on (Hard Hide/Monster Bone)

o=====o
|Althago Highlands|
o=====o

Harvest Point (Common/Rare): none

Treasure : Dragon Energy Drop

Enemies : none

o=====o
|Althago Plains - West|
o=====o

Harvest Point (Common/Rare):

- Lughott Fruit / Lughott Seed x2
- Iron Ore / - x 2
- Iko Leaf/Iko Seed

Treasure :

- Large Bone x10
- Dragon Fig
- Shimmer Brooch 1

Enemies :

- #25 Radit (Komona Flower/Komona Seed)
- #26 Panth'on (Hard Hide/Monster Bone)
- #27 Lapalm (Bone Fragment/Monster Bone)

o=====o
|Althago Plains-Gorge Way|
o=====o

Harvest Point (Common/Rare):

- Iron Ore / - x 2

Treasure :

- Salimera Extract
- Myrula Incense

Enemies :

- #24 Saravn (Monster Bone/Monster Down)
- #25 Radit (Komona Flower/Komona Seed)
- #27 Lapalm (Bone Fragment/Monster Bone)

o=====o
|Althago Plains - Southwest|
o=====o

Harvest Point (Common/Rare):

- Lughott Fruit / Lughott Seed x2
- Iron Ore / -
- Iko Leaf/Iko Seed
- Prairie Wood / -

Treasure :

- Dragon Energy Drop
- Salimera Extract

Enemies :

- #24 Saravn (Monster Bone/Monster Down)
- #25 Radit (Komona Flower/Komona Seed)
- #27 Lapalm (Bone Fragment/Monster Bone)

- Once you have bought Silver Fang Blade and Shakudo Kote,
proceed to the eldress' house in Shannoa Village.
After a scene, you'll get Ancient Tree's Key

After Elk joins you, go back to Eldress' House and talk to her to complete Quest #1. Make sure you don't have Dragon Energy Drop yet though, If you already have one, you should sell it first before talking to her.

You can also access another quest, by talking to the woman in the house just left of the Eldress' House using Elk.

```
o=====o
|Quest No. 9: Forest Guardian Pilgrimage (MISSABLE) |
|-----|
|Description:      | Offer various items to the Forest Guardian in East |
|                  | Shannoa Forest. |
|Requested by:    | Carol Zander, talk with Elk |
|Request Location:| Shannoa Village, woman on the northwest house |
|Quest Item:      | Kamika Fruit x 5 = 1000 G |
|                  | White Snake Ring = 1500 G |
|                  | Spring Water x 5 = 2000 G |
|Quest Order Time:| *After Elk joins you in Shannoa Village. |
|                  | *Before heading off to the Island Ruins / |
|                  | Edona Abandoned Village |
|Complete by:     | Offer all 3 items |
|Reward:          | Silver Snake Ring |
o=====o
```

-You should complete this quest, it's basically trading white snake ring for silver snake ring, plus some cash.

-Synth Sen-Leyon and another Dark Iron Bracelet for Elk.

```
o=====o
|Ancient Tree - Outside|
o=====o
```

Harvest Point (Common/Rare):

- Kamika Fruit / Kamika Seed x2
- Charcoal/ Green Stone

Treasure :

- Shield Ring I
- Iko Extract
- Salimera Extract
- Myrula Incense

Enemies :

- #13 Pheromonk (Komona Flower/Komona Seed)
- #14 Misram (Thick Hide/Monster Down/Charcoal)
- #15 Org (Bone Fragment/Monster Bone)

- Enter from above, using the tree key you got earlier

MAP

```
[6]---[7]---[EA]
|      |
|      |
[5]---[1]---[2]---[3]
      |   |   |
      |   - - -
      [4]
```

LEGENDS :

-
- 1 = Ancient Tree - Area 1
 - 2 = Ancient Tree - Area 2
 - 3 = Ancient Tree - Area 3
 - 4 = Ancient Tree - Area 4
 - 5 = Ancient Tree - Area 5
 - 6 = Ancient Tree - Area 6
 - 7 = Ancient Tree - Area 7

o=====o
|Ancient Tree - Area 1|
o=====o

Harvest Point (Common/Rare):
-Charcoal/ Green Stone
-Spring Water/Cloudy Water (After Area 3)

Treasure :
- Charcoal x 10
- Vitality Belt I (After Area 3)
- Monster Bone x 10 (After Area 3)
- Silver Feather (From Area 7)

Enemies :
#13 Pheromonk (Komona Flower/Komona Seed)
#14 Misram (Thick Hide/Monster Down/Charcoal)
#17 Zerangique (Monster Fluid/Iron Ore/Charcoal)

o=====o
|Ancient Tree - Area 2|
o=====o

Harvest Point (Common/Rare):
-Sapling/-

Treasure :
- Charcoal x 10
- Prairie Wood x 10

Enemies :
#18 Viwhorl (Thick Hide/Sapling/Iko Leaf/Iko Seed)
#20 Org-Ro (Monster Bone/Thick Hide)

o=====o
|Ancient Tree - Area 3|
o=====o

Harvest Point (Common/Rare):
-Sapling/-

Treasure :
- Monster Bone x 15

Enemies :
#19 Vizo-Naghil (Thick Hide/Monster Bone)

#18 Viwhorl (Thick Hide/Sapling/Iko Leaf/Iko Seed)

#20 Org-Ro (Monster Bone/Thick Hide)

- Examine the glowing yellow thing to get Ancient Tree Sap

o=====o

|Ancient Tree - Area 2|

o=====o

Harvest Point (Common/Rare):

- Sapling/-

Treasure :

- Charcoal x 10

- Prairie Wood x 10

Enemies :

#18 Viwhorl (Thick Hide/Sapling/Iko Leaf/Iko Seed)

#20 Org-Ro (Monster Bone/Thick Hide)

o=====o

|Ancient Tree - Area 1|

o=====o

- Now you can open path in the northeast corner and south
go to the south first

o=====o

|Ancient Tree - Area 4|

o=====o

Harvest Point (Common/Rare):

- none

Treasure :

- Salimera Extract

Enemies :

#18 Viwhorl (Thick Hide/Sapling/Iko Leaf/Iko Seed)

#20 Org-Ro (Monster Bone/Thick Hide)

- Follow the path to go back to area 1 and grab Vitality Belt I
- Now track back to area 1 and go to the north east corner path

o=====o

|Ancient Tree - Area 5|

o=====o

Harvest Point (Common/Rare):

- none

Treasure :

- 1500 G

Enemies :

#20 Org-Ro (Monster Bone/Thick Hide)

o=====o
|Ancient Tree - Area 6|
o=====o

Harvest Point (Common/Rare):

- Sapling / -
- Komona Flower / Komona Seed

Treasure :

- Thick Hide x 10
- Monster Fur x 10 (hidden behind the saplings)
- Iron Ore x 15
- White Snake Ring

Enemies :

- #18 Viwhorl (Thick Hide/Sapling/Iko Leaf/Iko Seed)
- #20 Org-Ro (Monster Bone/Thick Hide)
- #21 Org Shim (Monster Bone)

o=====o
|Ancient Tree - Area 7|
o=====o

Harvest Point (Common/Rare):

- Charcoal / Green Stone

Treasure :

- Panacea
- 1000 G
- Salimera Extract
- Diamond Boots
- Kamika Extract

Enemies :

- #20 Org-Ro (Monster Bone/Thick Hide)
- #22 Mahd-Viwhorl (Thick Hide/Sapling/Komoma Flower/Komona Seed)
- #23 Tadrogue (Monster Bone/Bone Fragment)

- Near the chest with Salimera Extract, you can go down to area 1 to get a chest with a Silver Feather
- Now that you have Diamond Boots, go outside and enter the main entrance in the middle.

o=====o

[B03]BOSS 3: BIG BUG BEAST "ZERAN FITH"			
=====			
Recommended Party	Adol	Dogi	Elk
Recommended Level	13	13	11
Recommended Eqp	SilverFang Blade	Shakudo Kote	Sen Leyon
	Kitro Armor	Steel Breastplate	Barket
	Rosette	Dark Iron Bracelet	Dark Iron Bracelet
	Silver Snake Ring	White Snake Ring	Blue Jewel
Reccomended Skills	Running Slash	Bash	Rising Wheel
	-	-	Rock Fang
	-	-	Wheelspin
	-	-	-
	-	-	-

Attacks :	Description	Strategy
1. Sticky Web	Shoot Web from his mouth causes "Heavy" status	Roll away
2. Stomp	Shakes Head and jump on you.	Roll to left/right
3. Poison Bubble	Shoots five poisonous bubbles 3 times at you	Flash Guard or keep rolling
3. Charge	Flashes white and rams to you	Keep rolling or Flash Guard
4. Poison Breath	Spits poisonous liquid to the ground that remains for a while	Roll away
5. Tongue Trap	Catches you with his Tongue & absorb your HP	Roll away
6. Summon Zerangique	Jump up and summons 2 Zerangique (50% HP)	Destroy them first with Dogi
7. Multiple Charge	Same with Attack #3, but 3 times	Roll Left / Right

Strategy :

The hardest boss so far, you have to attack its tongue if you want to damage him, and the tongue only comes out after:

- All his 6 legs are destroyed
- He is stunned (the stun meter is full)
- During attack #5 when he captures you, you can attack the tongue

Use Elk to dodge his attacks, and switch to Dogi when destroying his legs, the legs are weak to Dogi's attacks, and with his weapon you should destroy one in 3-4 attacks. Once his tongue is out, switch to Adol & go all out with your skill. When his HP is 50% he will start summoning Zerangiques, destroy them with first with Dogi, they can be quite annoying. When he's down to 700HP use Adol's EXTRA attack to finish him off. His legs are gradually weaker, so it should be getting easier to destroy them.

- Go back to Shannoa Village and talk to Fatima for a scene. Elk will leave your party (you'll get your equipment back)
- This is your last chance to complete Quest 1, be sure you've completed it.
- Go back to Altago, on your way back you have to rescue Tia and escort her to the city. Be careful you can't leave her because she will be attacked. Kill all enemies on your way and don't leave her behind.
- Go to throne room for a scene.
- Go outside the castle and enter the east house for a scene. go to the 2nd floor, and enter the middle door and talk to Dreisen to get "General's Letter"
- Go to Tia's house for a scene, and she will give you Luminous Rock
- You can talk to Maya again for another scene.
- You could also go to the Palace for an extra scene.

Weapon Shop:

A = Adol
D = Dogi
S = Aisha
E = Elk

Name	Description [Skill]	Price
=====		

Shamsir	+8 Atk [A][Strength Blast]	500G
Long Sword	+18 Atk [A][Running Slash]	2000G
Silver Fang Blade	+38 Atk [A][Strength Blast]	10000G
Sphairai	+8 Atk [D][Combination]	500G
Spiked Steel Guard	+17 Atk [D][Bash]	2000G
Shakudo Kote	+36 Atk [D][Uppercut]	10000G
*Hindy	+12 Atk [S][Spread Shot]	2000G
*Longbow	+34 Atk [S][Tumble Arrow]	10000G
Leather Armor	+3 Def	100G
Chain Mail	+6 Def	300G
Kitro Armor	+12 Def	1500G
Hide Breastplate	+2 Def	100G
Chain Guard	+5 Def	250G
Steel Breastplate	+10 Def	1200G
Buckler	+2 Def	100G
Small Shield	+4 Def +1Str	200G
Rosette	+8 Def +2Str	1000G
*Easil Shield	+14 Def +3Str	2000G
Wooden Bracelet	+2 Def	100G
Seafarer's Missanga	+3 Def	200G
Feather Bangle	+7 Def	1000G
*Levard Bangle	+13 Def	2000G

A new quest is available, talk to the guy in the leftmost room in hotel pub

```

o=====o
|Quest No. 7: Byway of the Hunt (MISSABLE) |
|=====|
|Description:      | Defeat Gilda Ros |
|Requested by:    | Kevin Lasitter   |
|Request Location:| Altago City, Man in the leftmost room in hotel pub |
|Quest Item:      | - |
|Quest Order Time:| *After receiving General's Letter |
|                 | *Before beating Gilda Ros |
|Complete by:    | Beat Gilda Ros |
|Reward:         | Power Wrist II |
o=====o

```

Preparations for the Fourth Boss

- The fourth boss is a bit more difficult because it has high attack
- Buy Long Bow for Aisha, Easil Shield for Adol and Levard Bangle for Dogi

Weapon Shop:

Name	Description [Skill]	Price
Luminous Rock	Gives off a bright glow	5000G
Silver Fang Blade	+38 Atk [A][Strength Blast]	10000G
Shakudo Kote	+36 Atk [D][Uppercut]	10000G
Longbow	+34 Atk [P][Tumble Arrow]	10000G
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
Myrula Incense	Heals 150HP to all party members	800G
Kamika Extract	Revives dead member with 100HP	200G

Vitality Belt I | Inc. Max HP by 100 when equipped| 1000G|
 Power Wrist I | Inc. Str by 10 when equipped | 1000G|
 Shield Ring I | Inc. Def by 10 when equipped | 1000G|
 Hawk eye I | Inc. Dex by 10 when equipped | 1000G|
 Shimmer Brooch I | Inc. Agl by 10 when equipped | 1000G|

%%%%%%%%%%
 Cave Byway
 %%%%%%%%%%

Harvest Point (Common/Rare):

- Iron Ore / - x2

Treasure :

- Traveler's Robe
 - 2000 G

Enemies :

#28 Benes (Hard Hide)
 #29 Eoveet (Monster Fluid)
 #30 Zonaghil (Monster Fluid/Iron Ore)

O=====O
 |[B04]BOSS 4: ROCK MONSTER "GHILDA ROS" |

Recommended Party	Adol	Dogi	Aisha
Recommended Level	15	15	13
Recommended Eqp	SilverFang Blade	Shakudo Kote	Longbow
	Kitro Armor	Steel Breastplate	Traveler's Robe
	Rosette	Dark Iron Bracelet	Levard Bangle
	Power Wrist	Silver Snake Ring	Shield Ring
Reccomended Skills	Strength Blast	Bash	Tumble Arrow
	Strength Blast	Bash	Tumble Arrow
	Strength Blast	Bash	Tumble Arrow
	-	-	-

Attacks :	Description	Strategy
1. Groundwave	Send ground wave 3 times	Roll away
2. Red Wave	Fires red wave that follow you.	Roll to his side
3. Smash	Jump and smash at you causes large stunning wave	Flash Guard or keep rolling
4. Triple Smash	Jump and smash 3 times causes small stunning wave	Keep rolling or Flash Guard
5. Spinning Move	Spins his flair at you and falls to the ground	Roll away

Strategy :

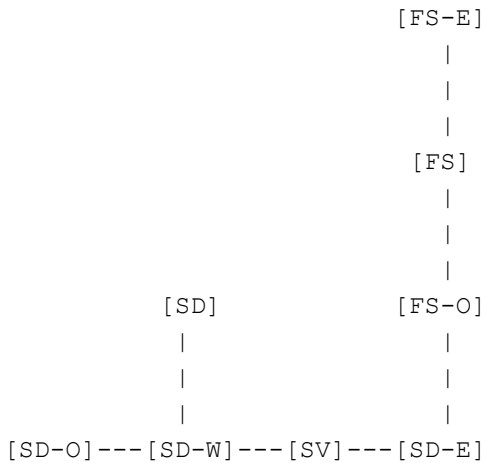
 |Could be a bit tricky if you don't know how. Use Aisha as your main attacker|
 |The strategy is :|
 |1. Dodge all his attacks, until he uses Spinning Move|
 |2. Switch to Dogi and go all out with Bash as he falls to the ground|
 |3. Switch back to Aisha, and dodge his attacks again while attacking him|
 | with charged attack to refill your SP.|
 |4. Repeat step 1 until he's down to 1000 HP, then use Adol's EXTRA attack|

|Heal when necessary,you may have to try 2 or 3 times to memorize his attacks|
|Basically he's weak after he uses Spinning Move, and it's your best chance |
|to attack him. |

O=====O

- Go back to the man in Altago City to complete Quest 7 and get your reward.
- Optional, i bought Luck Medal before going back.
- Go back and exit the area for a scene

MAP



%%%%%%%%%

Segram Desert

%%%%%%%%%

Harvest Point (Common/Rare):

- Lokin Fruit / Lokin Seed x2
- Dry Wood / -
- Salimera Leaf / Salimera Seed
- Iron ore / Hot Sandstone
- Monster Bone / Large Bone

Treasure :

- Dragon Energy Drop
- Power Wrist I
- Hot Sandstone x10

Enemies :

- #31 Lapalm Dos (Monster Hide/Hard Hide/Monster Claw)
- #32 Pyl'aha (Monster Bone/Monster Fang)
- #33 Stoks (Salimera Leaf/Salimera Seed)

%%%%%%%%%

Segram Desert - West

%%%%%%%%%

Harvest Point (Common/Rare):

- Iron ore / Hot Sandstone x2
- Salimera Leaf / Salimera Seed
- Lokin Fruit / Lokin Seed x2
- Dry Wood / -
- Monster Bone / Large Bone

Treasure :

- 2500 G

- Cloudy Water x10
- Hawkeye I

Enemies :

- #32 Pyl'aha (Monster Bone/Monster Fang)
- #33 Stoks (Salimera Leaf/Salimera Seed)
- #34 Walkes (Monster Feather/Monster Feather)

Going to the left path in this area and you can access another quest

```

O=====O
|Quest No. 20: Titano Hunt: Mili Urdu                                     |
|-----|
|Description:      | Kill the Titano, Mili Urdu in Segram Desert - Outskirt. |
|Requested by:    | - |
|Request Location:| Segram Desert - Outskirt |
|Quest Item:      | - |
|Quest Order Time:| *After you have access to Segram Desert |
|                 | *Available until the end of the game |
|Complete by:    | Kill the Titano, Mili Urdu |
|Reward:         | Geis' Level 3 EXTRA Skill |
O=====O

```

The reward is a skill for a character later, so no point in beating him now.

If you want an extra scene, skip Segram village and go to Flame Shrine first.

```

%%%%%%%%%%
Segram Village
%%%%%%%%%%

```

Go to the item shop and talk to the the girl inside for a quest :

```

O=====O
|Quest No. 10: Mystery Ingredients (MISSABLE)                             |
|=====|
|Description:      | Find various types of "flowers" & "leaves" in units of 10 |
|Requested by:    | Sara Stewart |
|Request Location:| Segram Village, item shop owner |
|Quest Item:      | Iko Leaf x10 = 500 G |
|                 | Komona Leaf x10 = 1000 G |
|                 | Salimera Leaf x10 = 2000 G |
|                 | Nadly Flower x10 = 5000 G |
|Quest Order Time:| *After arriving in Segram Village. |
|                 | *Before heading off to the Island Ruins / |
|                 | Edona Abandoned Village |
|Complete by:    | Give her all 4 items |
|Reward:         | Flash Ring II |
O=====O

```

Weapon Shop:

- A = Adol
 - D = Dogi
 - S = Aisha
 - E = Elk
 - C = Mustafa
-

Name	Description [Skill]	Price
Silver Fang Blade	+38 Atk [A][Strength Blast]	10000G
Shakudo Kote	+36 Atk [D][Uppercut]	10000G
Longbow	+34 Atk [S][Tumble Arrow]	10000G
*Wooden Mallet	+42 Atk [C][Hammer Stamp]	10000G
*Copper Armor	+28 Def	3000G
*Monster Shell	+25 Def	2500G
*Doublet	+23 Def	2000G
Easil Shield	+14 Def +3Str	2000G
Levard Bangle	+13 Def	2000G
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
*Nadly Extract	Heals 500HP to user	1200G
Myrula Incense	Heals 150HP to all party members	800G
*Kamika Extract	Revives dead member with 100HP	200G
Vitality Belt I	Inc. Max HP by 100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

Possible Synth before Fifth & Sixth Boss :

* = new items

Name	Description	Price	Materials
Nagadachi	+10 atk[A] [Earth Shaker]	100G	20x Iron Ore 20x Bone Fragment
Cicero Cutter	+23 Atk[A] [Earth Shaker]	300G	20x Charcoal 20x Iron Ore 20x Monster Bone
*Waruleh	+47 Atk[A] [Rising Slash]	1200G	20x Hot Sandstone 20x Iron Ore 20x Large Bone
Monster Hide	+10 atk[D] [Uppercut]	100G	20x Monster Hide 10x Bone Fragment
Leather Gauntlet	+22 atk[D] [Combination]	300G	10x Charcoal 30x Thick Hide 20x Monster Bone
*Apili Knuckle	+45 atk[D] [Kaiser Rush]	1200G	10x Hot Sandstone 10x Iron Ore 20x Large Bone 30x Hard Hide
*Kafess Bow	+42 atk[S] [Killer Hornet]	1200G	10x Dry Wood 10x Hot Sandstone 20x Hard Hide 5x Monster Feather
*Iron Mallet	+42 atk[C] [Dash Geyser]	1200G	10x Dry Wood 10x Hot Sandstone

			20x Hard Hide
			5x Monster Feather
Dark Iron Bracelet	+10 Def	150G	10x Charcoal
*Copper Bracelet	+15 Def	250G	10x Hot Sandstone
*Flash Ring I	Increases Stun Rate by 1	100G	20x Iron Ore 20x Hot Sandstone 20x Monster Fang
*Vitality Belt I	Raises Max HP by 100	100G	20x Charcoal 20x Large Bone 20x Monster Fur
White Snake Ring	+5 Def Prevents Poison	1000G	20x Charcoal 20x Monster Bone
*Fire Proof Scarf	Prevents Burning Status	1000G	20x Hot Sandstone 20x Monster Hide
*Silver Feather	Prevents Heavy Status	1000G	20x Charcoal 20x Monster Feather
Blue Jewel	+5 Def 3/4 SP Consumption	500G	100x Iron Ores 50x Bone Fragment 50x Monster Bone
Iko Extract	Recovers 50 HP	10G	5x Spring Water 5x Iko Leaf
*Salimera Extract	Recovers 200 HP	50G	5x Spring Water 5x Salimera Leaf
Mirula Incense	Heals 150HP to all party members	80G	5x Iko Leaf 5x Komona Flower 5x Spring Water 5x Monster Fluid
Kamika Extract	Revives dead party member and heals 100 HP to all	20G	5x Cloudy Water 5x Monster Fluid 5x Kamika Fruit 5x Lughott Fruit
Panacea	Removes all status ailments	50G	5x Cloudy Water 5x Komona Flower

- Buy Monster Shell and Doublet, switch Mustafa's Copper Armor to Adol.
- Synth Waruleh, Kafess Bow, and Apili Knuckle, don't bother synth Mustafa's weapon, we won't use him, he's way too slow.
- Killer Hornet is probably Aisha's most useful skill, keep using it to raise its level.

Segram Desert - East

Harvest Point (Common/Rare):

- Salimera Leaf / Salimera Seed x2

- Dry Wood / -
- Large Bone / -
- Lokin Fruit / Lokin Seed
- Iron ore / Hot Sandstone

Treasure :

- Flash Ring I
- Sebrina Incense
- Salimera Extract
- Titano Bone

Enemies :

- #33 Stoks (Salimera Leaf/Salimera Seed)
- #34 Walkes (Monster Feather/Monster Feather)
- #35 Gimnar (Monster Bone/Hot Sandstone/Red Stone)

%%
 Flame Shrine - Outside
 %%%

Treasure :

- Hard Hide x10

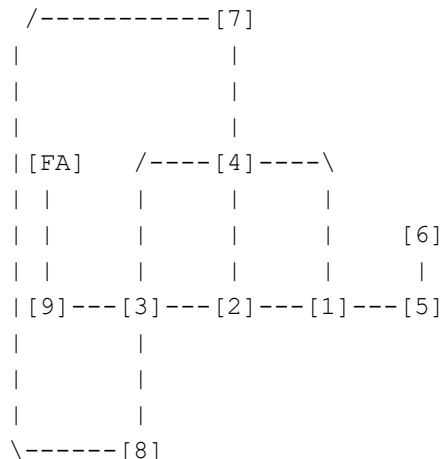
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O=====O
|Quest No. 19: Titano Hunt: Soldi Orm                               |
|-----|
|Description:      | Kill the Titano, Soldi Orm in Flame Shrine - Outside |
|Requested by:    | - |
|Request Location:| Flame Shrine - Outside |
|Quest Item:      | - |
|Quest Order Time:| *After Mustafa joins you. |
|                 | *Available until the end of the game |
|Complete by:    | Kill the Titano, Soldi Orm |
|Reward:         | Dogi's Level 3 EXTRA Skill |
O=====O
  
```

Even if you beat it now, Dogi still won't access the skill until later in the game. So run away from it for now.

%%
 Flame Shrine - Entrance
 %%%

Go to the Flame Shrine door and use the Shrine Key



%%

Flame Shrine - Area 1

%%%%%%%%%%%%%%%%%%%%%%%%%

Proceed to the next area

%%%%%%%%%%%%%%%%%%%%%%%%%

Flame Shrine - Area 2

%%%%%%%%%%%%%%%%%%%%%%%%%

Harvest Point (Common/Rare):

- Large Bone / - x2

Treasure :

- Hot Sandstone x10
- Fire Proof Scarf (with Ice Myst Crystal)
- Nadly Extract (Later)

Enemies :

- #38 Elpio (Monster Bone/Monster Shell)
- #39 Rekano (Hot Sandstone/Red Stone)
- #40 Daurus (Large Bone/Monster Fang)

%%%%%%%%%%%%%%%%%%%%%%%%%

Flame Shrine - Area 3

%%%%%%%%%%%%%%%%%%%%%%%%%

Harvest Point (Common/Rare):

- Dry Wood / -

Treasure :

- Salimera Extract (Later)
- Kamika Extract (later)
- Sebrina Incense (later)

Enemies :

- #41 Brahm (Monster Down/Monster Bristle)
- #42 Gzo-Naghill (Monster Fluid/Tainted Water)
- #44 Gul'ardelo (Large Bone/Monster Shell)

%%%%%%%%%%%%%%%%%%%%%%%%%

Flame Shrine - Area 4

%%%%%%%%%%%%%%%%%%%%%%%%%

Harvest Point (Common/Rare):

- Hot Sandstone / Red Stone
- Large Bone / - x2
- Dry Wood / -

Treasure :

- Silver Feather (later with Event Item, it's not worth it)
- Hard Hide x20
- Salimera Extract (Later)

Enemies :

- #41 Brahm (Monster Down/Monster Bristle)
- #42 Gzo-Naghill (Monster Fluid/Tainted Water)
- #43 Ardilo (Monster Shell/Monster Fang)

%%%%%%%%%%%%%%%%%%%%%%%%%

Flame Shrine - Area 2

%%%%%%%%%%%%%%%%%%%%%%%%%

Unlock the gates and go down the elevator.

%%%

Flame Shrine - Area 5

%%%

Stone Monument

%%%

Flame Shrine - Area 6

%%%

=====
|[B05]BOSS 5: FIRE EATER "STOHL BRAHM"
=====

Recommended Party	Adol	Dogi	Aisha
Recommended Level	17	17	16
Recommended Eqp	Waruleh	Apili Knuckle	Kafess Bow
	Copper Armor	Monster Shell	Doublet
	Easil Shield	Levard Bangle	Levard Bangle
	Shield Ring	Blue Jewel	Silver Snake Ring
Recommened Skills	Earth Shaker	Kaiser Rush	Killer Hornet
	Earth Shaker	Kaiser Rush	Killer Hornet
	Earth Shaker	Kaiser Rush	Killer Hornet
	-	-	-

Attacks :	Description	Strategy
1. Flame Pecking	Peck 3 times & throws fire rocks	Roll away
2. Smash	Jump and stomp causes large stunning wave	Roll away
3. Rush	Flashes white light and rushes at you	Roll to the side
4. Flame Tail	Fires multiple fire wave from his tail	Stand between the wave
5. Fireballs	Shots Fireballs that follows you	Switch to other character as soon as fireballs launched
6. Giant Fireballs	Screams & fires 3 giant fireballs	Roll away

Strategy :
Again, use Aisha as your main attacker, use normal attacks on him and make
sure you have full SP before his stun meter is full. When he's stunned, use
Dogi's Kaiser Rush 2-3 times. Use normal attacks again to fill up your SP
while dodging his attacks, be careful with attack#5, fireballs, the only way
to dodge it is by switching to other character so that the fire misses you.
Heal when necessary, you may have to try 2 or 3 times to memorize his attacks
When he's down to 50% HP he will start use attack #6. FInish him with Dogi's
EXTRA attack after he's down to 1500 HP

%%%

Flame Shrine - Area 2

%%%

Grab the Fire Proof Scarf with Ice Myst Crystal and Nadly Extract and go to
North exit to Area 3

%%

Flame Shrine - Area 3

%%

Cross the Lava and grab both chests

%%

Flame Shrine - Area 4

%%

Grab the Silver Feather and Salimera Extract in the East side and cross the lava to the next area.

%%

Flame Shrine - Area 7

%%

Harvest Point (Common/Rare):

- Hot Sandstone / Red Stone x2

Treasure :

- Training Ring I
- 3000G (Hidden behind giant pole in the upper right corner)

Enemies :

- #38 Elpio (Monster Bone/Monster Shell)
- #44 Gul'ardelo (Large Bone/Monster Shell)

%%

Flame Shrine - Area 8

%%

Harvest Point (Common/Rare):

- Hot Sandstone / Red Stone
- Dry Wood / -

Treasure :

- Hot Sandstone x20
- 2500 G

Enemies :

- #39 Rekano (Hot Sandstone/Red Stone)
- #42 Gzo-Naghill (Monster Fluid/Tainted Water)
- #44 Gul'ardelo (Large Bone/Monster Shell)

Press the switch and the lever to drain the lava to get the treasure

%%

Flame Shrine - Area 3

%%

Press the switch and go to the next area.

%%

Flame Shrine - Area 9

%%

=====
|[B06]BOSS 6: GUARDIAN "LEVARD GALEM"
=====

Recommended Party	Adol	Dogi	Aisha
Recommended Level	19	19	19
Recommended Eqp	Waruleh	Apili Knuckle	Kafess Bow
	Copper Armor	Monster Shell	Doublet
	Easil Shield	Levard Bangle	Levard Bangle

	Shield Ring	Blue Jewel	Silver Snake Ring
Reccomended Skills	Earth Shaker	Kaiser Rush	Killer Hornet
	Earth Shaker	Kaiser Rush	Killer Hornet
	Earth Shaker	Kaiser Rush	Killer Hornet
	-	-	-

Attacks :	Description	Strategy
1. 1 Hand Smash	Smashes with one hand and create 4 fireballs	Roll away
2. 2 Hand Smash	Smashes with both hands and create 4 fireballs	Roll away
3. Missile	Rain fireballs from his shoulders	Roll away / Stand on lower left / right corner
4. Blue Arrows	Fires blue arrows that heads to multiple direction	Flash Guard / stand between them
5. Spit Lava	Throw up lava on you when you get too close	Roll away
6. Slap	Slaps using left/right hand when you're close	Roll to left/right
7. Vacuum Ball	Creates fireball in the middle that drags you in and launches fire arrows	Roll away
8. Gravity Ball	Creates 2 gravity balls that creates "Heavy" & "Burn" status	Go to the safe side
9. Summon Gzo-Naghill	Smashes with one hand & summons Gzo-Naghill	Roll away and kill the enemy
10. Flame wave	Shoots fire wave that sweeps whole screen	Unavoidable, use multiple flash guards or use switch
11. Energy Wave	Fires giant energy wave from his stomach	Go to left/right side
12. Fire Pillar	Creates spinning fire columns that follows you	Roll away
13. Rush Attack	Slams with left & right hand then fires flame wave	DOdge his hands, then go to Left/right side

Strategy :

As soon as the battle starts, use Adol's EXTRA attack on him. Then use Dogi's Kaiser Rush twice. Back away and use Aisha's attack to build up SP while dodging his attacks. Most of the time you are safe on the lower left/right corner. But his flame wave can't be avoided, so try to Flash guard multiple times, or switch if there's a character on the other side. Heal when needed. He will start using attacks #8-13 once he's down to 50% HP. Keep pounding him with Kaiser Rush and finish him off with Adol's EXTRA once he's down to 1500 HP.

Proceed to the chamber to get the Flame Seal, you can now use teleport open the map and choose segram Village to teleport there. After a long scene, you can talk to Cruxie for an extra scene.

Now warp to Altago City, and talk to Tia in the square. After a long scene, you won't be able to exit Altago temporary, go to Zanzibar store and talk to Zanzibar, also i suggest you to buy Bandit's Gloves. Go back to Tia's house for another scene, now got to old waterway entrance just below the item store. After a scene you will have access to the place. You will have to protect Tia

as well in this dungeon. If she got left behind you can't go to another area.
She will also heal you when your HP is low.

Weapon Shop:

A = Adol
D = Dogi
S = Aisha/Sigroon
E = Elk
C = Mustafa/Cruxie

```
o=====o
|Name          | Description [Skill]          | Price |
|=====|
|Shamsir       | +8 Atk [A][Strength Blast]  | 500G|
|Long Sword    | +18 Atk [A][Running Slash]  | 2000G|
|Silver Fang Blade | +38 Atk [A][Strength Blast] | 10000G|
|*Flat Saber   | +84 Atk [A][Earth Shaker]   | 15000G|
|Sphairai     | +8 Atk [D][Combination]     | 500G|
|Spiked Steel Guard | +17 Atk [D][Bash]          | 2000G|
|Shakudo Kote  | +36 Atk [D][Uppercut]       | 10000G|
|*Bak-Nak     | +60 Atk [D][Bash]           | 15000G|
|Hindy        | +12 Atk [S][Spread Shot]    | 2000G|
|Longbow       | +34 Atk [S][Tumble Arrow]   | 10000G|
|*Synti       | +76 Atk [S][Step Shot]      | 15000G|
|Leather Armor | +3 Def                       | 100G|
|Chain Mail    | +6 Def                       | 300G|
|Kitro Armor   | +12 Def                      | 1500G|
|Hide Breastplate | +2 Def                      | 100G|
|Chain Guard   | +5 Def                       | 250G|
|Steel Breastplate | +10 Def                    | 1200G|
|Buckler       | +2 Def                       | 100G|
|Small Shield  | +4 Def +1Str                | 200G|
|Rosette       | +8 Def +2Str                | 1000G|
|Wooden Bracelet | +2 Def                      | 100G|
|Seafarer's Missanga | +3 Def                    | 200G|
|Feather Bangle | +7 Def                      | 1000G|
o=====o
```

Buy Flat Saber, Adol is gonna fight solo soon. The other 15K weapons are not worth it, you're gonna synth better ones soon. Synti has new skill, but it will be available again in another weapon later. So i suggest you to save the money for another use. (unless if you want to collect all items in this game)

Item Shop

```
o=====o
|Name          | Description          | Price |
|=====|
|Iko Extract   | Heals 50HP to user  | 100G|
|Salimera Extract | Heals 100HP to user | 150G|
|Nadly Extract  | Heals 500HP to user | 1200G|
|Myrula Incense | Heals 150HP to all party members| 800G|
|*Sebrina Incense | Heals 500HP to all party members| 3000G|
|Kamika Extract | Revives dead member with 100HP | 200G|
|*Chigle Extract | Revives dead member with 300HP | 1000G|
|Vitality Belt I | Inc. Max HP by 100 when equipped| 1000G|
|Power Wrist I  | Inc. Str by 10 when equipped | 1000G|
o=====o
```

Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

o=====o

There's also some new items in Zanzibar Shop

Zanzibar Shop :

o=====o		
Name	Description	Price
=====		
Luck Medal	Raises Rare item % by 5 times	10000G
Bandit's Gloves	Increases Gold dropped by 50%	20000G
*Battle Bandana	Increases SP gain by 50%	100000G
*Clone Statue	Revives wearer automatically once	50000G
Aeolus Urn	Absorbs gold and spoils	50000G
*Ares Seal	Makes EXTRA gauge fills faster	1000000G
Mirror of Time	Stops Enemy movement temporarily	1000G
Luminoius Rock	Gives off bright glow	5000G
o=====o		

You should just buy Bandit's Gloves for now.

Possible Synth before Seventh Boss :

- * = new items
- A = Adol
- D = Dogi
- S = Aisha/Sigroon
- E = Elk
- C = Mustafa/Cruxie

Name	Description	Price	Materials
=====			
Nagadachi	+10 atk[A]	100G	20x Iron Ore
	[Earth Shaker]		20x Bone Fragment

Cicero Cutter	+23 Atk[A]	300G	20x Charcoal
	[Earth Shaker]		20x Iron Ore
			20x Monster Bone

Waruleh	+47 Atk[A]	1200G	20x Hot Sandstone
	[Rising Slash]		20x Iron Ore
			20x Large Bone

Monster Hide	+10 atk[D]	100G	20x Monster Hide
	[Uppercut]		10x Bone Fragment

Leather Gauntlet	+22 atk[D]	300G	10x Charcoal
	[Combination]		30x Thick Hide
			20x Monster Bone

Apili Knuckle	+45 atk[D]	1200G	10x Hot Sandstone
	[Kaiser Rush]		10x Iron Ore
			20x Large Bone
			30x Hard Hide

Kafess Bow	+42 atk[S]	1200G	10x Dry Wood

	[Killer Hornet]		10x Hot Sandstone
			20x Hard Hide
			5x Monster Feather

Iron Mallet	+42 atk[C] [Dash Geyser]	1200G	10x Dry Wood 10x Hot Sandstone 20x Hard Hide 5x Monster Feather

Dark Iron Bracelet	+10 Def	150G	10x Charcoal

Copper Bracelet	+15 Def	250G	10x Hot Sandstone

*Training Ring I	Increases Skill EXP gain by 1	100G	20x Shale 20x Monster Bristle

Flash Ring I	Increases Stun Rate by 1	100G	20x Iron Ore 20x Hot Sandstone 20x Monster Fang

Vitality Belt I	Raises Max HP by 100	100G	20x Charcoal 20x Large Bone 20x Monster Fur

White Snake Ring	+5 Def Prevents Poison	1000G	20x Charcoal 20x Monster Bone

Fire Proof Scarf	Prevents Burning Status	1000G	20x Hot Sandstone 20x Monster Hide

Silver Feather	Prevents Heavy Status	1000G	20x Charcoal 20x Monster Feather

Blue Jewel	+5 Def 3/4 SP Consumption	500G	100x Iron Ores 50x Bone Fragment 50x Monster Bone

Iko Extract	Recovers 50 HP	10G	5x Spring Water 5x Iko Leaf

Mirula Incense	Heals 150HP to all party members	80G	5x Iko Leaf 5x Komona Flower 5x Spring Water 5x Monster Fluid

Kamika Extract	Revives dead party member and heals 100 HP to all	20G	5x Cloudy Water 5x Monster Fluid 5x Kamika Fruit 5x Lughott Fruit

Panacea	Removes all status ailments	50G	5x Cloudy Water 5x Komona Flower

[5]

|

|

|

[4]---[3]-\

| |

| |
| |
[2]---[1]-/

%%

Old Waterway - Area 1

%%

Harvest Point (Common/Rare):

- none

Treasure :

- none

Enemies :

#45 Del'Klou (Monster Fur/Bone Fragment/Monster Claw)

#46 Sahl'ti (Monster Shell/Bone Fragment/Shale/)

#47 Sahl'ti Rega (Monster Shell/Bone Fragment/Shale/)

#48 Goldi (Monster Scale/Monster Fang)

-Go to the Northwest path

%%

Old Waterway - Area 2

%%

Harvest Point (Common/Rare):

- none

Treasure :

- Gavel of Souls

Enemies :

#46 Sahl'ti (Monster Shell/Bone Fragment/Shale/Black Stone)

#47 Sahl'ti Rega (Monster Shell/Bone Fragment/Shale/Black Stone)

%%

Old Waterway - Area 3

%%

Harvest Point (Common/Rare):

- none

Treasure :

- Nadly Extract

- Sebrina Incense

Enemies :

#45 Del'Klou (Monster Fur/Bone Fragment/Monster Claw)

#46 Sahl'ti (Monster Shell/Bone Fragment/Shale/)

#47 Sahl'ti Rega (Monster Shell/Bone Fragment/Shale/)

#48 Goldi (Monster Scale/Monster Fang)

%%

Old Waterway - Area 4

%%

Stone Monument

%%

Old Waterway - Area 5

%%

=====
|[B07]BOSS 7: DEEP EARTH CRAB "VALISA LUTI"
=====

Recommended Party	Adol	Dogi	Aisha
Recommended Level	20	20	20
Recommended Equip	Flat Saber	Apili Knuckle	Kafess Bow
	Copper Armor	Monster Shell	Doublet
	Easil Shield	Levard Bangle	Levard Bangle
	Blue Jewel	Silver Snake Ring	Gavel of Souls
Reccomended Skills	Earth Shaker	Kaiser Rush	Killer Hornet
	Earth Shaker	Kaiser Rush	Killer Hornet
	Earth Shaker	Kaiser Rush	Killer Hornet
	-	-	-

Attacks :	Description	Strategy
1. Triple Claw	Slashes 3 times with his claw	Roll away/Flash Guard
2. Bubble Shot	Fires damaging bubbles	Roll away/Flash Guard
3. Bubble Spread	Stand still and releases bubbles, invincible	Roll away/Flash Guard
4. Freeze shot	Fires freezing ice from his mouth	Roll to the side

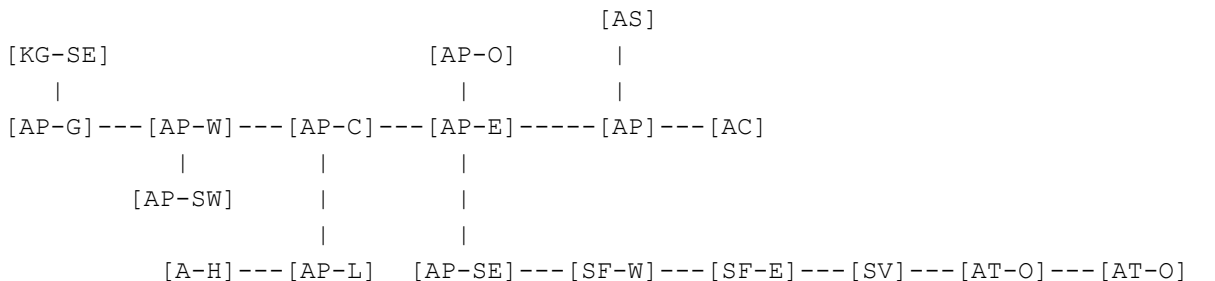
Strategy :

As soon as the battle starts, use Adol's EXTRA attack on him. Then use his Earth Shaker couple of times. Back away and use Aisha's attack to build up SP while dodging his attacks. Stay on his side to dodge most of his attacks. Heal when needed. Keep pounding him with Earth Shaker and finish him off with Adol's EXTRA once he's down to 1500 HP.

- You can go to the outlook of the city to see an event
- Additional Conversation from Fatima (Shannoa Eldress) is also available

Go to Kylos Gorge through Althago Plains - Gorge Mountain, which is now open.

MAP :



Legends :

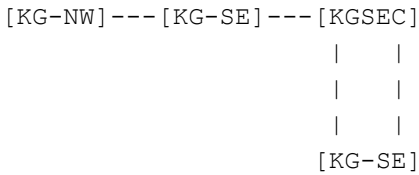
- Ac = Altago City
- AP = Altago Plains
- AS = Shrine of Origins
- AP-E = Altago Plains - East
- AP-O = Altago Plains - Outskirt
- AP-SE = Altago Plain - Southeast
- SF-W = Shannoa Forest - West

SF-E = Shannoa Forest - East
SV = Shanua Village
AT-O = Ancient Tree - Outside

[Optional areas]:

AP-C = Althago Plains - Center
AP-L = Althago Plains - Lakeside
A-H = Althago Highlands
AP-W = Althago Plains - West
AP-SW = Althago Plains - Southwest
AP-G = Althago Plains - Gorge Mountain

KG-SE = Kylos Gorge Southeast



%%
Kylos Gorge Southeast
%%

Harvest Point (Common/Rare):
- Iron Ore / Ashen Rock x2
- Chigle Fruit / Chigle Seed
- Nadly Flower / Nadly Seed

Treasure :
- 3000 G
- Ashen Rock x10

Enemies :
#48 Natel (Thick Hide/Monster Spine) -
#50 Etraf (Thin Hide/Monster Claw)
#51 Bufrol (Monster Bone/Monster Bristle/Monster Horn)

%%
Kylos Gorge Southeast-Cave
%%

Harvest Point (Common/Rare):
- Iron Ore / Ashen Rock
- Nadly Flower / Nadly Seed

Treasure :
- none

Enemies :
#51 Bufrol (Monster Bone/Monster Bristle/Monster Horn)

%%
Kylos Gorge Southeast
%%

Proceed to the next area

%%

Kylos Gorge Northwest

%%

Harvest Point (Common/Rare):

- Withered Hardwood / - x2
- Chigle Fruit / Chigle Seed(the other side)
- Iron Ore / Ashen Rock(the other side)

Treasure :

- Nadly Extract (the other side)
- Indigo Wing Bangle (in the other side behind a rock, smash it with Dogi)

Enemies :

- #48 Natel (Thick Hide/Monster Spine)
- #50 Etraf (Thin Hide/Monster Claw)
- #51 Bufrol (Monster Bone/Monster Bristle/Monster Horn)

%%

Kylos Gorge Northwest- Cave

%%

Harvest Point (Common/Rare):

- none

Treasure :

- Titano Spine

Enemies :

- #51 Bufrol (Monster Bone/Monster Bristle/Monster Horn)
- #51 Bartalos (Large Bone/Ashen Rock)

%%

Kylos Gorge Northwest

%%

Save before going, there's a boss down the path.

=====

| [B08] BOSS 8: DARK MERCENARY "GEIS" |

=====

Recommended Party	Adol	-	-
Recommended Level	22	-	-
Recommended Eqp	Flat Saber	-	-
	Copper Armor	-	-
	Easil Shield	-	-
	Blue Jewel	-	-
Reccomended Skills	Rising Slash	-	-
	Earth Shaker	-	-
	Running Slash	-	-
	Strength Blast	-	-

Attacks :	Description	Strategy
1. 4-Hit Combo	Slashes 4 times with his	Roll away/Flash Guard
	Polearm	
2. Triple Wave	Slashes and fires 3	Roll away/Flash Guard/Stand
	crescent waves	between the waves
3. Spinning Blade	Somersault and slash	Roll away/Flash Guard

|Strategy :

|-----|
|Use Earth Shaker AFTER he uses 4-hit Combo to avoid getting hit. Back away |
|and use charged attack after his attack as well to build up SP. Keep using |
|Earth Shaker and finish him off with Adol's EXTRA once he's down to 1800 HP. |
|Even if you lose,he will still be in the Bestiary, but you won't get the EXP|
|=====|

Continue and grab all Harvest points and chests. There's nothing on the cave near the exit, for now.

%%%%%%%%%%%%
Kylos Village
%%%%%%%%%%%%

Weapon/Item Shop

A = Adol
D = Dogi
S = Aisha/Sigroon
E = Elk
C = Mustafa/Cruxie

o=====o

Name	Description [Skill]	Price
Flat Saber	+84 Atk [A][Earth Shaker]	15000G
Bak-Nak	+60 Atk [D][Bash]	15000G
Synti	+76 Atk [P][Step Shot]	15000G
*Prayer Staff	+76 Atk [P][Wind Cutter]	15000G
*White Wing Armor	+57 Def	6000G
*Silhouette Guard	+52 Def	5000G
*Dazzle Robe	+50 Def	4000G
*Banded Shield	+28 Def +5Str	3000G
*Indigo Wing Bangle	+27 Def	3000G
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
Nadly Extract	Heals 500HP to user	1200G
Myrula Incense	Heals 150HP to all party members	800G
Sebrina Incense	Heals 500HP to all party members	3000G
Kamika Extract	Revives dead member with 100HP	200G
Chigle Extract	Revives dead member with 300HP	1000G
Vitality Belt I	Inc. Max HP by 100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

o=====o

Possible Synth before Ninth Boss :

* = new items
A = Adol
D = Dogi
S = Aisha/Sigroon
E = Elk
C = Mustafa/Cruxie
M = Mishera

Name | Description | Price | Materials |

Nagadachi	+10 atk[A] [Earth Shaker]	100G	20x Iron Ore 20x Bone Fragment
Cicero Cutter	+23 Atk[A] [Earth Shaker]	300G	20x Charcoal 20x Iron Ore 20x Monster Bone
Waruleh	+47 Atk[A] [Rising Slash]	1200G	20x Hot Sandstone 20x Iron Ore 20x Large Bone
*Gaudy Dagger	+102 Atk[A] [Sword Dance]	1800G	20x Ashen Rock 20x Iron Ore 20x Monster Bone
Monster Hide	+10 atk[D] [Uppercut]	100G	20x Monster Hide 10x Bone Fragment
Leather Gauntlet	+22 atk[D] [Combination]	300G	10x Charcoal 30x Thick Hide 20x Monster Bone
Apili Knuckle	+45 atk[D] [Kaiser Rush]	1200G	10x Hot Sandstone 10x Iron Ore 20x Large Bone 30x Hard Hide
*Genna	+97 atk[D] [Blaster Kick]	1800G	10x Ashen Rock 10x Thin Hide 20x Monster Scale 30x Monster Horn
Kafess Bow	+42 atk[S] [Killer Hornet]	1200G	10x Dry Wood 10x Hot Sandstone 20x Hard Hide 5x Monster Feather
*Orkilo Bow	+92 atk[S] [Hydro Shot]	1800G	20x Withered Hardwood 10x Ashen Rock 20x Monster Horn 5x Monster Feather
Iron Mallet	+42 atk[C] [Dash Geyser]	1200G	10x Dry Wood 10x Hot Sandstone 20x Hard Hide 5x Monster Feather
*Feather Rod	+92 atk[M] [Tornado]	1800G	10x Ashen Rock 10x Monster Feather 10x Withered Hardwood
Dark Iron Bracelet	+10 Def	150G	10x Charcoal
Copper Bracelet	+15 Def	250G	10x Hot Sandstone
*Marcasite Bracelet	+31 Def	250G	10x Ashen Rock
Training Ring I	Increases Skill EXP gain by 1	100G	20x Shale 20x Monster Bristle

Flash Ring I	Increases Stun Rate by 1	100G	20x Iron Ore 20x Hot Sandstone 20x Monster Fang
Vitality Belt I	Raises Max HP by 100	100G	20x Charcoal 20x Large Bone 20x Monster Fur
White Snake Ring	+5 Def Prevents Poison	1000G	20x Charcoal 20x Monster Bone
Fire Proof Scarf	Prevents Burning Status	1000G	20x Hot Sandstone 20x Monster Hide
Silver Feather	Prevents Heavy Status	1000G	20x Charcoal 20x Monster Feather
Rune Earrings	Prevents Confusion Status	1000G	20x Ashen Rock 20x Monster Horn
Blue Jewel	+5 Def 3/4 SP Consumption	500G	100x Iron Ores 50x Bone Fragment 50x Monster Bone
Iko Extract	Recovers 50 HP	10G	5x Spring Water 5x Iko Leaf
Salimera Extract	Recovers 200 HP	50G	5x Spring Water 5x Salimera Leaf
*Nadly Extract	Recovers 500 HP	120G	5x Spring Water 5x Nadly Flower
Mirula Incense	Heals 150HP to all party members	80G	5x Iko Leaf 5x Komona Flower 5x Spring Water 5x Monster Fluid
*Sebrina Incense	Heals 500HP to all party members	300G	5x Salimera Leaf 5x Nadly Flower 5x Spring Water 5x Monster Fluid
Kamika Extract	Revives dead party member and heals 100 HP to all	20G	5x Cloudy Water 5x Monster Fluid 5x Kamika Fruit 5x Lughott Fruit
Panacea	Removes all status ailments	50G	5x Cloudy Water 5x Komona Flower

Synth Gaudy Dagger, Genna, Orkilo Bow and Feather Rod and 2 Marcasite Bracelet. You don't have to synth them now if you don't have enough material, you can farm at the next dungeon first, just make sure you have them ready for the next boss.

A new quest is available, and you can complete it right away.

```

=====O
|Quest No. 11: Miliing the Wind (MISSABLE) |
|=====|
|Description:      | Find various types hides and fur |
|Requested by:    | Jonathan Lee |
|Request Location:| Kylos Village, NW house in the middle |
|Quest Item:      | Monster Down x10 = - |
|                  | Thick Hides x10 = - |
|                  | Thin Hides x10 = - |
|                  | Monster Feather x10 = Scroll of Valor |
|Quest Order Time:| *After arriving in Kylos Village. |
|                  | *Before heading off to the Island Ruins / |
|                  | Edona Abandoned Village |
|Complete by:     | Give him all 4 items above |
|Reward:          | Scroll of Valor |
=====O

```

You should have all items he requested, if you don't have enough, backtrack to previous areas to collect them.

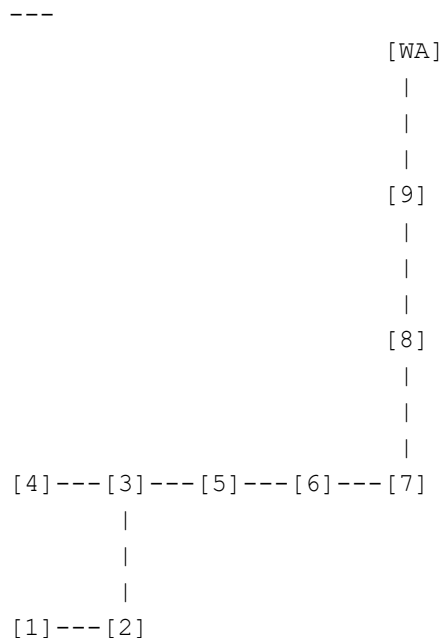
At this point you can have all items needed to finish the other 4 quests,

- Quest No. 3: Beautiful Flower Seeds
- Quest No. 5: Lecture: Tribes of Althago
- Quest No. 8: No Pole, Resilient Soul
- Quest No. 10: Mystery Ingredients

Go to the eastern-most part of the city to meet Mishera, she's behind the house there, after a scene she'll join you.

-You can warp to Shannoa Village and talk to Fatima for a scene.

MAP



```

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
Holy Precinct of Wind - Area 1
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

```

Harvest Point (Common/Rare):
- none

Treasure :

- none

Enemies :

- #54 Sephet'Om (Thin Hide/Monster Fang/Monster Horn)
- #55 Ir (Monster Feather/Monster Bone/Monster Down)

%%
 Holy Precinct of Wind - Area 2
 %%%

Harvest Point (Common/Rare):

- Withered Hardwood / -
- Ashen Rock / White Stone

Treasure :

- Panacea
- Nadly Extract
- Sebrina Incense
- Blue Jewel (After getting wind cape)

Enemies :

- #54 Sephet'Om (Thin Hide/Monster Fang/Monster Horn)
- #55 Ir (Monster Feather/Monster Bone/Monster Down)
- #56 Galedda (Prairie Wood/Withered Hardwood)

%%
 Holy Precinct of Wind - Area 3
 %%%

Harvest Point (Common/Rare):

- Withered Hardwood / - x2
- Ashen Rock / White Stone

Treasure :

-

Enemies :

- #55 Ir (Monster Feather/Monster Bone/Monster Down)
- #56 Galedda (Prairie Wood/Withered Hardwood)
- #57 Bataluf (Nadly Flower/Nadly Seeds)

%%
 Holy Precinct of Wind - Area 4
 %%%

Harvest Point (Common/Rare):

- Withered Hardwood / -
- Spring Water / Fragrant Water x2

Treasure :

- Wind Cape
- Amulet Rosary (use wind cape)

Enemies :

- #56 Galedda (Prairie Wood/Withered Hardwood)
- #58 Draud (Monster Bristle/Thin Hide)
- #59 Almora-Hurz (Iron Ore/Ashen Rock/White Stone)

%%
Holy Precinct of Wind - Area 3
%%

Go back to area 2

%%
Holy Precinct of Wind - Area 2
%%

Use wind cape to get to the previously inaccessible area
and grab blue jewel from the chest.

%%
Holy Precinct of Wind - Area 3
%%

Use wind cape, on your way you will notice a "?" mark
on the giant organ, keep this in mind.

%%
Holy Precinct of Wind - Area 4
%%

Go the next area, area 5

%%
Holy Precinct of Wind - Area 5
%%

Harvest Point (Common/Rare):
- Spring Water / Fragrant Water x3

Treasure :
- Rune Earrings
- Monster Horn x20
- Titano Fluid
- Gold Pendant
- Wind Pipe

Enemies :
#56 Galedda (Prairie Wood/Withered Hardwood)
#58 Draud (Monster Bristle/Thin Hide)
#59 Almora-Jiks (Iron Ore/Ashen Rock/White Stone)

- Warp back to Area 2 from the Map, then put wind pipe
on the organ i mentioned earlier in area 3.
Head back to this place.
- Also, you can complete the following Quest already :
>Quest No. 6: Lecture: Lecture: Titano Ecology
>Quest No. 2: Waters of Altago

%%
Holy Precinct of Wind - Area 6
%%

Harvest Point (Common/Rare):
-

Treasure :

-

Enemies :

#54 Sephet'Om (Thin Hide/Monster Fang/Monster Horn)

#55 Ir (Monster Feather/Monster Bone/Monster Down)

#56 Galedda (Prairie Wood/Withered Hardwood)

%%%

Holy Precinct of Wind - Area 7

%%%

Harvest Point (Common/Rare):

- Ashen Rock / White Stone x2

Treasure :

- Thin Hide x20

- Chigle Extract

Enemies :

#57 Bataluf (Nadly Flower/Nadly Seeds)

- Examine both fans, if you've put wind pipe on Area 3
the giant organ in the middle should play.

%%%

Holy Precinct of Wind - Area 8

%%%

Save before going.

%%%

Holy Precinct of Wind - Area 9

%%%

Preparations :

- Make sure you have 3 Iko, Salimera, and Nadly Extract

- 1 Mirula Incense and Sebrina Incense

- 1 Kamika Extract and Chigle Extract

- At least 3 panacea

o=====

| [B09]BOSS 9: FEROCIOUS BIRD "KAVA KELOS" |

|=====

| Recommended Party | Adol | Mishera | Aisha |

| Recommended Level | 28 | 28 | 28 |

| Recommended Eqp | Gaudy Dagger | Feather Rod | Orkilo Bow |

| | White Wing Armor | Dazzle Robe | Doublet |

| | Banded Shield | Marcasite Bracelet | Marcasite Bracelet |

| | Gavel of Souls | Flash Ring II | Power Wrist II |

| Reccomended Skills | Earth Shaker | Kaiser Rush | Killer Hornet |

| | Earth Shaker | Kaiser Rush | Killer Hornet |

| | Earth Shaker | Kaiser Rush | Killer Hornet |

| | - | - | - |

|-----

| Attacks : | Description | Strategy |

|-----

| NORMAL MODE |

|-----

| 1. Yellow Spit | Throws up yellow liquid | Roll away |

| | from above | |

12. Chain Balls	Fires a series of balls that follows you	Roll away
13. Wind Blades	Sucks you in & Fires wind blades	Roll away / stand between the blades
14. Stone Dump	Throws 3 petrifying dump to you	Roll away
15. Stomp	Flies then stomp the ground, causes stun	Roll to jump over the wave
16. Strike	Flies then rushes toward you	Roll away
17. Chase & Slash	Spread wings and chases you, and slashes twice	Roll away
18. Spinning	Spins his body once	Roll away
19. Vacuum	Sucks you in and release damaging wind blades	Roll away Flash Guard/ Roll away
10. Tornado	Pecks the ground and releases tornado	Flash Guard to get SP & EXTRA
11. Thunder Bolt	Fires thunder ball from above that explodes	Roll away

RAGE MODE : After 30,000 HP, body flashes Yellow

12. Chain Balls	Fires a series of balls that follows you	Roll away
13. Red Tornado	Pecks the ground and releases red tornado causes confusion	Flash Guard to get SP & EXTRA
14. Double Spin	Spins his body twice	Roll away
15. Red Blades	Fires red wind blades	Roll away / Flash Guard
16. Stone Dump	Throws 5 petrifying dump to you	Roll away
17. Thunder Bolt	Fires thunder ball from above that explodes	Roll away
18. Double Rush	Flies then rushes toward you TWICE, drops bombs	Roll away TWICE
19. Stomp	Flies then stomp the ground, causes stun	Roll to jump over the wave
20. Scream	Screams and causes petrify	Use Panacea / keep pressing the directional button
21. Chase & Slash	Spread wings and chases you, and slashes twice	Roll away
22. Lay Eggs	Rushes twice & lay Ptokeros Eggs	Roll away TWICE, ignore the Ptokeros
23. Double Spin	Spins his body TWICE	Roll away TWICE
24. Red Balls	Fires a series of slow red balls that explodes	Roll away
25. RUSH attack	Releases a huge Tornado that drives you in	Flash Guard as soon as the timer finishes

Strategy :

This boss is very hard even with the latest equipments. As soon as the battle starts, use Aisha's EXTRA attack on him. Then use Killer Hornets as much as you can. Back away and use Aisha's attack to build up SP & EXTRA while dodging his attacks. Flash guard his Tornado attack to build up Extra even faster. Use Aisha's Extra again when it's full. You have to be really fast in this battle to dodge his attacks. When he's down to 30K HP, he'll change to Rage mode. Keep attacking him with charged attacks and use Killer Hornets whenever possible. Heal when necessary. After 20K HP, he will start laying Ptokeros eggs, ignore them and keep using the same strategy. You'll probably

| need 3-4 Extra attacks to bring him down. Note that you must kill at least 1 |
| Ptokeros to get its entry in Monster List. |

o=====o
After a long scene, you'll be back to Kiyos Village
A new quest is available, and you can complete it right away :

o=====o
Quest No. 12: Daughter's Missing Gift (MISSABLE)
Description:
Requested by:
Request Location:
Quest Item:
Quest Order Time:
Complete by:
Reward:
o=====o

Now that you have Wind Seal, it's easier to beat the Titano outside Altago City

=====
|[Q16] TITANO HUNT: BAL KILIOS |
|=====|
Recommended Party	Adol	Dogi	Aisha
Recommended Level	28	28	28
Recommended Eqp	Gaudy Dagger	Feather Rod	Orkilo Bow
	White Wing Armor	Dazzle Robe	Doublet
	Banded Shield	Marcasite Bracelet	Marcasite Bracelet
	Power Wrist II	Peculiar Earrings	Blue Jewel
Recommended Skills	Earth Shaker	Kaiser Rush	Killer Hornet
	Earth Shaker	Kaiser Rush	Killer Hornet
	Earth Shaker	Kaiser Rush	Killer Hornet
	-	-	-

-----|
| Attacks : | Description | Strategy |
|-----|
| 1. Fire Ball | Throws fireball from his | Roll away |
| | mouth | |
| 2. Tail Slash | Slashes you with its | Roll away |
| | tail | |
| 3. Head Slash | Slashes you with its | Roll away |
| | head | |
| 4. Stomp | Stomps the ground when | Roll away |
| | you get too near | |

-----|
Strategy :
There is no strategy needed, all his attacks are easy to dodge, just use your
strongest skill and build up SP using Aisha's charged attacks. It will take

|a while though, but you should have no problem. |

Altago Weapon shop

- A = Adol
- D = Dogi
- S = Aisha/Sigroon
- E = Elk
- C = Mustafa/Cruxie
- M = Mishera

```
o=====o
|Name                | Description [Skill]                | Price |
|=====|
|Shamsir             | +8 Atk [A][Strength Blast]        | 500G|
|Long Sword          | +18 Atk [A][Running Slash]        | 2000G|
|Silver Fang Blade   | +38 Atk [A][Strength Blast]       | 10000G|
|Flat Saber          | +84 Atk [A][Earth Shaker]         | 15000G|
|*Great Sword        | +114 Atk [A][Photon Blade]        | 20000G|
|Sphairai            | +8 Atk [D][Combination]           | 500G|
|Spiked Steel Guard  | +17 Atk [D][Bash]                 | 2000G|
|Shakudo Kote        | +36 Atk [D][Uppercut]             | 10000G|
|Bak-Nak             | +60 Atk [D][Bash]                 | 15000G|
|*Gauntlet           | +104 Atk [D][Might Quake]         | 20000G|
|Hindy               | +12 Atk [S][Spread Shot]          | 2000G|
|Longbow             | +34 Atk [S][Tumble Arrow]         | 10000G|
|Synti               | +76 Atk [S][Step Shot]            | 15000G|
|*Composite Bow      | +98 Atk [S][Jet Slicer]           | 20000G|
|Leather Armor       | +3 Def                             | 100G|
|Chain Mail          | +6 Def                             | 300G|
|Kitro Armor         | +12 Def                            | 1500G|
|*Dragoon Mail       | +74 Def                            | 10000G|
|Hide Breastplate    | +2 Def                             | 100G|
|Chain Guard         | +5 Def                             | 250G|
|Steel Breastplate   | +10 Def                            | 1200G|
|*Breastplate        | +68 Def                            | 9000G|
|Barket              | +9 Def                             | 250G|
|*Clane Vest         | +86 Def                            | 8000G|
|Buckler             | +2 Def                             | 100G|
|Small Shield        | +4 Def +1Str                      | 200G|
|Rosette             | +8 Def +2Str                      | 1000G|
|*Crest Shield       | +39 Def +6Str                    | 4000G|
|Wooden Bracelet     | +2 Def                             | 100G|
|Seafarer's Missanga| +3 Def                             | 200G|
|Feather Bangle      | +7 Def                             | 1000G|
|*Steel Bracelet     | +37 Def                           | 4000G|
o=====o
```

You'll get Event Item Dragon Orb, which lets you regenerate HP anywhere by standing still.

- There's an extra event in Segram Village, talk to Mustafa
- You can also talk to Cruxie in the Flame Altar.
- There's also Additional Conversation with Elk in Shannoa Village

Go to Altago City. You can go to Maya's House for an event.
You can also go to Colliseum for another event.

Enter the palace, you can also overhear Aisha's room on the right part of the house. Go to king's room for a long scene.
he will give you Royal Signet.

- You can go back to King's Room for another event
- Talk to Minister Orbus in the lower right room for an event
- There's also another event in Scias' room
- Finally, you Can talk to Tia again to get "Striga Extract"

ATTENTION : THIS IS YOUR LAST CHANCE TO COMPLETE QUEST

#3,#4,#5,#6,#8,#9,#10,#11,#12

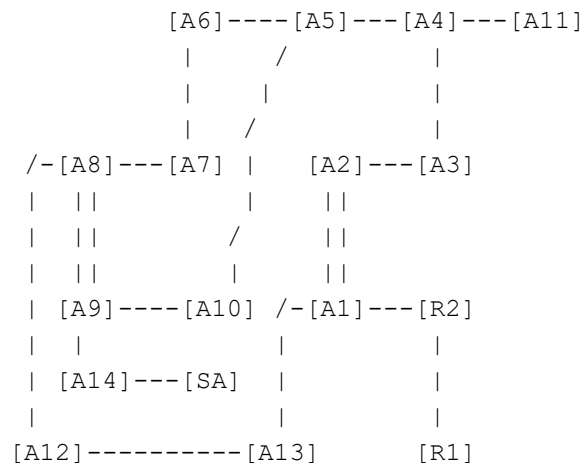
After this part of the game, those quests will be marked "FAILED"if you didn't complete them.

Buy Gauntlet, Composite Bow, and 1 Steel Gauntlet.

Also, it's optional, buy Battle Bandana, yes i know it costs 100K, but it will make leveling up skill much easier. The fastest way is to collect Ashen rocks in Wind Shrine, 10 Ashen Rocks equals Marcasite Bracelet which can be sold for 1750 G.

That is all preparations you need. Head to Ruins Island.

MAP



%%%%%%%%%%%%%%%%%%%%%%%%%

Ruins Island - Area 1

%%%%%%%%%%%%%%%%%%%%%%%%%

Follow the path to the next area.

%%%%%%%%%%%%%%%%%%%%%%%%%

Ruins Island - Area 2

%%%%%%%%%%%%%%%%%%%%%%%%%

Harvest Point (Common/Rare):

- none

Treasure :

- Nadly Extract
- Power Wrist II
- Ogre Shield (using Gratheos Talisman)

Enemies :

- #62 Liwald-Pielle (Monster Scale/Monster Spine)
- #63 Liwald-Haem (Monster Scale/Monster Claw)
- #64 Liwald-Rwan (Monster Scale/Monster Fang)

Abandoned Town of Edona - Area 4

%%

Harvest Point (Common/Rare):

- Marble / Blue Stone

Treasure :

- Knight's Crest (Use Wind Cape)
- Estoc
- Chain Clothes

Enemies :

- #65 Raton (Bone Fragment/Monster Scale/Monster Horn)
- #66 Rul'on (Chigle Fruit/Chigle Seed)
- #69 O'Klou (Monster Horn/Monster Bristle)

There's a pedestal in here.

Once you get Estoc, equip it on Adol along with Training Ring I you need to level Scud Sword Skill at least to 4 for a boss battle. If you can raise it to level 8 it's even better.

%%

Abandoned Town of Edona - Area 5

%%

Harvest Point (Common/Rare):

- none

Treasure :

- none

Enemies :

- #66 Rul'on (Chigle Fruit/Chigle Seed)
- #69 O'Klou (Monster Horn/Monster Bristle)

%%

Abandoned Town of Edona - Area 6

%%

Take the elevator down

%%

Abandoned Town of Edona - Area 7

%%

%%

Abandoned Town of Edona - Area 8

%%

Harvest Point (Common/Rare):

- none

Treasure :

- Spiked Leather

Enemies :

- #66 Kyuud (Monster Fluid/Chigle Fruit)
- #69 Kyuud-Suu (Monster Fluid/Nadly Flower/Nadly Seed)

There's another pedestal in here.

%%
Abandoned Town of Edona - Area 9
%%

Harvest Point (Common/Rare):

- Marble / Blue Stone

Treasure :

- Camtha
- Salimera Extract x3 (later)
- Nadly Extract x3 (later)
- Chigle Extract x1 (later)
- Mirula Incense x1 (later)
- Sebrina Incense x1 (later)

Enemies :

- #66 Kyuud (Monster Fluid/Chigle Fruit)
- #69 Kyuud-Suu (Monster Fluid/Nadly Flower/Nadly Seed)

%%
Abandoned Town of Edona - Area 10
%%

Harvest Point (Common/Rare):

- Marble / Blue Stone

Treasure :

- Trident
- Nalad Statue

Enemies :

- #66 Rul'on (Chigle Fruit/Chigle Seed)
- #70 Klifs (Monster Claw/Marble/Blue Stone)

After you get Nalad Statue, you can put it on pedestals
you found earlier to stop the water from flowing.
Go above and pull the lever to connect to Area 5

%%
Abandoned Town of Edona - Area 5
%%

Your destination is the pedestal in Area 8,
But first we're going to go to the other 2 pedestals
in Area 3 and Area 4

%%
Abandoned Town of Edona - Area 4
%%

Go down to Area 3

%%
Abandoned Town of Edona - Area 3
%%

Go up to the pedestal i told you and use the Nalad Statue

Go to the chest across the hole to get Eye of Fire.
Take the Nalad Statue again and go to Area 4

%%
Abandoned Town of Edona - Area 4
%%

Go to the top area and use the Nalad Statue to open up a
hidden path behind the waterfall below, drop down to enter
it.

%%
Abandoned Town of Edona - Area 11
%%

Harvest Point (Common/Rare):
- Fossilized Twig / - x2
- Spring Water / Fragrant Water

Treasure :
- Garman Cestus
- Nadly Extract x2
- Sebrina Incense

Enemies :
#65 Raton (Bone Fragment/Monster Scale/Monster Horn)
#66 Raton'jignut (Titano Bone/Monster Scale/Monster Horn)

Fossilized Twigs are the ingredients of some weapons later.
I suggest you to collect at least 50 of them. It will restock
after every minute, so Just leave the character on the harvest point.

%%
Abandoned Town of Edona - Area 4
%%

Go up and take the Nalad Statue again.
Go left to the exit.

%%
Abandoned Town of Edona - Area 5
%%

Go down to the path you opened up before with a lever.

%%
Abandoned Town of Edona - Area 10
%%

Follow the path

%%
Abandoned Town of Edona - Area 9
%%

Go down the path to underwater.

%%
Abandoned Town of Edona - Area 8
%%

Place the Nalad Statue in the middle, go around the hole.
 The path will branch to the left and right.
 Go left.

%%
 Abandoned Town of Edona - Area 9
 %%%

Save and make sure you have full SP and EXTRA

%%
 Abandoned Town of Edona - Area 14
 %%%

```

=====
|[B10]BOSS 10: DEMONIC OCTOPUS "AVARI EL"
|=====
|Recommended Party | Adol | Dogi | Aisha |
|Recommended Level | 32 | 32 | 32 |
|Recommended Eqp | Estoc | Garman Cestus | Camitha |
| | Spiked Leather | Rolika-Muskra | Chain Clothes |
| | Ogre Shield | Steel Bracelet | Steel Bracelet |
| | Gavel of Souls | Gavel of Souls | Peculiar Earrings |
|Reccomended Skills | Scud Sword | Kaiser Rush | Aqua Burst |
| | Earth Shaker | Blaster Kick | Killer Hornet |
| | Sword Dance | Bash | Jet Slicer |
| | - | - | - |
|-----|
| Attacks : | Description | Strategy |
|-----|
|1. Freeze Laser | Fires 2 freezing lasers | Walk away from the laser lines |
| | from his tentacles | |
|2. Tentacle Slap | Slaps with Upper left, | Stay on the lower middle and |
| | upper right, right and | dodge it |
| | Left tentacles | |
|3. Blue Arrows | Fires blue arrows from | Walk away to the left/right |
| | his mouth | |
|4. Blue Wave | Fires Blue waves from | Walk away slowly |
| | his tentacles, 2 each | |
|5. Icebergs | Drops 6 Icebergs from | Walk away slowly |
| | his head | |
|6. Water Bubbles | Shoots Bubbles to you | Walk away slowly |
|7. Ink Bubbles | Shoots 5 Ink bubble from | Run between the bubbles |
| | his mouth that blinds | |
| | you. | |
|8. Purple Orb | Releases 2 purple orbs | Roll away |
| | from his tentacles that | |
| | sucks you in | |
|9. Electric Orb | Form 5 lines and an orb | Walk away |
| | in the middle that chase | |
| | you for a while | |
|10. Freeze Breath | Fires freezing wind from | Stay in the lower middle |
| | his heads & tentacles | |
|11. Blue Wheel | Fires a blue wheel from | Roll away |
| | mouth | |
|12. Ice Wave | Fires blue waves from | Roll away |
| | mouth | |
|13. Capture | Captures you with his | Attack the tentacle |
| | tentacles and drain your |
  
```

| | HP | |
|14. Freeze Laser 2 | Fires 5 freezing lines | Roll between the lines |
|-----|
Strategy :
A bit easier compared to previous boss, there are 5 targets, his head and
4 tentacles, but you can only damage the one where the green squid go into
Use Aisha's Aqua Burst first, and wait until the green squid go out, then
use Dogi's EXTRA on it. Use Aisha's Charges attacks to build up SP & EXTRA
and use Aqua Burst whenever possible. You should stay on the lower middle
part of the platform, and to dodge his attacks, don't run, just walk
Don't hesitate using healing items, there's alot of them in the room before
this. After he's down to 3000 HP use Dogi's EXTRA again to finish him off.
=====

%%%%%%%%
SEA ALTAR
%%%%%%%%

You will get Sea Seal. Now you have to exit this dungeon.

%%
Abandoned Town of Edona - Area 14
%%

Follow the path.

%%
Abandoned Town of Edona - Area 9
%%

Follow the path.

%%
Abandoned Town of Edona - Area 8
%%

Go right on the branch,

%%
Abandoned Town of Edona - Area 12
%%

Go down the lift thing.

%%
Abandoned Town of Edona - Area 13
%%

Pull the lever to connect to area 1

%%
Abandoned Town of Edona - Area 1
%%

Exit outside.

%%
Ruins Island - Area 2
%%

SAVE before going, there will be 2 boss battles.
 And for the second one Adol has to fight solo.
 If you haven't raised Sword Scud level to 4
 i suggest you to do it first.

%%
 Ruins Island - Area 2
 %%%

```

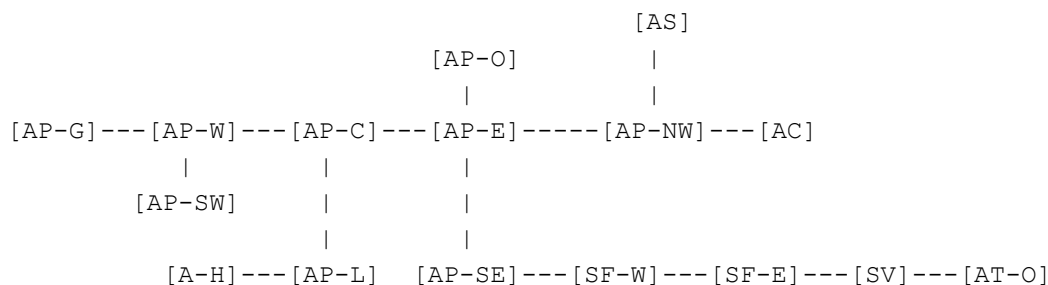
o=====o
|[B11]BOSS 11: LIWALD GLAN|
|=====|
|Recommended Party | Adol          | Dogi          | Aisha         |
|Recommended Level | 33            | 33            | 33            |
|Recommended Eqp   | Estoc         | Garman Cestus | Camitha       |
|                  | Spiked Leather| Rolika-Muskra | Chain Clothes |
|                  | Ogre Shield   | Steel Bracelet| Steel Bracelet|
|                  | Gavel of Souls| Gavel of Souls| Peculiar Earrings|
|Reccomended Skills| Scud Sword    | Kaiser Rush  | Aqua Burst    |
|                  | Earth Shaker  | Blaster Kick  | Killer Hornet |
|                  | Sword Dance   | Bash          | Jet Slicer    |
|                  | -            | -            | -            |
|-----|
| Attacks :      | Description    | Strategy      |
|-----|
|1. Slash        | Slashes you with his | Roll away/Flash Guard|
|                | sword          |                |
|2. Fireball     | Fires exploding blue | Roll away/Flash Guard|
|                | ball from his mouth  |                |
|3. Thrust       | Thrust his sword forward| Roll away/Flash Guard|
|-----|
|Strategy :      |
|-----|
|It's more like a sub-boss actually, just make sure Adol has Scud Sword set |
|on his skill list. Keep using Aqua Burst and finish him off with Adol/Dogi's|
|EXTRA once he has less than 2000 HP. Make sure you have full SP before the |
|battle ends.    |
o=====o
  
```

After a longgg event, you're going to fight solo with Adol. Scias will give you Gladius, Bucker and Nadly Extract.

```

o=====o
|[B12]BOSS 12: ENRAGED TITANO "YSES ToLUGA"|
|=====|
|Recommended Party | Adol          | -            | -            |
|Recommended Level | 33            | -            | -            |
|Recommended Eqp   | Gladius       | -            | -            |
|                  | -            | -            | -            |
|                  | Buckler       | -            | -            |
|                  | -            | -            | -            |
|Reccomended Skills| Scud Sword    | -            | -            |
|                  | Earth Shaker  | -            | -            |
|                  | Sword Dance   | -            | -            |
|                  | -            | -            | -            |
|-----|
| Attacks :      | Description    | Strategy      |
|-----|
  
```


MAP :



Legends :

Ac = Altago City
AP-NW = Altago Plains - Northwest
AS = Shrine of Origins
AP-E = Altago Plains - East
AP-O = Altago Plains - Outskirt
AP-SE = Altago Plain - Southeast
SF-W = Shannoa Forest - West
SF-E = Shannoa Forest - East
SV = Shannua Village
AT-O = Ancient Tree - Outside
AP-C = Althago Plains - Center
AP-L = Althago Plains - Lakeside
A-H = Althago Highlands
AP-W = Althago Plains - West
AP-SW = Althago Plains - Southwest
AP-H = Althago Plains-Gorge Mountain

After a long scene Elk, Mishera and Mustafa will join you. Their level is equal to the average level of Adol, Dogi and Geis.

Your mission right now is to visit each village's sanctum (Shannoa, Segram and Kylos).

You can do them in any order, but Shannoa is the easiest.

- You can talk to Clarius again for another scene.

After you exit Clarius' House, go to the easternmost house in the map, and talk to the guy there to open up a quest.

```

=====
|Quest No. 15: LECTURE : DRAGONS OF ALTAGO |
|-----|
|Description: | Find ores of that can be found on each Sanctum |
|Requested by: | Matthew Torres |
|Request Location:| Iskan Village, Easternmost House |
|Quest Item: | Earth Stone = "Dragon Altars" Topic |
| | | Fire Stone = "Dragon Sanctums" Topic |
| | | Wind Stone = "Dragon Stones" Topic |
| | | Sea Stone = "Roles of the Five Great Dragons" Topic |
| | | Moon Stone = "The Dragon Warrior" Topic |
|Quest Order Time:| *After arriving in Iskan Village. |
| | | *Before the end of the game (not missable) |
|Complete by: | Give him all 5 stones from the sanctum |
|Reward: | Black Talisman |
=====

```

Next, go to the item shop on the Southwest part of the village.

Talk to the guy there and choose the third option to open another quest

```
o=====o
|Quest No. 16: SPIRIT ELIXIR CONCOCTION|
|-----|
|Description:      | Synth all types of "Compound" items at least once. |
|Requested by:    | Brandi Swenson |
|Request Location:| Iskan Village, Item Shop |
|Quest Item:      | Life Compound |
|                 | Strength Compound |
|                 | Defense Compound |
|                 | Dexterity Compound |
|                 | Agility Compound |
|Quest Order Time:| *After arriving in Iskan Village. |
|                 | *Before the end of the game (not missable) |
|Complete by:     | Synth 5 items above at least once. |
|Reward:          | Energy Charm |
o=====o
```

Iskan Weapon/Item Shop :

```
-----
A = Adol
D = Dogi
S = Aisha/Sigroon
E = Elk
C = Mustafa/Cruxie
M = Mishera
G = Geis
```

```
-----
Name                | Description [Skill]                | Price |
=====|=====|=====|
*Nolnar Sword      | +138 Atk [A][Sword Dance]         | 25000G|
*Beast Slayer      | +143 Atk [A][Photon Blade]        | 25000G|
*Spear Sword       | +138 Atk [A][Aerial Thrust]       | 25000G|
*Shikon Kote       | +131 Atk [D][Aura Impact]         | 25000G|
*Half-moon Bow     | +124 Atk [P][Killer Hornet]       | 25000G|
*Crescent Guard    | +145 Atk [G][Dragon Fang]         | 25000G|
*War Hammer       | +152 Atk [C][Spark Pound]         | 25000G|
*Marble Rod        | +124 Atk [M][Absorption]          | 25000G|
*Passe-Passe      | +138 Atk [E][Spin Edge]           | 25000G|
*Moon Plate Mail   | +99 Def                            | 10000G|
*Iris              | +91 Def                            | 9000G|
*New Moon Robe     | +89 Def                            | 8000G|
*Liikenna          | +57 Def +8 Str                    | 4000G|
*Moon Bracelet     | +55 Def                            | 4000G|
Iko Extract        | Heals 50HP to user                 | 100G|
Salimera Extract   | Heals 100HP to user                | 150G|
Nadly Extract      | Heals 500HP to user                | 1200G|
*Striga Extract    | Heals 1000HP to user               | 3000G|
Myrula Incense     | Heals 150HP to all party members | 800G|
Sebrina Incense    | Heals 500HP to all party members | 3000G|
Kamika Extract     | Revives dead member with 100HP    | 200G|
Chigle Extract     | Revives dead member with 300HP    | 1000G|
Vitality Belt I    | Inc. Max HP by 100 when equipped | 1000G|
Power Wrist I      | Inc. Str by 10 when equipped       | 1000G|
Shield Ring I      | Inc. Def by 10 when equipped       | 1000G|
Hawk eye I         | Inc. Dex by 10 when equipped       | 1000G|
Shimmer Brooch I   | Inc. Agl by 10 when equipped       | 1000G|
-----
```

Before you exit the village, make sure you touch the stone monument to mark it on the map, this will make travelling alot easier later. Geis will give you Moonsong Bell to access places marked with Moon Symbol, just like Iskan Village entrance.

You can try going to these places for an extra scene :

- Althago Plains - West
- Altahgo City

Some new enemies will show up on the map.

%%%

Althago Plains - Center

%%%

#7 Grafm-goat (Titano Bone/Monster Horn/Titano Spine)

%%%

Altago Plains - East

%%%

#7 Grafm-goat (Titano Bone/Monster Horn/Titano Spine)

The game suggests you to go to Shannoa first, but i recommend you to visit Segram first to recruit Sigroon and complete a quest.

Go to Altago Plains - East and go to the lower left corner. Use the Moonsong Bell on a symbol there.

%%%

Wilderness - Area 1

%%%

Harvest Point (Common/Rare):

- none

Treasure :

- Titano Bone x10
- Hawk Eye III

Enemies :

- #7 Grafm-goat (Titano Bone/Monster Horn/Titano Spine)
- #8 Zonaghillian (Titano Fluid)

%%%

Wilderness - Area 2

%%%

Harvest Point (Common/Rare):

- none

Treasure :

- Silver Telegnosis
- Chiggle Extract
- Shale x20

Enemies :

- #8 Zonaghillian (Titano Fluid)

#36 Ginovvider (Titano Bone / Titano Spine)

#37 Ildohrga (Titano Fluid)

%%

Altago Plains - East

%%

#7 Grafm-goat (Titano Bone/Monster Horn/Titano Spine)

Go to cave byway from the lower path. Again make sure you touch the Stone Monument.

%%%%%%%%

Cave Byway

%%%%%%%%

#8 Zonaghillian (Titano Fluid)

Along the way, go up in the first branch, and open up the path with Moonsong Bell. Don't go there yet, just keep this place in mind. Touch the Stone Monument in the boss area.

%%

Segram Desert Northwest

%%

%%

Segram Desert West

%%

#36 Ginovvider (Titano Bone / Titano Spine)

%%%%%%%%

Segram Village

%%%%%%%%

- A = Adol
- D = Dogi
- S = Aisha/Sigroon
- E = Elk
- C = Mustafa/Cruxie
- M = Mishera
- G = Geis

```

-----
Name          | Description [Skill]          | Price |
=====|=====|=====|
Silver Fang Blade | +38 Atk [A][Strength Blast] | 10000G|
*Sencelic        | +172 Atk [A][Dominator]     | 35000G|
Shakudo Kote     | +36 Atk [D][Uppercut]      | 10000G|
*Veim Knuckle    | +163 Atk [D][Kaiser Rush]   | 35000G|
Longbow          | +34 Atk [S][Tumble Arrow]   | 10000G|
*Sena Composite  | +163 Atk [S][Skywinder]     | 35000G|
*Bardiche        | +181 Atk [G][Helm Splitter] | 35000G|
*Totomano Staff  | +155 Atk [M][Mist Wind]     | 35000G|
*Skull Hammer   | +189 Atk [C][Volcano]       | 35000G|
*Chiredark       | +172 Atk [E][Bandit]        | 35000G|
Copper Armor     | +28 Def                      | 3000G|
*Black Shell Armor | +120 Def                     | 20000G|
Monster Shell    | +25 Def                      | 2500G|
*Quilla Guard    | +114Def                      | 20000G|
Doublet          | +23 Def                      | 2000G|
*Rote Clane      | +105 Def                     | 18000G|

```


Easil Shield	+14 Def +3Str	2000G
Levard Bangle	+13 Def	2000G
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
Nadly Extract	Heals 500HP to user	1200G
*Striga Extract	Heals 1000HP to user	3000G
Myrula Incense	Heals 150HP to allparty members	800G
Kamika Extract	Revives dead member with 100HP	200G
*Chigle Extract	Revives dead member with 300HP	1000G
Vitality Belt I	Inc. Max HP by100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

```

o=====o
|Quest No. 14:  FINDING PIKKARDS                               |
|-----|
|Description:      | Find 7 Pikkards scattered throughout the world           |
|Requested by:    | Zak McShane                                               |
|Request Location:| Segram Village, boy guarding pikkards cage                |
|Quest Item:      | 1) Cave Byway: End, where you fought the 4th Boss        |
|                 | 2) Moonlight path, in byway cave, go to the top area in  |
|                 | the map, and use moonsong bell. The pikkard is in        |
|                 | the second area.                                         |
|                 | 3) Wilderness, in the second area on a ledge              |
|                 | 4) Shrine of Origins, where you fought the first boss.   |
|                 | 5) Flame Shrine, where you fought the firebird boss.     |
|                 | from the entrance go to the room with lift and           |
|                 | go down, follow the path to the boss' room.              |
|                 | 6) Shannoa Forest, area where you fought the giant boar  |
|                 | 7) Ancient Tree - Outside, waterpath right before        |
|                 | the entrance to Earth Altar, use Grattheos Talisman.     |
|Quest Order Time:| *After event in Iskan village.                            |
|                 | *Before the end of the game (not missable)               |
|Complete by:     | Find all 7 Pikkards                                       |
|Reward:          | Crimson Jewel                                             |
o=====o

```

You can complete it right away and i suggest you to do it because the reward is worth it. Crimson Jewel halves SP usage, and it's very useful for raising skill level and Boss Fights. By doing this you will also mark the stone monuments on the map to make travelling easier later.

```

%%%%%%%%%%
Cave Byway: End
%%%%%%%%%%

```

Take the Pikkards and go back to Segram to give it to the boy.
Warp again to Cave byway entrance

```

%%%%%%%%%%
Cave Byway
%%%%%%%%%%

```

Go right in the first branch and go to the path you opened with Moonsong Bell

```

%%%%%%%%%%
Moonlight Path Area 1

```

%%

Harvest Point (Common/Rare):

- none

Treasure :

- Shimmer Brooch III

- Titano Bone x10

Enemies :

#85 Sahlti Roa (Monster Shell/Bone Fragment/Shale/Black Stone)

#86 Il'sahliti (Titano Bone/Monster Shell/Titano Spine)

%%

Moonlight Path Area 2

%%

Harvest Point (Common/Rare):

- none

Treasure :

- Maom Extract

- Striga Extract

Enemies :

#85 Sahlti Roa (Monster Shell/Bone Fragment/Shale/Black Stone)

#86 Il'sahliti (Titano Bone/Monster Shell/Titano Spine)

%%

Kylos Gorge Northwest

%%

Go up and follow the path. There's also a new enemy here.

#53 Stohlhatom (Titano Bone/Titano Spine)

%%

Kylos Village

%%

Touch the stone monument to mark it on the map.

WARNING : DO NOT GO TO THE VILLAGE YET.

There's a very tough battle that's difficult to win with your current equipment

You are only here to mark this place on the map.

Just warp back to Segram Village and give the Pikkard to the boy.

Warp again to Cave byway entrance

%%

Althago Plains - Southwest

%%

Go to the wilderness again, it's the east path in this map.

Grab the Pikkard and go back to Segram village

Warp to Iskan Village this time. Exit to Altago Plains.

Go to this order :

From Altago Highlands

Altago Lakeside
Altago Plains : Center
Altago Plains : East
Altago Plains : Northeast
Shrine of Origins

All the way back to where you fought the first boss of the game.
Take the pikkard and warp back to Segram Village.

%%
Segram Desert - East
%%

Enemies :
#37 Ildohrga (Titano Fluid)

Go all the way to Flame Shrine, touch the stone monument.
After a scene, touch the other stone monument and warp back to the entrance.

Enter the shrine and go to the second area.
After that go to the lift in the middle.
Follow the path to the room where you fought the firebird boss and pickup
the pikkard. Warp back to Segram Village.

Warp to Iskan Village and exit.

Altago Plains : Center
Altago Plains : East
Altago Plains : SouthEast

#8 Zonaghillian (Titano Fluid)

SHannoa Forest : West

#16 Ergallion (Titano Bone/Monster Fang/Titano Spine)

SHannoa Forest : East

#16 Ergallion (Titano Bone/Monster Fang/Titano Spine)

Go to the place where you fought giant boar and bring the Pikkard back to
Segram Village. Warp back here and go to Shannoa Village.

Go to the house for quest 9 for another quest

```
o=====o
|Quest No.13: Forest Guardian : part 2                               |
|-----|
|Description:      | Offer various items to the Forest Guardian in East   |
|                 | Shannoa Forest.                                                    |
|Requested by:    | Carol Zander                                                         |
|Request Location:| Shannoa Village, woman on the northwest house                     |
|Quest Item:      | Nadly Flower x7 and Striga Leaf x5 = 1000 G                        |
|                 | White Snake Ring = 1500 G                                          |
|                 | Spring Water x 5 = 2000 G                                          |
|Quest Order Time:| *After event in Iskan village.                                     |
|                 | *Before the end of the game (not missable)                         |
|Complete by:     | offer all 4 items above to the forest guardian                    |
|Reward:          | All characters' Max HP + 100                                       |
o=====o
```

Weapon/Item Shop:

A = Adol
D = Dogi
S = Aisha/Sigroon
E = Elk
C = Mustafa/Cruxie
M = Mishera
G = Geis

Name	Description	Price
Long Sword	+18 Atk [A][Dash]	2000G
*Killer Bee	+148 Atk [A][Scud Sword]	30000G
Spiked Steel Guard	+17 Atk [D][Bash]	2000G
*Iron Gauntlet	+139 Atk [D][Earth Knocker]	30000G
*Uta	+131 Atk [S][Somersault]	30000G
*Glaive	+153 Atk [G][Trapster]	30000G
*Lokoriko Staff	+131 Atk [M][Aerial Thrust]	30000G
*Claudiac	+161 Atk [C][Igniz Blaze]	30000G
Elle Dual-Edge	+18 Atk [A][Wheelspin]	2000G
*Ranynia Makia	+146 Atk [E][Ground Fang]	30000G
Kitro Armor	+12 Def	1500G
*Lamellar Armor	+106 Def	15000G
Steel Breastplate	+10 Def	1200G
*Potokali Shell	+100 Def	14000G
Barket	+9 Def	250G
*Reno Cloak	+96 Def	15000G
Rosette	+8 Def +2Str	1000G
Feather Bangle	+7 Def	1000G
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
Nadly Extract	Heals 500HP to user	1200G
*Striga Extract	Heals 1000HP to user	3000G
Myrula Incense	Heals 150HP to all party members	800G
Kamika Extract	Revives dead member with 100HP	200G
Vitality Belt I	Inc. Max HP by 100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

Continue to Ancient Tree - Outside

#16 Ergallion (Titano Bone/Monster Fang/Titano Spine)

There's a waterpath before entering the altar of earth.
Use Grathheos Talisman and cross it to get White Talisman,
and the last Pikkard. Before you go back, touch the stone monument
in the room before the boss.

Warp back to Segram and give the pikkard to complete the quest

There's no point buying all weapons in 4 cities (Iskan, Shannoa & Segram,
Kylos) because most of them don't have unique skill, meaning you can get
same skills on later weapons, the only weapons with unique skills are :

- Iron Gauntlet (Shannoa Village)
- Geis' weapon in Iskan (Crescent Guard), Shannoa(Bardiche) and

Segram (Glaive)

- Skull Hammer (Segram Village)
- Ranynia Makia (Shannoa Village), Chiredark (Segram Village)
- Lokoriko Staff (Shannoa Village), Alteon Rod (Kylos Village)
- Catapicus Bow (Kylos Village, if you didn't buy Synti Bow)

So if you want to complete skills for all characters, you have to buy those weapons. Now in terms of attack power, the weapons in Kylos Village is the best, so rather than wasting money for weaker weapons in 3 villages, you should just buy Weapons & Armor in Kylos village instead.

Also buy Sencelic in Segram village.

```
o=====o
|[B13]BOSS 13:  RAUD'S FOLLOWER X3                                     |
|=====|
|Recommended Party | Adol          | Sigroon          | Mishera          |
|Recommended Level | 36            | 35               | 35               |
|Recommended Eqp   | Sencelic      | Half-moon Bow    | Lokoriko Staff   |
|                  | Moon Plate Mail | Potokali Shell   | New Moon Robe    |
|                  | Ogre Shield    | Moon Bracelet    | Moon Bracelet    |
|                  | Peculiar Earrings| Battle Bandana   | Crimson Jewel    |
|Reccomended Skills | Scud Sword     | Aqua Burst       | Aerial Thrust    |
|                  | Earth Shaker   | Killer Hornet    | Killer Hornet    |
|                  | Sword Dance    | Jet Slicer       | Jet Slicer       |
|                  | -              | -                | -                |
|-----|
| Attacks :        | Description    | Strategy         |
|-----|
|1. Thrust         | Thrust toward you | Flash Guard / Dodge |
|-----|
|Strategy :
|-----|
|As soon as the battle start, use Mishera's EXTRA, then use Sigroon's attack |
|to build up SP and then use Mishera's Aerial Thrust once your SP is full. |
|Be careful though, their attacks are quite high, so keep dodging them. |
|They should go down after 7-8 Aerial Thrusts. |
o=====o
```

Kylos Village Weapon/Item Shop :

-
- A = Adol
 - D = Dogi
 - S = Aisha/Sigroon
 - E = Elk
 - C = Mustafa/Cruxie
 - M = Mishera
 - G = Geis
-

Name	Description [Skill]	Price
Flat Saber	+84 Atk [A][Earth Shaker]	15000G
*Iron Cutter	+212 Atk [A][Tornado Slash]	40000G
Bak-Nak	+60 Atk [D][Bash]	15000G
*Kokugin Note	+201 Atk [D][Wild Rage]	40000G
Synti Bow	+76 Atk [S][Step Shot]	15000G
*Catapitus Bow	+191 Atk [S][Step Shot]	40000G
Prayer Staff	+76 Atk [M][Wind Cutter]	15000G
*Vahara	+223 Atk [G][Fly Fish]	40000G
*Alteon Rod	+191 Atk [M][Storm Gust]	40000G

*Stone Hammer	+233 Atk [C][Dash Geyser]	40000G
*Aldola-Sylar	+212 Atk [M][Sliding]	40000G
White Wing Armor	+57 Def	6000G
*Full Plate	+142 Def	25000G
Silhouette Guard	+52 Def	5000G
*Six Horn Shell	+136 Def	25000G
Dazzle Robe	+50 Def	4000G
*Green Robe	+132 Def	25000G
Banded Shield	+28 Def +5Str	3000G
Indigo Wing Bangle	+27 Def	3000G
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
Nadly Extract	Heals 500HP to user	1200G
*Striga Extract	Heals 1000HP to user	3000G
Myrula Incense	Heals 150HP to all party members	800G
Sebrina Incense	Heals 500HP to all party members	3000G
Kamika Extract	Revives dead member with 100HP	200G
Chigle Extract	Revives dead member with 300HP	1000G
Vitality Belt I	Inc. Max HP by 100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

Buy Catapitus Bow, now would be a good time to beat the giant worm.

o=====o

|[Q19] TITANO HUNT: SOLDI ORM |

|=====|

Recommended Party	Adol	Sigroon	Mishera	
Recommended Level	36	35	35	
Recommended Eqp	Sencelic	Half-moon Bow	Lokoriko Staff	
	Moon Plate Mail	Potokali Shell	New Moon Robe	
	Ogre Shield	Moon Bracelet	Moon Bracelet	
	Peculiar Earrings	Battle Bandana	Crimson Jewel	
Recommened Skills	Scud Sword	Aqua Burst	Aerial Thrust	
	Earth Shaker	Killer Hornet	Killer Hornet	
	Sword Dance	Jet Slicer	Jet Slicer	
	-	-	-	

|-----|

Attacks :	Description	Strategy	
1. Slam	Surfaces and slams the	Roll away	
	ground, creating a		
	quicksand		
2. Hot Wind	Fires 3 wind balls	Roll away	
3. Spin	Spins his head around	Roll away	

|-----|

|Strategy : |

|-----|

|His attacks are relatively easy to dodge, just be careful with the quicksand|

|Use Sigroon's EXTRA first, then pound him with Aqua Burst, and change her |

|accessory to Battle Bandana when you build up SP. You should have no problem|

o=====o

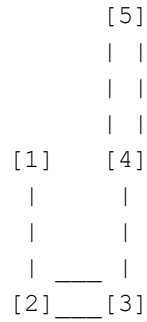
You will get Dogi's level 3 Skill, Ultimate Strike

Since you now have access to all 3 sanctums, and travelling between them

is not a problem, i suggest you to explore all sanctums first before fighting the bosses there :

- Collect the materials needed to synth
- Prevent wasting money for weaker weapons
- Level up
- Collecting Money

%%%%%%%%
Earth Sanctum
%%%%%%%%



%%%%%%%%
Earth Sanctum - Area 1
%%%%%%%%

Examine the yellow thing on the right side and use Ancient Tree Sap

%%%%%%%%
Earth Sanctum - Area 2
%%%%%%%%

- Harvest Point (Common/Rare):
- Iron Ore / Earth Stone
 - Striga Leaf / Striga Seed x3
 - Ambuna Fruit / Ambuna Seed x2

- Treasure :
- Panacea
 - 20000G
 - Sebrina Incense
 - Stone Ring
 - Monster Spine x20

Enemies :

- #74 Loral (Striga Leaf/Monster Fang/Striga Seed)
- #75 Vada (Striga Leaf/Monster Feather/Striga Seed)
- #76 Damlin (Monster Horn//Monster Spine/Earth Stone)
- #77 Glu Benes (-)

%%%%%%%%
Earth Sanctum - Area 3
%%%%%%%%

- Harvest Point (Common/Rare):
- Sapling / Fossilized Twig x3

- Iron Ore / Earth Stone

Treasure :

- Earth Stone x20
- Poison Ring

Enemies :

- #78 Ivy (Monster Fang/Monster Bristle/Earth Stone)
- #79 Kluwidar (Monster Fur/Monster Bristle)

%%
 Earth Sanctum - Area 2
 %%%

Go up, use the tree sap, beat the purple plant and go to the upper left to go down again

%%
 Earth Sanctum - Area 3
 %%%

Use the tree sap and beat the purple plants
Take the right path in the branch.

%%
 Earth Sanctum - Area 2
 %%%

Bbeat the purple plant

%%
 Earth Sanctum - Area 3
 %%%

Take the left path

%%
 Earth Sanctum - Area 2
 %%%

Beat the purple plant and grab Monster Spine x20

%%
 Earth Sanctum - Area 4
 %%%

Harvest Point (Common/Rare):

- Sapling / Fossilized Twig
- Iron Ore / Earth Stone x4
- Spring Water / Cloudy Water
- Spring Water / Tainted Water
- Spring Water / Spiritual Water

Treasure :

- Fossilized Twig x20
- Striga Extract
- Violet Dual Blade

Enemies :

- #78 Ivy (Monster Fang/Monster Bristle/Earth Stone)
- #79 Kluwidar (Monster Fur/Monster Bristle)
- #80 Ramgent (Sapling/Fossilized Twig/Earth Stone)

%%
Earth Sanctum - Area 5
%%

Harvest Point (Common/Rare):
- none

Treasure :
- Training Ring II

Enemies :

- #81 Almafloi (Ambuna Fruit/Ambuna Seed)

Beat all enemies here to open the path to a chest

%%
Earth Sanctum - Area 4
%%

Pick up the chest

%%
Earth Sanctum - Area 5
%%

Touch the stone monument. You're done here, warp to Flame Altar.

%%
Flame Sanctum - Area 1
%%

Harvest Point (Common/Rare):
- Iron Ore / Fire Stone x4
- FOssilized Twig/ Dry Wood

Treasure :
- Flame Ring
- Power Wrist III

Enemies :

- #82 Balmtikaa (Fire Stone)
- #83 Selmaus (Thick Hide/Monster Spine/Large Bone)
- #84 Selnak (Hard Hide/Monster Claw/Monster Bone)

Go to the left path first in the branch to get the treasures

%%

Flame Sanctum - Area 2

%%

Harvest Point (Common/Rare):

- Ambuna Fruit / Ambuna Seed x2
- FOssilized Twig/ Dry Wood
- Striga Leaf / Striga Seed
- Spring Water / Spiritual Water
- Spring Water / Tainted Water
- Spring Water /Fragrant Water

Treasure :

- 25000G
- Varl Incense
- Angue Aribus

Enemies :

- #82 Balmtikaa (Fire Stone)
- #83 Selmaus (Thick Hide/Monster Spine/Large Bone)
- #84 Selnak (Hard Hide/Monster Claw/Monster Bone)

%%

Flame Sanctum - Area 3

%%

Harvest Point (Common/Rare):

- none

Treasure :

- Sapphire
- Rune Ring
- Maom Extract

Enemies :

- Giant Lava

Wear Ice Mist and keep running, don't forget to grab the treasures right before the exit, this one will be covered by lava, so make sure you get it before the chase sequence. If you missed it, you could repeat the chase sequence by warp to the previous save point and reenter this room.

Touch the stone monument and warp to Kylos Village.

%%

Wind Sanctum - Area 1

%%

Harvest Point (Common/Rare):

- none

Treasure :

- none

Enemies :

- #88 Lystery (Wind Stone/Iron Ore)

%%

Wind Sanctum - Area 2
%%

Harvest Point (Common/Rare):
- Iron Ore/Wind Stone x2

Treasure :
- none

Enemies :

- #88 Lystery (Wind Stone/Iron Ore)
- #89 Lizetikaa (Wind Stone)

%%
Wind Sanctum - Area 3
%%

Harvest Point (Common/Rare):
- Ambuna Fruit/Ambuna Seeds
- Striga Leaf / Striga Seed
- Iron Ore/Wind Stone

Treasure :
- none

Enemies :

- #88 Lystery (Wind Stone/Iron Ore)
- #89 Lizetikaa (Wind Stone)
- #90 Handel (Iron Ore/Wind Stone/White Stone)

%%
Wind Sanctum - Area 4
%%

Harvest Point (Common/Rare):
- Ambuna Fruit/Ambuna Seeds

Treasure :
- none

Enemies :

- #88 Lystery (Wind Stone/Iron Ore)
- #89 Lizetikaa (Wind Stone)
- #90 Handel (Iron Ore/Wind Stone/White Stone)

%%
Wind Sanctum - Area 5
%%

Harvest Point (Common/Rare):
- Iron Ore/Wind Stone x2

Treasure :
- Ruby (Drop down in the last gap)

- Soft Hide x10 (Drop down from the next area)

Enemies :

- #88 Lystery (Wind Stone/Iron Ore)
- #89 Lizetikaa (Wind Stone)
- #90 Handel (Iron Ore/Wind Stone/White Stone)

%%
Wind Sanctum - Area 6
%%

- Harvest Point (Common/Rare):
- Iron Ore/Wind Stone x2
 - Fossilized Twig / Withered Hardwood x2

Treasure :
- Gravity Ring

Enemies :

- #88 Lystery (Wind Stone/Iron Ore)
- #90 Handel (Iron Ore/Wind Stone/White Stone)
- #91 Klu'essel (Iron Ore/Thin Hide/Monster Horn)

Take off wind cape, drop down in the first gap, and drop down again to get the chest in previous area.

%%
Wind Sanctum - Area 7
%%

Save Point

%%
Wind Sanctum - Area 8
%%

- Harvest Point (Common/Rare):
- Iron Ore/Wind Stone x2

Treasure :
- Withered Hardwood x20

Enemies :

- #89 Lizetikaa (Wind Stone)
- #90 Handel (Iron Ore/Wind Stone/White Stone)
- #91 Klu'essel (Thick Hide/Large Bone/Thin Hide/Monster Horn)

When you see 3 warp points, use the first one you see, then drop down and press the green light.
Go back to top, drop down in the south ledge, and press the green light.

%%
Wind Sanctum - Area 9
%%

- Harvest Point (Common/Rare):
- Fossilized Twig / Withered Hardwood x3

- Iron Ore/Wind Stone x4

Treasure :

- Withered Hardwood x20
- Striga Extract
- Vitality Belt III

Enemies :

- #90 Handel (Iron Ore/Wind Stone/White Stone)
- #91 Klu'essel (Thick Hide/Large Bone/Thin Hide/Monster Horn)
- #91 Riokarp (Thick Hide/Monster Feather/Monster Fang)

Go to the west area and press the green button
Follow the path and drop down in the area with the blowing wind.
In the upper area, drop down to get the chest with Vitality Belt III and
green button, go to the just opened path and press another green button.

%%
Wind Sanctum - Area 10
%%

Harvest Point (Common/Rare):
- Ambuna Fruit/Ambuna Seeds x4

Treasure :
- Aerthas Staff
- Maom Extract

Enemies :
#90 Handel (Iron Ore/Wind Stone/White Stone)
#91 Klu'essel (Thick Hide/Large Bone/Thin Hide/Monster Horn)
#91 Riokarp (Thick Hide/Monster Feather/Monster Fang)

Drop down in the upper left platform to an area with Maom Extract chest

%%
Wind Sanctum - Area 11
%%

Harvest Point (Common/Rare):
- Iron Ore/Wind Stone x3
- Ambuna Fruit/Ambuna Seeds

Treasure :
- 30000G

Enemies :
#91 Klu'essel (Thick Hide/Large Bone/Thin Hide/Monster Horn)
#91 Riokarp (Thick Hide/Monster Feather/Monster Fang)

For the SW platform, drop from the first gap in Area 10,
East one, drop from the middle right platform in Area 10
North one drop down from platform with Maom Extract chest in Area 10

%%
Wind Sanctum - Area 12
%%

Harvest Point (Common/Rare):
- none

Treasure :

- Varl incense
- Dragon Energy Drop

Enemies :

#91 Lysteries (Wind Stone/Iron Ore/Monster Fluid)

%%

Wind Sanctum - Area 13

%%

Harvest Point (Common/Rare):

- none

Treasure :

- Fossilized Twig x20
- Blood Nail (4th platform)

For the bottom platform, drop from anywhere before platform with second enemy in Area 12,
 Second one, drop from anywhere between platform with second enemy until the platform with the third enemy
 Third one, drop from anywhere between platform with second enemy until the platform with the third enemy
 Fourth one drop down after the 3 platforms with in Area 12

Save, don't board the Bird Statue yet, you will have to face a boss.
 Warp back to Shannoa Village or any other city.

Possible Synth before 3 Sanctum Bosses :

- * = new items
- A = Adol
- D = Dogi
- S = Aisha/Sigroon
- E = Elk
- C = Mustafa/Cruxie
- M = Mishera
- G = Geis

o=====o

Name	Description	Price	Materials
Nagadachi	+10 atk[A] [Earth Shaker]	100G	20x Iron Ore 20x Bone Fragment
Cicero Cutter	+23 Atk[A] [Earth Shaker]	300G	20x Charcoal 20x Iron Ore 20x Monster Bone
Waruleh	+47 Atk[A] [Rising Slash]	1200G	20x Hot Sandstone 20x Iron Ore 20x Large Bone
Gaudy Dagger	+102 Atk[A] [Sword Dance]	1800G	20x Ashen Rock 20x Iron Ore 20x Monster Bone
*Calavera	+163 Atk[A] [Rising Slash]	3000G	10x Earth Stone 20x Iron Ore

			20x Monster Spine

*Bear Killer	+168 Atk[A]	3000G	10x Earth Stone
	[Power Smash]		20x Iron Ore
			20x Monster Spine

*Talwar	+201 Atk[A]	3500G	10x Fire Stone
	[Strength Blast]		20x Iron Ore
			20x Monster Claw

*Bear Killer	+168 Atk[A]	3000G	10x Earth Stone
	[Power Smash]		20x Iron Ore
			20x Monster Spine

*Feather Fleuret	+249 Atk[A]	4000G	10x Fire Stone
	[Aerial Thrust]		20x Iron Ore
			20x Monster Claw

*Stone Sword	+207 Atk[A]	4000G	10x Fire Stone
	[Power Smash]		20x Iron Ore
			20x Monster Claw

Monster Hide	+10 atk[D]	100G	20x Monster Hide
	[Uppercut]		10x Bone Fragment

Leather Gauntlet	+22 atk[D]	300G	10x Charcoal
	[Combination]		30x Thick Hide
			20x Monster Bone

Apili Knuckle	+45 atk[D]	1200G	10x Hot Sandstone
	[Kaiser Rush]		10x Iron Ore
			20x Large Bone
			30x Hard Hide

Genna	+97 atk[D]	1800G	10x Ashen Rock
	[Blaster Kick]		10x Thin Hide
			20x Monster Scale
			30x Monster Horn

*Kinley Cestus	+155 Atk[D]	3000G	10x Earth Stone
	[Crusher]		30x Thick Hide
			20x Monster Claw

*Sunagui Kote	+191 Atk[D]	3500G	10x Fire Stone
	[Roundhouse Kick]		30x Hard Hide
			20x Monster Fang

*Elha Knuckle	+224 Atk[D]	4000G	10x Wind Stone
	[Aura Impact]		30x Thin Hide
			20x Monster Horn

Kafess Bow	+42 atk[S]	1200G	10x Dry Wood
	[Killer Hornet]		10x Hot Sandstone
			20x Hard Hide
			5x Monster Feather

Orkilo Bow	+92 atk[S]	1800G	20x Withered Hardwood
	[Hydro Shot]		10x Ashen Rock
			20x Monster Horn
			5x Monster Feather

*Rapier Flare	+147 atk[S]	3000G	5x Earth Stone
	[Heavy Blast]		20x Fossilized Twig
			20x Sapling
			5x Monster Feather
*Sen-a-Pael	+181 atk[S]	3500G	5x Fire Stone
	[Aqua Burst]		20x Fossilized Twig
			20x Dry Wood
			5x Monster Feather
*Kikley	+181 atk[S]	4000G	5x Wind Stone
	[Rising Arrow]		20x Fossilized Twig
			20x Withered Hardwood
			5x Monster Feather
*Storm Axe	+171 atk[G]	3000G	20x Earth Stone
	[Spiral Slash]		20x Iron Ore
			10x Sapling
			5x Thick Hide
*Corcesca	+211 atk[G]	3500G	20x Fire Stone
	[Wolf Fang]		20x Iron Ore
			10x Dry Wood
			5x Thick Hide
*Setine-Rui	+261 atk[G]	4000G	20x Wind Stone
	[Cross Slasher]		20x Iron Ore
			10x Withered Hardwood
			5x Thick Hide
Feather Rod	+92 atk[M]	1800G	10x Ashen Rock
	[Tornado]		10x Monster Feather
			10x Withered Hardwood
*Rashimjid Staff	+147 atk[M]	3000G	10x Earth Stone
	[Ascension]		20x Monster Bone
			20x Sapling
			5x Monster Down
*Crystal Rod	+181 atk[M]	3500G	10x Fire Stone
	[Cloudburst]		20x Monster Bone
			20x Dry Wood
			10x Monster Down
*Mirror Staff	+224 atk[M]	4000G	10x Wind Stone
	[Purge Mind]		20x Monster Bone
			20x Withered Hardwood
			10x Monster Down
Iron Mallet	+42 atk[C]	1200G	10x Dry Wood
	[Dash Geyser]		10x Hot Sandstone
			20x Dry Wood
			10x Monster Feather
*Log Hammer	+179 atk[C]	3000G	20x Earth Stone
	[Empower]		20x Monster Horn
			10x Sapling
			20x Monster Hide

*Segram Mallet	+221 atk[C]	3500G	20x Fire Stone
	[Full Swing]		20x Monster Spine
			10x Dry Wood
			20x Monster Down

*Ashera	+274 atk[C]	4000G	20x Wind Stone
	[Burst Swing]		20x Monster Claw
			10x Withered Hardwood
			20x Thin Hide

Sen-Leyon	+23 atk[E]	300G	10x Charcoal
	[Rising Wheel]		10x Prairie Wood
			20x Sapling
			20x Monster Hide

*Clane Dual Blade	+163 atk[E]	3000G	10x Earth Stone
	[Rock Fang]		20x Sapling
			10x Fossilized Twig
			20x Thick Hide

*Silver Dual Blade	+201 atk[E]	3500G	10x Fire Stone
	[Crestfall]		20x Dry Wood
			10x Fossilized Twig
			20x Hard Hide

*Kledolele	+249 atk[E]	4000G	10x Wind Stone
	[Rumble Brawl]		20x Withered Hardwood
			10x Fossilized Twig
			20x Thin Hide

Dark Iron Bracelet	+10 Def	150G	10x Charcoal

Copper Bracelet	+15 Def	250G	10x Hot Sandstone

Marcasite Bracelet	+31 Def	250G	10x Ashen Rock

*Violet Gold Bangle	+62 Def	500G	5x Earth Stone
			5x Fire Stone
			5x Wind Stone

Training Ring I	Increases Skill	100G	20x Shale
	EXP gain by 1		20x Monster Bristle

*Training Ring II	Increases Skill	1000G	20x Fire Stone
	EXP gain by 2		20x White Stone

Flash Ring I	Increases Stun	100G	20x Iron Ore
	Rate by 1		20x Hot Sandstone
			20x Monster Fang

*Flash Ring II	Increases Stun	1000G	100x Iron Ore
	Rate by 2		100x Wind Stone
			100x Monster Spine

Vitality Belt I	Raises Max HP	100G	20x Charcoal
	by 100		20x Large Bone
			20x Monster Fur

*Vitality Belt II	Raises Max HP	1000G	20x Earth Stone
	by 500		20x Monster Bone

			20x Monster Fang

*Vitality Belt III	Raises Max HP by 1000	2000G	50x Earth Stone 20x Green Stone

Power Wrist I	Raises Str by 10	100G	20x Hot Sandstone 20x Hard Hide 20x Monster Bristle

*Power Wrist II	Raises Str by 20	1000G	20x Fire Stone 20x Thick Hide 20x Monster Down

*Power Wrist III	Raises Str by 30	2000G	50x Fire Stone 20x Red Stone

Shield Ring I	Raises DEF by 10	100G	20x Charcoal 20x Monster Spine 20x Monster Down

*Shield Ring II	Raises DEF by 20	1000G	20x Earth Stone 20x Titano Bone 20x Monster Bristle

*Shield Ring III	Raises DEF by 30	2000G	50x Earth Stone 20x Green Stone

Hawk Eye I	Raises DEX by 10	100G	20x Ashen Rock 20x Monster Down 20x Monster Feather

*Hawk Eye II	Raises DEX by 20	1000G	20x Wind Stone 20x Monster Down 20x Monster Feather

*Hawk Eye III	Raises DEX by 30	2000G	50x Wind Stone 20x White Stone

*Shimmer Brooch I	Raises AGL by 10	100G	20x Marble 20x Thin Hide 20x Monster Fur

*Stone Ring	Chance to Petrify Enemy	1000G	100x Iron Ore 50x Earth Stone 20x Green Stone

*Poison Ring	Chance to Poison Enemy	1000G	100x Iron Ore 50x Earth Stone 20x Green Stone

*Flame Ring	Chance to Flame Enemy	1000G	100x Iron Ore 50x Fire Stone 20x Red Stone

*Rune Ring	Chance to Confuse Enemy	1000G	100x Iron Ore 50x Wind Stone 20x White Stone

*Gravity Ring	Chance to Heavy Enemy	1000G	100x Iron Ore 50x Wind Stone

			20x White Stone
Gold Pendant	Prevents Petrify	1000G	20x Ashen Rock 20x Bone Fragment
*Eye of Fire	Prevents Flame	1000G	20x Marble 20x Prairie Wood
White Snake Ring	+5 Def Prevents Poison	1000G	20x Charcoal 20x Monster Bone
Fire Proof Scarf	Prevents Burning Status	1000G	20x Hot Sandstone 20x Monster Hide
Rune Earrings	Prevents Confusion Status	1000G	20x Ashen Rock 20x Monster Horn
Silver Feather	Prevents Heavy Status	1000G	20x Charcoal 20x Monster Feather
Amulet Rosary	Prevents Curse Status	1000G	20x Ashen Rock 20x Thick Hide
Blue Jewel	+5 Def 3/4 SP Consumption	500G	100x Iron Ores 50x Bone Fragment 50x Monster Bone
Iko Extract	Recovers 50 HP	10G	5x Spring Water 5x Iko Leaf
Salimera Extract	Recovers 200 HP	50G	5x Spring Water 5x Salimera Leaf
Nadly Extract	Recovers 500 HP	120G	5x Spring Water 5x Nadly Flower
*Striga Extract	Recovers 1000 HP	300G	5x Spritual Water 5x Monster Fluid 5x Striga Leaf
*Life Compound	Max HP + 100	1000G	10x Luggot Seed 10x Iko Seed 10x Titano Fluid 10x Spiritual Water
*Strength Compound	Max Str + 10	1000G	10x Kamika Seed 10x Komona Seed 10x Monster Fluid 10x Spiritual Water
*Defense Compound	Max Def + 10	1000G	10x Lokin Seed 10x Salimera Seed 10x Monster Fluid 10x Spiritual Water
Mirula Incense	Heals 150HP to all party members	80G	5x Iko Leaf 5x Komona Flower 5x Spring Water 5x Monster Fluid

Sebrina Incense	Heals 500HP to all	300G	5x Salimera Leaf	
	party members		5x Nadly Flower	
			5x Spring Water	
			5x Monster Fluid	

Kamika Extract	Revives dead party	20G	5x Cloudy Water	
	member and heals		5x Monster Fluid	
	100 HP to all		5x Kamika Fruit	
			5x Lughott Fruit	

Chigle Extract	Revives dead party	100G	5x Fragrant Water	
	member and heals		5x Monster Fluid	
	500 HP to all		5x Chigle Fruit	
			5x Lokin Fruit	

Panacea	Removes all status	50G	5x Cloudy Water	
	ailments		5x Komona Flower	

*Dragon Energy Drop	Recovers 100 SP	500G	5x Spring Water	
			5x Titano Fluid	

Note that you can only synth compound items in Iskan Village

Now you should have enough materials to synth these weapons, these weapons have unique skill :

- Stone Sword (Only if you haven't bought Bear Killer and/or Heavy Sword)
- Elha Knuckle (Only if you haven't bought Shikon Kote)
- Kikley
- Crystal Rod
- Storm Axe
- Setine Rui
- Ashera
- Kledolele

To sum it up, these are what you need to buy & synth if you want to complete all skills for each character

- Adol : Stone Sword (Only if you haven't bought Bear Killer and Heavy Sword)
- Dogi : Iron Gauntlet (Shannoa Village), Elha Knuckle
(Only if you haven't bought Shikon Kote)
- Geis : Crescent Axe (Iskan), Bardiche (Segram) and Glaive (Shannoa),
Storm Axe, Setine-Rui
- Mustafa : Skull Hammer (Segram Village), Ashera
- Elk : Ranynia Makia (Shannoa Village), Chiredark (Segram Village), Kledolele
- Mishera : Lokoriko Staff (Shannoa Village), Crystal Rod
- Sigroon : Catapicus Bow (Kylos Village, only if you didn't buy Synti Bow)

Of course you don't have to buy them now, just skip the ones sold in the stores and synth weapons i mentioned above for now.

Also, you can complete Quest no 13 at this point.

[B14] BOSS 14: EARTH DRAGON "RADA-MANJ"			
=====			
Recommended Party	Adol	Sigroon	Mustafa
Recommended Level	41	40	40

Recommended Eqp	Stone Sword	Kikley	Ashera
	Moon Plate Mail	Six-Horn Shell	Full Plate
	Liikena	Violet Gold Bangle	Violet Gold Bangle
	Ruby	Crimson Jewel	Power Wrist III
Reccomended Skills	Scud Sword	Aqua Burst	Dragon Blaze
	Earth Shaker	Killer Hornet	Burst Swing
	Sword Dance	Jet Slicer	Spark Pound
	-	-	Empower

Attacks :	Description	Strategy
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NORMAL MODE (Invincible)

1. Stomp	Stomps the ground and releases poisonous ivy wave when you're close.	Roll away / Flash Guard
2. Fire Breath	Shots a fire breath from his mouth	Run to his feet / Flash Guard
3. Plant Drop	Drops 3 poisonous plant from above	Roll away / Flash Guard
4. Swing Tail	Swings tail when change his side	Roll away / Flash Guard

CLOSE UP MODE (After all 4 crystals in his legs are destroyed)

5. Scream	Screams and stuns you	No need
6. Plant Drop	Drops 3 poisonous plant from above	Roll away / Flash Guard
7. Fire Breath	Shots a fire breath from his mouth	Run to other side/Flash Guard
8. Shock Wave	Fires a shockwave from his mouth	Roll away / Flash Guard

CHASE MODE, After 20000+HP (Invincible)

9. Red Balls	Fires 3 red balls that chases you	Roll away / Flash Guard
10. Bite	Bites you	Roll away to front
11. Laser	Fires laser from his eyes	Roll away
12. Blue Ball	Fires 3 red balls that chases you	Roll away / Flash Guard
13. Rush	Rushes toward and bite you when you get too far	Roll away

Strategy :

The first form is invincible, and you need to destroy all 4 crystals on his legs to get him to the second mode. Use Sigroon's Aqua Burst while dodging his attacks. After all 4 are destroyed, go to the top ASAP and use Mustafa's EXTRA. Use Aqua Burst to keep damaging him. Make sure you have a full or at least almost Full EXTRA gauge before bringing him to 20000 HP. After 20000 HP he will throw you off and go to third mode, where he keeps chasing you. Keep running away and try to destroy the red crystals on the middle to get SP. When he uses bite or Rush, attack him with Aqua Burst. After he's down to 10000 HP, use Sigroon or Mustafa's EXTRA to finish him off

=====o

You will get Earth Dragon Stone and Elk's final EXTRA skill, Geo Cluster. Kill some enemies here to max your SP and EXTRA for the next battle.

- You can talk to Fatima in Shannoa Village for a scene.
 Restock your healing items and warp to Flame Shrine.
 EQUIP ICE MIST before you face him.

o=====o
 |[B15]BOSS 15: FLAME DRAGON "ANGUE-BARL" |

Recommended Party	Adol	Sigroon	Mustafa
Recommended Level	42	41	41
Recommended Eqp	Stone Sword	Kikley	Ashera
	Moon Plate Mail	Six-Horn Shell	Full Plate
	Liikena	Violet Gold Bangle	Violet Gold Bangle
	Ruby	Battle Bandana	Crimson Jewel
Reccomended Skills	Scud Sword	Aqua Burst	Dragon Blaze
	Earth Shaker	Killer Hornet	Burst Swing
	Sword Dance	Jet Slicer	Spark Pound
	-	-	Empower

Attacks :	Description	Strategy
1. Claw	Uses his claw when you gets too close, releases small fireballs	Roll away / Flash Guard
2. Fire Breath	Stomp & Shot a fire breath from his mouth	Roll away / Flash Guard
3. Fire Orbs	Shot fire orbs from his mouth	Roll away / Flash Guard
4. Fire Tail	Swings his tail when you get behind him, leaves burned area	Roll away / Flash Guard
5. Kick	Kicks from behind	Roll away / Flash Guard
6. Rush	Rushes toward and chase you	Roll away / Flash Guard
7. Stomp	Jump high and stomps creating surrounding flame wall.	Roll away
8. Flame Wave	Splashes the lava holes ,empty them and launch flame wave	Run to the holes

|Strategy : |

|As soon as the battle start, use Mustafa's EXTRA on one of his legs. Then |
 |attack with Mustafa's Dragon Blaze twice. Back off and build up SP using |
 |Sigroon and attack with Dragon Blaze again. Repeat it until he's down to |
 |10000 HP, and finish him off with Mustafa's EXTRA. He will enter Rage Mode |
 |once his HP is down to 20000. It's not too hard, just keep an eye on your HP|

You will get Flame Dragon Stone and Mustafa's final EXTRA skill, Catastrophe.
 Upon exit you will be prompted to visit Cruxie in Segram, this is a forced event, even if you say no now you'll be forced to do it later.
 So go to Segram. After an event Mustafa will be replaced by Cruxie
 =You can talk to Clarius in Iskan for another scene

Restock your healing items and SP.
 Go to Wind Shrine, fly across the area and save before boarding the bird sculpture.

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=====
|[B15]BOSS 16: RIO FARGA
|=====
|Recommended Party | Adol          | Sigroon      | Cruxie      |
|Recommended Level | 42            | 41           | 41          |
|Recommended Eqp   | Stone Sword   | Kikley       | Ashera      |
|                  | Moon Plate Mail | Six-Horn Shell | Full Plate  |
|                  | Liikena       | Violet Gold Bangle| Violet Gold Bangle|
|                  | Ruby          | Battle Bandana | Crimson Jewel |
|Reccomended Skills | Scud Sword    | Aqua Burst   | Dragon Blaze |
|                  | Earth Shaker  | Killer Hornet | Burst Swing  |
|                  | Sword Dance   | Jet Slicer   | Spark Pound  |
|                  | -             | -            | Empower     |
|-----|
| Attacks :       | Description    | Strategy     |
|-----|
|1. Tongue Attack | Uses his tongue to | Run to the other side |
|                  | attack you      |                 |
|2. Bite          | Bites you       | Roll away / Flash Guard |
|3. Summon Lizetikaa| Summons 2 Lizetikaas | Ignore them |
|4. Summon Klu'essel| Summons 2 Klu'essels | Ignore them |
|-----|
|Strategy :
|-----|
|Shouldn't be too hard, just keep dodging his tongue attack and keep using
|Cruxie's Dragon Blaze. Build up SP using Sigroon.
|Try not to use EXTRA though, you'll need it for the next battle
=====

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Touch the Stone Monument and SAVE.

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=====
|[B17]BOSS 17: WIND DRAGON "MU-ANTI"
|=====
|Recommended Party | Adol          | Sigroon      | Cruxie      |
|Recommended Level | 42            | 41           | 41          |
|Recommended Eqp   | Stone Sword   | Kikley       | Ashera      |
|                  | Moon Plate Mail | Six-Horn Shell | Full Plate  |
|                  | Liikena       | Violet Gold Bangle| Violet Gold Bangle|
|                  | Ruby          | Battle Bandana | Crimson Jewel |
|Reccomended Skills | Scud Sword    | Aqua Burst   | Dragon Blaze |
|                  | Earth Shaker  | Killer Hornet | Burst Swing  |
|                  | Sword Dance   | Jet Slicer   | Spark Pound  |
|                  | -             | -            | Empower     |
|-----|
| Attacks :       | Description    | Strategy     |
|-----|
|1. Wind Slash    | Launches wind wave with | Roll away / Flash Guard |
|                  | his wings      |                 |
|3. Wind Orbs     | Shot wind orbs from his | Roll away / Flash Guard |
|                  | mouth          |                 |
|4. Spin          | Spins and create wind   | Roll away / Flash Guard |
|                  | around him     |                 |
|5. Thorn attack   | Attack you with the     | Roll away / Flash Guard |
|                  | thorn from his body    |                 |
|6. Stomp         | Stomps and fires wind   | Stand between the waves |
|                  | blades         |                 |
|7. RUSH attack   | Fires wind wave from his | Roll away when the attack is |
|                  | stomach, and rushes    | finished to dodge it |
=====

```

	to swallow you, causes	
	poison.	
8. Rolling	Rolling around the	Roll away / Flash Guard
	screen.	
9. Somersault	Do a somersault and	Roll away / Flash Guard
	launches wind blade	

FLY MODE

10. Fly Attack	Attacks with wind blades	Roll away / Flash Guard
	when flying	
11. Vacuum	Sucks you in with his	Roll away / Flash Guard
	tail, causes panic.	

Strategy :

As soon as the battle start, use Cruxie's EXTRA on him. Then attack with
attack with Cruxie's Dragon Blaze twice. Back off and build up SP using
Sigroon and attack with Dragon Blaze again. Repeat it until he's down to
15000 HP, and finish him off with Cruxie's EXTRA. His Rush attack are quite
difficult to dodge, try to get behind him when "warning" shows up.

o=====

You will get Wind Dragon Stone and Mishera's final EXTRA skill, Wind Legion.

Now you should defeat the last optional boss.

o=====

[Q20] TITANO HUNT: MILI URDU

Recommended Party	Adol	Sigroon	Cruxie
Recommended Level	42	41	41
Recommended Eqp	Stone Sword	Kikley	Ashera
	Moon Plate Mail	Six-Horn Shell	Full Plate
	Liikena	Violet Gold Bangle	Violet Gold Bangle
	Ruby	Battle Bandana	Crimson Jewel
Reccomended Skills	Scud Sword	Aqua Burst	Dragon Blaze
	Earth Shaker	Killer Hornet	Burst Swing
	Sword Dance	Jet Slicer	Spark Pound
	-	-	Empower

Attacks : Description Strategy

1. Rush	Flashes white light and	Roll away
	rushes toward you	
2. Hot Wind	Fires 3 wind balls	Roll away
3. Spin	Spins his body around	Roll away

Strategy :

You can stand on the entry area and he won't be able to attack you, so you
can exploit this with Sigroon. His weak point is in his tail. So as he turns
his body around, use Aqua Burst or Dragon Blaze, then recharge SP from afar.
A bit dissapointing for the strongest optional boss in this game :(

o=====

You will get Geis' level 3 Skill, Fairy Annihilation

Go to Iskan Village, after a scene, your next destination is Altago City.
The previously blocked area in West Altago Plains is now open. And you can
garb the chest there for a Speed Orb.

At this point i also bought all the weapons with unique skill that i mentioned earlier. Just so that i don't have to be bothered by completing skills later.

Anyways, head to Altago City.

Weapon Shop:

A = Adol
D = Dogi
S = Aisha/Sigroon
E = Elk
C = Mustafa/Cruxie
M = Mishera
G = Geis

o=====o

Name	Description [Skill]	Price
Shamsir	+8 Atk [A][Strength Blast]	500G
Long Sword	+18 Atk [A][Running Slash]	2000G
Silver Fang Blade	+38 Atk [A][Strength Blast]	10000G
Flat Saber	+84 Atk [A][Earth Shaker]	15000G
Great Sword	+114 Atk [A][Photon Blade]	20000G
*Damascus	+262 Atk [A][Risig Slash]	50000G
*Giant Edge	+269 Atk [A][Rapid Snipe]	50000G
*Slender Sword	+262 Atk [A][Dominator]	50000G
Sphairai	+8 Atk [D][Combination]	500G
Spiked Steel Guard	+17 Atk [D][Bash]	2000G
Shakudo Kote	+36 Atk [D][Uppercut]	10000G
Bak-Nak	+60 Atk [D][Bash]	15000G
Gauntlet	+104 Atk [D][Might Quake]	20000G
*Bone Gauntlet	+249 Atk [D][Straight Right]	50000G
Hindy	+12 Atk [S][Spread Shot]	2000G
Longbow	+34 Atk [S][Tumble Arrow]	10000G
Synti	+76 Atk [S][Step Shot]	15000G
Composite Bow	+98 Atk [S][Jet Slicer]	20000G
*Falcon Bow	+236 Atk [S][Waspinator]	50000G
*Great Axe	+275 Atk [G][Sorcery:Antlion]	50000G
*Chitchak	+262 Atk [E][Steal]	50000G
*Raval Hammer	+288 Atk [C][Provoke]	50000G
*Mystic Cane	+236 Atk [M][Rejection]	50000G
Leather Armor	+3 Def	100G
Chain Mail	+6 Def	300G
Kitro Armor	+12 Def	1500G
Dragoon Mail	+74 Def	10000G
*Reflex	+156 Def	30000G
Hide Breastplate	+2 Def	100G
Chain Guard	+5 Def	250G
Steel Breastplate	+10 Def	1200G
Breastplate	+68 Def	9000G
*Djiriba Hatar	+146 Def	29000G
Barket	+9 Def	250G
Clane Vest	+86 Def	8000G
*Harvest Clothes	+146 Def	28000G
Buckler	+2 Def	100G
Small Shield	+4 Def +1Str	200G
Rosette	+8 Def +2Str	1000G
Crest Shield	+39 Def +6Str	4000G

*Garman Shield	+78 Def +10Str	6000G
Wooden Bracelet	+2 Def	100G
Seafarer's Missanga	+3 Def	200G
Feather Bangle	+7 Def	1000G
Steel Bracelet	+37 Def	4000G
*Skull Bracelet	+74 Def	6000G

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Bone Gauntlet and Great Axe are the only weapons with unique skill.
Falcon Bow also has unique skill, but you'll get one for free later.

Go to old town for a scene, you'll have to fight 2 O'Klous.
After a scene, you're supposed to go to the Palace, but there are some scenes in the city involving the characters.

- Geis : In the Harbor, you'll fight 2x El'fria and 1 Edonaperiod
- Elk : House next to the item shop.
- Cruxie : House right before the Harbor
- Mishera : House before Palace entrance.

The item shop is now open.

o=====o

Name	Description	Price
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
Nadly Extract	Heals 500HP to user	1200G
*Striga Extract	Heals 1000HP to user	3000G
Myrula Incense	Heals 150HP to all party members	800G
Sebrina Incense	Heals 500HP to all party members	3000G
Kamika Extract	Revives dead member with 100HP	200G
Chigle Extract	Revives dead member with 300HP	1000G
Vitality Belt I	Inc. Max HP by 100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

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There's also some new items in Zanzibar's Shop.

Zanzibar Shop :

o=====o

Name	Description	Price
Luck Medal	Raises Rare item % by 5 times	10000G
Bandit's Gloves	Increases Gold dropped by 50%	20000G
Battle Bandana	Increases SP gain by 50%	100000G
Clone Statue	Revives wearer automatically once	50000G
*Knight's Crest	Increases EXP gained by 25%	50000G
*Flash Ring III	Increases Stun Rate by 3	50000G
Aeolus Urn	Absorbs gold and spoils	50000G
Ares Seal	Makes EXTRA gauge fills faster	1000000G
Mirror of Time	Stops Enemy movement temporarily	1000G
Luminoius Rock	Gives off bright glow	5000G

o=====o

Go to the palace for a scene, and a boss fight :

```

=====
|[B18]BOSS 18: ALTAGINIAN FALCON "SCIAS"
|=====
|Recommended Party | Adol          | Dogi          | Geis          |
|Recommended Level | 42            | 41            | 41            |
|Recommended Eqp   | Stone Sword   | Bone Gauntlet | Great Axe     |
|                  | Moon Plate Mail | Potokali Shell | Six Horn Shell |
|                  | Liikena       | Violet Gold Bangle | Violet Gold Bangle |
|                  | Battle Bandana | Power Wrist III | Shield Ring III |
|Reccomended Skills | Scud Sword    | Aura Impacy   | Dragon Blaze  |
|                  | Earth Shaker  | Crusher       | Burst Swing   |
|                  | Sword Dance   | Blaster Kick  | Spark Pound   |
|                  | -             | -             | Empower       |
|-----|
| Attacks :      | Description    | Strategy      |
|-----|
|1. 3-Hit Combo  | Slashes 3 times | Roll away / Flash Guard |
|2. Black Laser  | Fires a black laser | Roll away / Flash Guard |
|3. Thrust       | Thrust multiple times | Roll away / Flash Guard |
|-----|
|Strategy :
|-----|
|This battle is fixed, you're supposed to lose it. His attack is very high |
|and will almost certainly kill you. Even if you are manage to damage him, at |
|40% HP he will guard all attacks. So don't waste healing items for this guy. |
=====

```

There will be a long scene, you can talk to Raud, the wounded Dreisen, and Sigroon, extra scenes.

Outside, you can also talk to Maya in the church for another scene.

Go to Tia's House and grab Tia's Hairpin.

Talk to the Segram Guard in the west of Item shop to open up the last quest.

```

=====
|Quest No. 17: Holy Flame of Segram
|-----|
|Description:      | Obtain the Holy Flame of Segram |
|Requested by:     | Wesley Irrizary                 |
|Request Location:| Altago City, Segram guard west of item shop |
|Quest Item:       | Ivory Ember                     |
|Quest Order Time:| *After event in Altago City Palace. |
|                  | *Before the end of the game (not missable) |
|Complete by:     | Get the Holy Flame in Segram temple and bring it to him |
|Reward:          | Flash Ring III                  |
|-----|
=====

```

You should complete it now.

Your next destination is Ruins Island.

Once in there, warp to the save point.

Go to the first room and go left.

Go up the lift and go left in the next room.

Go up all the way to the Sea Altar

MAP

[8]---[9]

|
|

|
[7] [4]---[5]
[6]---[3]----/	
[1]---[2]

o=====o

|Sea Sanctum Area 1|

o=====o

Follow the path to the next area.

o=====o

|Sea Sanctum Area 2|

o=====o

Harvest Point (Common/Rare):

- Ambuna Fruit / Ambuna Seed
- Iron Ore / Sea Stone x2

Treasure :

- Striga Extract
- Fossilized Twig x20

Enemies :

- #95 Rapletika (Sea Stone)
- #96 El'fria (Monster Shell/Monster Bone)
- #97 Edonaperiod (Monster Shell/Sea Stone/Monster Claw)

Drop down from the platform in the middle to get Striga Extract.
Press the buttons in this area to disable to barriers.

o=====o

|Sea Sanctum Area 3|

o=====o

Harvest Point (Common/Rare):

- Fossilized Twig / Withered Hardwood x3
- Iron Ore / Sea Stone x3
- Spring Water / Spiritual Water
- Spring Water / Fragrant Water

Treasure :

- Fossilized Twig x20
- Maom Extract (second floor)
- Varl Incense
- Dragon Energy Drop
- Sid Rondo

Enemies :

- #95 Rapletika (Sea Stone)
- #96 El'fria (Monster Shell/Monster Bone)
- #97 Edonaperiod (Monster Shell/Sea Stone/Monster Claw)

Drop down from the icy floor right before the icy stairs to get chest with Sid Rondo.

o=====o
|Sea Sanctum Area 4|
o=====o

Harvest Point (Common/Rare):

-
- Ambuna Fruit / Ambuna Seed x2
 - Iron Ore / Sea Stone x2

Treasure :

-
- Monster Horn x20
 - Dalmatica
 - Albatross
 - Ice Ring
 - Flash Ring II
 - Thin Hide x20

Enemies :

-
- #95 Rapletika (Sea Stone)
 - #96 El'fria (Monster Shell/Monster Bone)
 - #98 Siralints (Monster Scale/Monster Horn)

Press the buttons to drain the water and get the chests. It's pretty straightforward, just press all the buttons to open the paths to those chests. Use Silver Telegnosis if you're having problem finding the treasure above. Go to the Southeast Exit.

o=====o
|Sea Sanctum Area 5|
o=====o

Harvest Point (Common/Rare):

-
- Striga Leaf / Striga Seed x3
 - Iron Ore / Sea Stone

Treasure :

-
- Monster Claw x20
 - Chaos Shield
 - Chaos Armor
 - Steel Hooks
 - Chaos Sword
 - Vitality Crown

Enemies :

-
- #95 Rapletika (Sea Stone)
 - #96 El'fria (Monster Shell/Monster Bone)
 - #97 Edonaperiod (Monster Shell/Sea Stone/Monster Claw)

Don't run on the ice floor, run only against the wind.
On the top floor, grab the Steel Hooks event item first before trying to get the chest on the separated platform. Equip the Chaos Sword and try to raise Pentagram's Level. It's one of the best skills in this game.

o=====o

|Sea Sanctum Area 3|

o=====o

Go to the icy stairs you saw before. Equip the Gratheos Talisman and go to the next area.

o=====o

|Sea Sanctum Area 6|

o=====o

Harvest Point (Common/Rare):

- Iron Ore / Sea Stone x2

Treasure :

- Rare Scale
- Training III

Enemies :

#96 El'fria (Monster Shell/Monster Bone)
#98 Siralints (Monster Scale/Monster Horn)
#99 Spielkri (Monster Scale/Monster Fang)

Jump across the gap on the middle of the room to get to a chest with training ring III

o=====o

|Sea Sanctum Area 7|

o=====o

Harvest Point (Common/Rare):

- Spring Water / Spiritual Water x3

Treasure :

- Striga Extract
- Great Arm

Enemies :

#98 Siralints (Monster Scale/Monster Horn)
#100 Velk (Soft Hide/Monster Spine)

o=====o

|Sea Sanctum Area 8|

o=====o

Harvest Point (Common/Rare):

- none

Treasure :

- none

Enemies :

#100 Velk (Soft Hide/Monster Spine)

Touch the stone monument and warp back to Altago to restock and buy some equipments

Possible synth before the 19th boss

A = Adol

D = Dogi

S = Aisha/Sigroon

E = Elk

C = Mustafa/Cruxie

M = Mishera

G = Geis

o=====o

Name	Description	Price	Materials
Nagadachi	+10 atk[A] [Earth Shaker]	100G	20x Iron Ore 20x Bone Fragment
Cicero Cutter	+23 Atk[A] [Earth Shaker]	300G	20x Charcoal 20x Iron Ore 20x Monster Bone
Waruleh	+47 Atk[A] [Rising Slash]	1200G	20x Hot Sandstone 20x Iron Ore 20x Large Bone
Gaudy Dagger	+102 Atk[A] [Sword Dance]	1800G	20x Ashen Rock 20x Iron Ore 20x Monster Bone
Calavera	+163 Atk[A] [Rising Slash]	3000G	10x Earth Stone 20x Iron Ore 20x Monster Spine
Bear Killer	+168 Atk[A] [Power Smash]	3000G	10x Earth Stone 20x Iron Ore 20x Monster Spine
Talwar	+201 Atk[A] [Strength Blast]	3500G	10x Fire Stone 20x Iron Ore 20x Monster Claw
Bear Killer	+168 Atk[A] [Power Smash]	3000G	10x Earth Stone 20x Iron Ore 20x Monster Spine
Feather Fleuret	+249 Atk[A] [Aerial Thrust]	4000G	10x Fire Stone 20x Iron Ore 20x Monster Claw
Stone Sword	+207 Atk[A] [Power Smash]	4000G	10x Fire Stone 20x Iron Ore 20x Monster Claw
*Mirage Edge	+290 Atk[A] [Tornado Slash]	5000G	10x Sea Stone 20x Iron Ore 20x Monster Horn

*Crystal Sword	+290 Atk[A]	5000G	10x Sea Stone
	[Aerial Thrust]		20x Iron Ore
			20x Monster Horn
*Zweihander	+298 Atk[A]	5000G	10x Sea Stone
	[Photon Blade]		20x Iron Ore
			20x Monster Horn
Monster Hide	+10 atk[D]	100G	20x Monster Hide
	[Uppercut]		10x Bone Fragment
Leather Gauntlet	+22 atk[D]	300G	10x Charcoal
	[Combination]		30x Thick Hide
			20x Monster Bone
Apili Knuckle	+45 atk[D]	1200G	10x Hot Sandstone
	[Kaiser Rush]		10x Iron Ore
			20x Large Bone
			30x Hard Hide
Genna	+97 atk[D]	1800G	10x Ashen Rock
	[Blaster Kick]		10x Thin Hide
			20x Monster Scale
			30x Monster Horn
Kinley Cestus	+155 Atk[D]	3000G	10x Earth Stone
	[Crusher]		30x Thick Hide
			20x Monster Claw
Sunagui Kote	+191 Atk[D]	3500G	10x Fire Stone
	[Roundhouse Kick]		30x Hard Hide
			20x Monster Fang
Elha Knuckle	+224 Atk[D]	4000G	10x Wind Stone
	[Aura Impact]		30x Thin Hide
			20x Monster Horn
*Titano Gauntlet	+276 Atk[D]	5000G	10x Sea Stone
	[Roundhouse Kick]		20x Monster Scale
Kafess Bow	+42 atk[S]	1200G	10x Dry Wood
	[Killer Hornet]		10x Hot Sandstone
			20x Hard Hide
			5x Monster Feather
Orkilo Bow	+92 atk[S]	1800G	20x Withered Hardwood
	[Hydro Shot]		10x Ashen Rock
			20x Monster Horn
			5x Monster Feather
Rapier Flare	+147 atk[S]	3000G	5x Earth Stone
	[Heavy Blast]		20x Fossilized Twig
			20x Sapling
			5x Monster Feather
Sen-a-Pael	+181 atk[S]	3500G	5x Fire Stone
	[Aqua Burst]		20x Fossilized Twig
			20x Dry Wood
			5x Monster Feather

Kikley	+181 atk[S]	4000G	5x Wind Stone
	[Rising Arrow]		20x Fossilized Twig
			20x Withered Hardwood
			5x Monster Feather
*Platinum Bow	+261 atk[S]	5000G	5x Sea Stone
	[Heavy Blast]		20x Fossilized Twig
			20x Monster Spine
			5x Monster Feather
Storm Axe	+171 atk[G]	3000G	20x Earth Stone
	[Spiral Slash]		20x Iron Ore
			10x Sapling
			5x Thick Hide
Corcesca	+211 atk[G]	3500G	20x Fire Stone
	[Wolf Fang]		20x Iron Ore
			10x Dry Wood
			5x Thick Hide
Setine-Rui	+261 atk[G]	4000G	20x Wind Stone
	[Cross Slasher]		20x Iron Ore
			10x Withered Hardwood
			5x Thick Hide
*Fang Lance	+305 atk[G]	5000G	20x Sea Stone
	[Wind Slash]		20x Iron Ore
			10x Fossilized Twig
			5x Thick Hide
Feather Rod	+92 atk[M]	1800G	10x Ashen Rock
	[Tornado]		10x Monster Feather
			10x Withered Hardwood
Rashimjid Staff	+147 atk[M]	3000G	10x Earth Stone
	[Ascension]		20x Monster Bone
			20x Sapling
			10x Monster Down
Crystal Rod	+181 atk[M]	3500G	10x Fire Stone
	[Cloudburst]		20x Monster Bone
			20x Dry Wood
			10x Monster Down
Mirror Staff	+224 atk[M]	4000G	10x Wind Stone
	[Purge Mind]		20x Monster Bone
			20x Withered Hardwood
			10x Monster Down
*Prahma Rod	+275 atk[M]	5000G	10x Sea Stone
	[Calm Gust]		20x Monster Claw
			20x Fossilized Twig
			10x Monster Feather
Iron Mallet	+42 atk[C]	1200G	20x Dry Wood
	[Dash Geyser]		20x Hot Sandstone
			10x Dry Wood
			20x Monster Feather

Log Hammer	+179 atk[C]	3000G	20x Earth Stone
	[Empower]		20x Monster Horn
			10x Sapling
			20x Monster Hide

Segram Mallet	+221 atk[C]	3500G	20x Fire Stone
	[Full Swing]		20x Monster Spine
			10x Dry Wood
			20x Monster Down

Ashera	+274 atk[C]	4000G	20x Wind Stone
	[Burst Swing]		20x Monster Claw
			10x Withered Hardwood
			20x Thin Hide

*Stone-eater Mallet	+336 atk[C]	4000G	20x Sea Stone
	[Meteor Smash]		20x Monster Fang
			10x Fossilized Twig
			20x Soft Hide

Sen-Leyon	+23 atk[E]	300G	10x Charcoal
	[Rising Wheel]		10x Prairie Wood
			20x Sapling
			20x Monster Hide

Clane Dual Blade	+163 atk[E]	3000G	10x Earth Stone
	[Rock Fang]		20x Sapling
			10x Fossilized Twig
			20x Thick Hide

Silver Dual Blade	+201 atk[E]	3500G	10x Fire Stone
	[Crestfall]		20x Dry Wood
			10x Fossilized Twig
			20x Hard Hide

Kledolele	+249 atk[E]	4000G	10x Wind Stone
	[Rumble Brawl]		20x Withered Hardwood
			10x Fossilized Twig
			20x Thin Hide

*Grani Dual Blade	+305 atk[E]	5000G	10x Sea Stone
	[Aerial Charge]		20x Withered Hardwood
			10x Fossilized Twig
			20x Monster Scale

Dark Iron Bracelet	+10 Def	150G	10x Charcoal

Copper Bracelet	+15 Def	250G	10x Hot Sandstone

Marcasite Bracelet	+31 Def	250G	10x Ashen Rock

Violet Gold Bangle	+62 Def	500G	5x Earth Stone
			5x Fire Stone
			5x Wind Stone

*Grace Bangle	+86 Def	700G	5x Sea Stone

Training Ring I	Increases Skill	100G	20x Shale
	EXP gain by 1		20x Monster Bristle

Training Ring II	Increases Skill	1000G	20x Fire Stone
	EXP gain by 2		20x White Stone

Flash Ring I	Increases Stun	100G	20x Iron Ore
	Rate by 1		20x Hot Sandstone
			20x Monster Fang

Flash Ring II	Increases Stun	1000G	100x Iron Ore
	Rate by 2		100x Wind Stone
			100x Monster Spine

Vitality Belt I	Raises Max HP	100G	20x Charcoal
	by 100		20x Large Bone
			20x Monster Fur

Vitality Belt II	Raises Max HP	1000G	20x Earth Stone
	by 500		20x Monster Bone
			20x Monster Fang

Vitality Belt III	Raises Max HP	2000G	50x Earth Stone
	by 1000		20x Green Stone

Power Wrist I	Raises Str	100G	20x Hot Sandstone
	by 10		20x Hard Hide
			20x Monster Bristle

Power Wrist II	Raises Str	1000G	20x Fire Stone
	by 20		20x Thick Hide
			20x Monster Down

Power Wrist III	Raises Str	2000G	50x Fire Stone
	by 30		20x Red Stone

Shield Ring I	Raises DEF	100G	20x Charcoal
	by 10		20x Monster Spine
			20x Monster Down

Shield Ring II	Raises DEF	1000G	20x Earth Stone
	by 20		20x Titano Bone
			20x Monster Bristle

Shield Ring III	Raises DEF	2000G	50x Earth Stone
	by 30		20x Green Stone

Hawk Eye I	Raises DEX	100G	20x Ashen Rock
	by 10		20x Monster Down
			20x Monster Feather

Hawk Eye II	Raises DEX	1000G	20x Wind Stone
	by 20		20x Monster Down
			20x Monster Feather

Hawk Eye III	Raises DEX	2000G	50x Wind Stone
	by 30		20x White Stone

Shimmer Brooch I	Raises AGL	100G	20x Marble
	by 10		20x Thin Hide
			20x Monster Fur

*Shimmer Brooch II	Raises AGL	1000G	20x Sea Stone

	by 30		20x Soft Hide
			20x Monster Down

*Shimmer Brooch III	Raises AGL	2000G	50x Sea Stone
	by 50		20x Blue Stone

Stone Ring	Chance to Petrify	1000G	100x Iron Ore
	Enemy		50x Earth Stone
			20x Green Stone

*Ice Ring	Chance to Freeze	1000G	100x Iron Ore
	Enemy		50x Sea Stone
			20x Blue Stone

Poison Ring	Chance to Poison	1000G	100x Iron Ore
	Enemy		50x Earth Stone
			20x Green Stone

Flame Ring	Chance to Flame	1000G	100x Iron Ore
	Enemy		50x Fire Stone
			20x Red Stone

Rune Ring	Chance to Confuse	1000G	100x Iron Ore
	Enemy		50x Wind Stone
			20x White Stone

Gravity Ring	Chance to Heavy	1000G	100x Iron Ore
	Enemy		50x Wind Stone
			20x White Stone

Gold Pendant	Prevents Petrify	1000G	20x Ashen Rock
			20x Bone Fragment

Eye of Fire	Prevents Flame	1000G	20x Marble
			20x Prairie Wood

White Snake Ring	+5 Def	1000G	20x Charcoal
	Prevents Poison		20x Monster Bone

Fire Proof Scarf	Prevents Burning	1000G	20x Hot Sandstone
	Status		20x Monster Hide

Silver Feather	Prevents Heavy	1000G	20x Charcoal
	Status		20x Monster Feather

Rune Earrings	Prevents Confusion	1000G	20x Ashen Rock
	Status		20x Monster Horn

Amulet Rosary	Prevents Curse	1000G	20x Ashen Rock
	Status		20x Thick Hide

Blue Jewel	+5 Def	500G	100x Iron Ores
	3/4 SP Consumption		50x Bone Fragment
			50x Monster Bone

Iko Extract	Recovers 50 HP	10G	5x Spring Water
			5x Iko Leaf

Salimera Extract	Recovers 200 HP	50G	5x Spring Water
			5x Salimera Leaf

Nadly Extract	Recovers 500 HP	120G	5x Spring Water 5x Nadly Flower
Striga Extract	Recovers 1000 HP	300G	5x Spritual Water 5x Monster Fluid 5x Striga Leaf
Life Compound	Max HP + 100	1000G	10x Lughot Seed 10x Iko Seed 10x Titano Fluid 10x Spiritual Water
Strength Compound	Max Str + 10	1000G	10x Kamika Seed 10x Komona Seed 10x Monster Fluid 10x Spiritual Water
Defense Compound	Max Def + 10	1000G	10x Lokin Seed 10x Salimera Seed 10x Monster Fluid 10x Spiritual Water
Mirula Incense	Heals 150HP to all party members	80G	5x Iko Leaf 5x Komona Flower 5x Spring Water 5x Monster Fluid
Sebrina Incense	Heals 500HP to all party members	300G	5x Salimera Leaf 5x Nadly Flower 5x Spring Water 5x Monster Fluid
Kamika Extract	Revives dead party member and heals 100 HP to all	20G	5x Cloudy Water 5x Monster Fluid 5x Kamika Fruit 5x Lughott Fruit
Chigle Extract	Revives dead party member and heals 500 HP to all	100G	5x Fragrant Water 5x Monster Fluid 5x Chigle Fruit 5x Lokin Fruit
Panacea	Removes all status ailments	50G	5x Cloudy Water 5x Komona Flower
Dragon Energy Drop	Recovers 100 SP	500G	5x Spring Water 5x Titano Fluid

Synth these weapons for their skills :

- Adol : - Mirage Edge (If you haven't bought Iron Cutter)
- Crystal Sword (If you haven't bought Spear Sword/Feather Fleuret)
- Zweihander (If you haven't bought Great Sword/Beast Slayer)
- Dogi : - Titano Gauntlet (If you haven't bought Sunagui Kote)
- Aisha : - Platinum Bow (If you haven't bought Rapier Flare)
- Mishera:- Prahma Rod
- Cruxie :- Stone-eater Mallet
- Elk : - Grani Dual Blade

Also synth 2 Grace Bangles.

Equip Grattheos Talisman and face the next boss.

o=====o
|[B19]BOSS 19: SEA DRAGON "O-BALON" |

Recommended Party	Adol	Aisha	Cruxie
Recommended Level	45	44	44
Recommended Eqp	Chaos Sword	Albatross	Stone-eater Mallet
	Chaos Armor	Dalmatica	Full Plate
	Chaos Shield	Grace Bangle	Grace Bangle
	Crimson Jewel	Battle Bandana	Power Wrist III
Recommened Skills	Pentagram	Waspinator	Dragon Blaze
	Earth Shaker	Killer Hornet	Burst Swing
	Sword Dance	Jet Slicer	Spark Pound
	Strength Blast	Aqua Burst	Empower

| Attacks : | Description | Strategy |

| FIRST PHASE |

1. Shake	Shakes his body in the cave, dropping stones	Roll away / Flash Guard
3. Purple Orbs	Shot putple orbs from his body	Roll away / Flash Guard
4. Yellow Laser	Fires yellow laser from his eyes	Roll away / Flash Guard
5. Maelstorm	Circles around you and creates maelstorm. Fires laser and purple orbs	Multiple Flash Guard

| SECOND PHASE |

6. Yellow Laser	Fires yellow laser from his eyes	Roll away / Flash Guard as soon as his eye flashes
7. Black Smoke	Throws black smoke, causes blind.	Roll away
8. Whisker wave	Waves his whiskers to left and right.	Stay between the whiskers or go to upper left/right corner
9. Bite	Hide in the cave then attacks you, releases blue orbs, causes heavy	Keep running to left/right
10. Sweep	Sweeps using his body	Roll away to the left/right
11. Ice Breath	Fires 4 ice balls from his mouth and freezes the water.	Roll away / Flash Guard
12. Summon Seah Damlin	Summons Seah Damlin from the holes	Kill it to get its entry in Monster Book (Enemy #101)

| Strategy : |

|As soon as the battle start, use Aisha's EXTRA on him. Then follow him to the cave and go to the safe corner & destroy his body parts one by one using Aqua Burst.Don't fight him outside, you'll get caught by the maelstorm. After you destroy all his body parts, he will enter the second phase, use Aisha to build up SP and Adol's Pentagram. Don't forget to equip Steel Hooks when he freezes the water and Grattheos Talisman once he drowns you again. And use Cruxie's EXTRA when the gauge is full. The most important thing from

|this battle is the monster he summons, it's the only way to get its entry |
|in the Monster Book, so make sure you kill 1 before finishing this boss. |

o=====o
Go to Altago City, there is an extra scene in the church if you talk to Raud.
There's also another scene with Mustafa on the west house of the Palace.
After a scene, warp to Iskan village. There's some new items in the shop.

A = Adol
D = Dogi
S = Aisha/Sigroon
E = Elk
C = Mustafa/Cruxie
M = Mishera
G = Geis

o=====o

Name	Description [Skill]	Price
Nolnar Sword	+138 Atk [A][Sword Dance]	25000G
Beast Slayer	+143 Atk [A][Photon Blade]	25000G
Spear Sword	+138 Atk [A][Aerial Thrust]	25000G
*Iskan Blade	+321 Atk [A][Earth Shaker]	50000G
*Valona	+330 Atk [A][Rapid Snipe]	50000G
*Oracle Sword	+321 Atk [A][Scud Sword]	50000G
Shikon Kote	+131 Atk [D][Aura Impact]	25000G
*Lien-Genna	+305 Atk [D][Wild Rage]	50000G
Half-moon Bow	+124 Atk [S][Killer Hornet]	25000G
*Coco	+289 Atk [S][Rising Arrow]	50000G
Crescent Guard	+145 Atk [G][Dragon Fang]	25000G
*Executor	+337 Atk [G][Axe Arts:Ravage]	50000G
War Hammer	+152 Atk [C][Spark Pound]	25000G
*Moonlight Hammer	+353 Atk [C][Crimson Pillar]	50000G
Marble Rod	+124 Atk [M][Absorption]	25000G
*Silver Staff	+289 Atk [M][Atomic Cutter]	50000G
Passe-Passe	+138 Atk [E][Spin Edge]	25000G
*Iskan Dual Blade	+321 Atk [E][Leaf Boomerang]	50000G
Moon Plate Mail	+99 Def	10000G
*Gara Plate	+215 Def	30000G
Iris	+91 Def	9000G
*Lunar Breastplate	+208 Def	29000G
New Moon Robe	+89 Def	8000G
*Dark Mishra	+207 Def	28000G
Liikenna	+57 Def +8 Str	4000G
*Iskan Shield	+105 Def +14 Str	8000G
Moon Bracelet	+55 Def	4000G
*Glow Bracelet	+100 Def	8000G
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
Nadly Extract	Heals 500HP to user	1200G
Striga Extract	Heals 1000HP to user	3000G
Myrula Incense	Heals 150HP to all party members	800G
Sebrina Incense	Heals 500HP to all party members	3000G
Kamika Extract	Revives dead member with 100HP	200G
Chigle Extract	Revives dead member with 300HP	1000G
Vitality Belt I	Inc. Max HP by 100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

o=====o

Executor, Iskan Dual Blade, Moonlight Hammer and Silver Staff have unique skills that can't be found on other weapons. But for now you should buy Dark Mishra and Glow Bangle for Aisha because she's going to be your main attacker. Also buy Valona for Adol optimize his offensive role. Don't forget to restock your healing items before the battle.

o=====o
|[B20]BOSS 20: MOON DRAGON "ZE-KALION" |

Recommended Party	Adol	Aisha	Cruxie
Recommended Level	48	47	47
Recommended Eqp	Valona	Albatross	Stone-eater Mallet
	Chaos Armor	Dark Mishra	Full Plate
	Chaos Shield	Glow Bangle	Grace Bangle
	Crimson Jewel	Battle Bandana	Power Wrist III
Reccomended Skills	Pentagram	Waspinator	Dragon Blaze
	Earth Shaker	Killer Hornet	Burst Swing
	Sword Dance	Jet Slicer	Spark Pound
	Strength Blast	Aqua Burst	Empower

| Attacks : | Description | Strategy |

| FIRST FORM |

1. Water wave	Does a somersault and fires water wave	Roll away / Flash Guard
3. Crescent waves	Shots 5 crescent waves twice	Stand between the waves
4. Fire Breath	Shots fire breath from his mouth	Roll away / Flash Guard
5. Rush	Flashes yellow light and rushes toward you	Roll away / Flash Guard
6. Lightning	Launches 3 lightning waves that chases you	Roll away / Flash Guard
7. Tornado	Launches a tornado that sucks you in	Roll away / Flash Guard
8. Plunge	Flies and attack you & releases water waves	Roll away / Flash Guard
9. Spinning Laser	Zoom-in, releases 2 yellow balls and fires spinning laser	Flash Guard / Roll as the laser approaches
10. Laser trap	Zoom in, releases 2 yellow balls, then trap you in the middle with the laser & fires small lasers	Dodge the lasers/ flash guard

| SECOND FORM, after 70000 HP |

11. Purple waves	Roars and releases giant purple waves	Run to him
12. Spinning Slash	Slashes with his claw when you get too close.	Get behind him
13. Jump & Slash	Jumps and Slashes 180 degree with his claw. the wave can stun you.	Get behind him
14. Purple orbs	Fires 3 purple orbs that chase you.	Roll away / Flash Guard

THIRD FORM, after 35000 HP

15. Black Orbs	Fires 4 black orbs that	Wait until it's close, then
	chases you. Binds the	run to the dragon
	targets	
16. Roar	Step back and roars	Roll away
17. Crescent Slash	Slashes with his claw	Dodge and get in between the
	AND releases crescent	waves
	waves	
18. Rush	Rushes toward you,	Keep running to left/right
	surrounded by thunders	
10. Stomp	Stomps and releases	Roll away to the left/right
	stunning water waves	

Strategy :

| As soon as the battle start, use Cruxie's EXTRA on him. Then pound him with |
| Pentagrams. Back off and dodge his attacks while recharge your SP using Aisha |
| You can dodge his spinning laser by jumping over it as it approaches. |
| His second form is not too difficult, the weakness is the tail, so try to get |
| behind him and use Adol's Pentagram or Cruxie's EXTRA if the gauge is full. |
| The third form is tough, you can attack the head now. Use Pentagram again. |
| The waves can stun you so make sure to jump as it approaches. The black orbs |
| are very dangerous as it binds the targets & make them temporary unusable |
| the only way to free bound character is by hitting them. Wait until they're |
| close and run to the dragon to dodge them. Once he's down to 10000HP use |
| Cruxie's EXTRA to finish him. |

o=====o
You'll get Moon Dragon Stone and Adol's final EXTRA skill, Lunar Dragon Blade.
After an event, the final dungeon Well of Souls is now open.

You can go to these places for extra scenes :

- Go back to Iska Village
- Talk to the attendant in Clarius' attendant near red crystal for some conversations
- Talk to Maya in Altago City Church
- Sigroon outside house west of the Palace.
- General Dreisen in house west of the Palace.
- Fatima in the palace.

Talk to the shop owner in Iskan Village to learn about the Ultimate weapons.
The shop also gets the final upgrade.

A = Adol
D = Dogi
S = Aisha/Sigroon
E = Elk
C = Mustafa/Cruxie
M = Mishera
G = Geis

o=====o

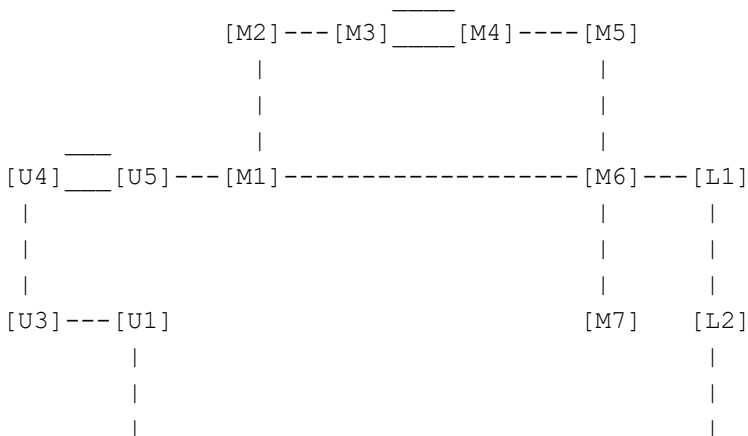
Name	Description [Skill]	Price
Nolnar Sword	+138 Atk [A][Sword Dance]	25000G
Beast Slayer	+143 Atk [A][Photon Blade]	25000G
Spear Sword	+138 Atk [A][Aerial Thrust]	25000G
Iskan Blade	+321 Atk [A][Earth Shaker]	50000G
Valona	+330 Atk [A][Rapid Snipe]	50000G
Oracle Sword	+321 Atk [A][Scud Sword]	50000G

Shikon Kote	+131 Atk [D][Aura Impact]	25000G
Lien-Genna	+305 Atk [D][Wild Rage]	50000G
Half-moon Bow	+124 Atk [S][Killer Hornet]	25000G
Coco	+289 Atk [S][Rising Arrow]	50000G
Crescent Guard	+145 Atk [G][Dragon Fang]	25000G
Executor	+337 Atk [G][Axe Arts:Ravage]	50000G
War Hammer	+152 Atk [C][Spark Pound]	25000G
Moonlight Hammer	+353 Atk [C][Crimson Pillar]	50000G
Marble Rod	+124 Atk [M][Absorption]	25000G
Silver Staff	+289 Atk [M][Atomic Cutter]	50000G
Passe-Passe	+138 Atk [E][Spin Edge]	25000G
Iskan Dual Blade	+321 Atk [E][Leaf Boomerang]	50000G
Moon Plate Mail	+99 Def	10000G
Gara Plate	+215 Def	30000G
*Nonoire-Fren	+242 Def	100000G
Iris	+91 Def	9000G
Lunar Breastplate	+208 Def	29000G
*Lien Iris	+232 Def	90000G
New Moon Robe	+89 Def	8000G
Dark Mishra	+207 Def	28000G
*Lien Clane	+224 Def	80000G
Liikenna	+57 Def +8 Str	4000G
Iskan Shield	+105 Def +14 Str	8000G
*Red Moon Shield	+120 Def +16 Str	50000G
Moon Bracelet	+55 Def	4000G
Glow Bracelet	+100 Def	8000G
*Moonlight Bangle	+120 Def	50000G
Iko Extract	Heals 50HP to user	100G
Salimera Extract	Heals 100HP to user	150G
Nadly Extract	Heals 500HP to user	1200G
Striga Extract	Heals 1000HP to user	3000G
Myrula Incense	Heals 150HP to all party members	800G
Sebrina Incense	Heals 500HP to all party members	3000G
Kamika Extract	Revives dead member with 100HP	200G
Chigle Extract	Revives dead member with 300HP	1000G
Vitality Belt I	Inc. Max HP by 100 when equipped	1000G
Power Wrist I	Inc. Str by 10 when equipped	1000G
Shield Ring I	Inc. Def by 10 when equipped	1000G
Hawk eye I	Inc. Dex by 10 when equipped	1000G
Shimmer Brooch I	Inc. Agl by 10 when equipped	1000G

o=====o

Don't buy anything. The best weapons & armor are from synthing.
And the materials can be found in the last dungeon.

Head to well of souls



o=====o
 |Well of Souls:Upper(Area 1)|
 o=====o

Harvest Point (Common/Rare):

- - Alp Flower / Alp Seed x3

Treasure :

- - Moon Stone x20

Enemies :

- #102 Ghianatrel (Monster Fur/Monster Bristle/Titano Bone)
 #103 Solcroi (Large Bone/Monster Claw)

If you take the southeast path or fall from the holes
 you'll go to Area 2

o=====o
 |Well of Souls:Upper(Area 2)|
 o=====o

Harvest Point (Common/Rare):

- - Maom Fruit / Maom Seed x2

Treasure :

- - Striga Extract

Enemies :

- #104 Abissayna (Hard Hide/Thin Hide/Monster Bone/Monster Claw)

o=====o
 |Well of Souls:Upper(Area 3)|
 o=====o

Harvest Point (Common/Rare):

- - Iron Ore / Moon Stone

Treasure :

- - none

Enemies :

- - none

Open up the path using Moonsong Bell

o=====o
|Well of Souls:Upper(Area 4)|
o=====o

Harvest Point (Common/Rare):

- - Iron Ore / Moon Stone x3
- Crystalized Twig / Fossilized Twig

Treasure :

- - White Talisman
- Dragon Energy Drop

Enemies :

- #103 Solcroi (Large Bone/Monster Claw)
#105 Dea'borg (Moon Stone/Soul Stone/Monster Fang/Titano Spine)

You can go to south exit but you can't do anything there yet.
Press the 2 buttons on North and East in this room to reveal the
warp symbol

o=====o
|Well of Souls:Upper(Area 5)|
o=====o

Harvest Point (Common/Rare):

- - Spring Water / Holy Water
- Iron Ore / Moon Stone x2
- Crystalized Twig / Fossilized Twig x3

Treasure :

- - Dueler
- Huley
- Lunar Carapace
- Hyper Cutter
- Sylard
- Stompy
- Volos Staff

Enemies :

- #106 Nornal (Moon Stone/Soul Stone)
#107 Soramjint (Fossilized Twig/Crystalized Twig/Moon Stone/Soul Stone)
#108 Tram Gram (Monster Hide/Bone Fragment)

There's a puzzle here,
basically you have to hit the lamps to align their direction so that the laser
will hit the lamps with the same color to open the paths that they lock

R
W N
R B W W
B R
W
R

1
2 3
10 4 5 6
7 8
9

11

B = Blue Lamp
W = White Lamp
R = Red Lamp
N = Black lamp

Blue laser will pass through the white & blue lamp, but not through red lamps
Same thing with Red laser, it will only go through red and white lamps.
Black lamp is useless.

There are 4 locked areas
To open up the lower left area with Dueler chest:

1. Hit the middle White lamp 7 times
2. Hit the lower left Blue Lamp 7 times
3. Hit the left Blue Lamp 9 times
4. Hit the upper left white lamp 2 times

It should form this line : 5-7-4-2

To open up the south area with Huley, Lunar Carapace and Hyper Cutter chest:
From the above positions :

1. Hit the middle White lamp 6 times
2. Hit the lower right Red lamp 3 times
3. Hit the lower white lamp 3 times

It should form this line : 5-8-9

First path opened, but there's another one down the south path, do this to
open it :

1. Hit the middle White lamp 4 times
2. Hit the upper white lamp once
2. Hit the far left Red lamp 12 times
3. Hit the far bottom red lamp 2 times

It should form this line : 5-2-10-11

To open the path to the crescent statue :

1. Hit the middle White lamp 6 times
2. Hit the lower left Blue Lamp 4 times
3. Hit the left white Lamp 15 times

It should form this line : 5-7-6

Hit the crescent statue.

Lastly, to open the north area with Sylard, Stompy and Volos Staff

1. Hit the middle White lamp once

2. Hit the upper left white Lamp 7 times

It should form this line : 5-4-2

Go through Area 4 to go to the path you just opened.

o=====o

|Well of Souls:Middle(Area 1)|

o=====o

Harvest Point (Common/Rare):

-

Treasure :

-

Enemies :

#106 Nornal (Moon Stone/Soul Stone)

#107 Soramjint (Fossilized Twig/Crystalized Twig/Moon Stone/Soul Stone)

Go to the right exit.

o=====o

|Well of Souls:Middle(Area 2)|

o=====o

Harvest Point (Common/Rare):

- Iron Ore / Moon Stone

Treasure :

-

Enemies :

-

There's a save point here.

Save first, there's a boss coming up.

o=====o

|[B21]BOSS 21: SOULS OF THE FALLEN : DRAGG LETH X2 |

|=====|

Recommended Party	Adol	Aisha	Cruxie	
Recommended Level	52	51	51	
Recommended Eqp	Hyper Cutter	Huley	Stompy	
	Chaos Armor	Dark Mishra	Full Plate	
	Chaos Shield	Glow Bangle	Grace Bangle	
	Crimson Jewel	Battle Bandana	Power Wrist III	
Reccomended Skills	Pentagram	Waspinator	Dragon Blaze	
	Earth Shaker	Killer Hornet	Burst Swing	
	Sword Dance	Jet Slicer	Spark Pound	
	Strength Blast	Aqua Burst	Empower	

|-----|

| Attacks : | Description | Strategy |

|-----|

1. Slash	Slashes with his hand	Flash Guard / Dodge	
2. Fireball	Shots fireball from his	Flash Guard / Dodge	
	mouth		
3. Pounce	Flies and attack you	Flash Guard / Dodge	

|Strategy : |

|Easy battle, use Cruxie's EXTRA, Pentagrams, then use Aisha's attack as |
|usual to build up SP. They have over 50000 HP, so it may take a while |

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|Well of Souls:Middle(Area 3)|

o=====o

Harvest Point (Common/Rare):

- Crystallized Twig / Fossilized Twig x2
- Alp Flower / Alp Seed

Treasure :

- Soul Stone x20
- Titano Bone x20

Enemies :

- #107 Soramjint (Fossilized Twig/Crystallized Twig/Moon Stone/Soul Stone)
- #109 Nekl (Titano Bone/Monster Horn/Monster Claw)

Go to the southeast exit first and punch the huge rock with Dogi/Cruxie

o=====o

|Well of Souls:Middle(Area 4)|

o=====o

Harvest Point (Common/Rare):

- Crystallized Twig / Fossilized Twig

Treasure :

- Striga Extract
- Heavy Belt

Enemies :

- #107 Soramjint (Fossilized Twig/Crystallized Twig/Moon Stone/Soul Stone)
- #109 Nekl (Titano Bone/Monster Horn/Monster Claw)

Cross the pathways with lava to get the Heavy Belt. Switch when your HP's low if you don't want to use healing items. Warp back to save point and go back here.

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|Well of Souls:Middle(Area 5)|

o=====o

Harvest Point (Common/Rare):

- Moon Stone / Soul Stone x3

Treasure :

- Titano Spine x10

Enemies :

#107 Soramjint (Fossilized Twig/Crystalized Twig/Moon Stone/Soul Stone)
#109 Nekl (Titano Bone/Monster Horn/Monster Claw)

o=====o
|Well of Souls:Middle(Area 6)|
o=====o

Harvest Point (Common/Rare):

-

Treasure :

-

Enemies :

#107 Soramjint (Fossilized Twig/Crystalized Twig/Moon Stone/Soul Stone)
#109 Nekl (Titano Bone/Monster Horn/Monster Claw)

Go to lower left exit, follow the path and use Moonsong Bell to open the path to Middle Area 1. And take ke Moonlight Amulet.

Equip the Heavy Belt you got earlier and cross the path, if you fall you'll go to area 7

o=====o
|Well of Souls:Middle(Area 7)|
o=====o

Harvest Point (Common/Rare):

- Moon Stone / Soul Stone

Treasure :

- Clone Statue
- Hard Hide x20

Enemies :

#110 Glunos (Titano Bone/Monster Scale/Monster Spine)
#111 Setaphis (Moon Stone/Bone Fragment)

o=====o
|Well of Souls:Lower(Area 1)|
o=====o

Harvest Point (Common/Rare):

- Crystalized Twig / Fossilized Twig x2
- Spring Water / Cloudy Water
- Moon Stone / Soul Stone
- Spring Water / Fragrant Water
- Alp Flower / Alp Seed x2

Treasure :

- Soft Hide x30
- Maom Extract
- Varl Incense

Enemies :

- #109 Nekl (Titano Bone/Monster Horn/Monster Claw)
- #111 Aldopha (Titano Bone/Monster Fang/Titano Spine)

o=====o
 |Well of Souls:Lower(Area 2)|
 o=====o

Harvest Point (Common/Rare):

- Moon Stone / Soul Stone x3
- Maom Fruit/ Maom Seed
- Spring Water / Holy Water

Treasure :

- Striga Extract
- Striga Extract
- Alp Extract

Enemies :

- #109 Nekl (Titano Bone/Monster Horn/Monster Claw)
- #111 Aldopha (Titano Bone/Monster Fang/Titano Spine)
- #112 Lukfit (Soft Hide/Thin Hide/Monster Claw)

o=====o
 |Well of Souls:Bottom|
 o=====o

Touch the stone monument and warp back to Iskan Village.
 Here's the final synthesis list :

- A = Adol
- D = Dogi
- S = Aisha/Sigroon
- E = Elk
- C = Mustafa/Cruxie
- M = Mishera
- G = Geis

o=====o

Name	Description	Price	Materials
Nagadachi	+10 atk[A]	100G	20x Iron Ore
	[Earth Shaker]		20x Bone Fragment

Cicero Cutter	+23 Atk[A]	300G	20x Charcoal
	[Earth Shaker]		20x Iron Ore
			20x Monster Bone

Waruleh	+47 Atk[A]	1200G	20x Hot Sandstone
	[Rising Slash]		20x Iron Ore
			20x Large Bone

Gaudy Dagger	+102 Atk[A]	1800G	20x Ashen Rock
	[Sword Dance]		20x Iron Ore
			20x Monster Bone

Calavera	+163 Atk[A]	3000G	10x Earth Stone
	[Rising Slash]		20x Iron Ore
			20x Monster Spine

Bear Killer	+168 Atk[A]	3000G	10x Earth Stone
	[Power Smash]		20x Iron Ore
			20x Monster Spine

Talwar	+201 Atk[A]	3500G	10x Fire Stone
	[Strength Blast]		20x Iron Ore
			20x Monster Claw

Bear Killer	+168 Atk[A]	3000G	10x Earth Stone
	[Power Smash]		20x Iron Ore
			20x Monster Spine

Feather Fleuret	+249 Atk[A]	4000G	10x Fire Stone
	[Aerial Thrust]		20x Iron Ore
			20x Monster Claw

Stone Sword	+207 Atk[A]	4000G	10x Fire Stone
	[Power Smash]		20x Iron Ore
			20x Monster Claw

Mirage Edge	+290 Atk[A]	5000G	10x Sea Stone
	[Tornado Slash]		20x Iron Ore
			20x Monster Horn

Crystal Sword	+290 Atk[A]	5000G	10x Sea Stone
	[Aerial Thrust]		20x Iron Ore
			20x Monster Horn

Zweihander	+298 Atk[A]	5000G	10x Sea Stone
	[Photon Blade]		20x Iron Ore
			20x Monster Horn

*Red Sun Sword	+397 Atk[A]	10000G	10x Moon Stone
	[Pentagram]		20x Iron Ore
			20x Titano Bone

*Urschel	+397 Atk[A]	10000G	10x Moon Stone
	[Dominador]		20x Iron Ore
			20x Titano Bone

*Tyrant Sword	+407 Atk[A]	10000G	10x Moon Stone
	[Rapid Snipe]		20x Iron Ore
			20x Titano Bone

*Caliocerion	+457 Atk[A]	0G	1x Moon Dragon Stone
	[Pentagram]		50x Soul Stone
			30x Titano Spine

Monster Hide	+10 atk[D]	100G	20x Monster Hide
	[Uppercut]		10x Bone Fragment

Leather Gauntlet	+22 atk[D]	300G	10x Charcoal
	[Combination]		30x Thick Hide
			20x Monster Bone

Apili Knuckle	+45 atk[D]	1200G	10x Hot Sandstone
	[Kaiser Rush]		10x Iron Ore
			20x Large Bone
			30x Hard Hide

Genna	+97 atk[D]	1800G	10x Ashen Rock
	[Blaster Kick]		10x Thin Hide
			20x Monster Scale
			30x Monster Horn

Kinley Cestus	+155 Atk[D]	3000G	10x Earth Stone
	[Crusher]		30x Thick Hide
			20x Monster Claw

Sunagui Kote	+191 Atk[D]	3500G	10x Fire Stone
	[Roundhouse Kick]		30x Hard Hide
			20x Monster Fang

Elha Knuckle	+224 Atk[D]	4000G	10x Wind Stone
	[Aura Impact]		30x Thin Hide
			20x Monster Horn

Titano Gauntlet	+276 Atk[D]	5000G	10x Sea Stone
	[Roundhouse Kick]		20x Monster Scale

*Inory	+377 Atk[D]	10000G	5x Moon Stone
	[Wild Rage]		50x Thin Hide

*Serisent-Noa	+434 Atk[D]	0G	50x Moon Stone
	[Grand Slam]		50x Soul Stone
			50x Hard Hide

Kafess Bow	+42 atk[S]	1200G	10x Dry Wood
	[Killer Hornet]		10x Hot Sandstone
			20x Hard Hide
			5x Monster Feather

Orkilo Bow	+92 atk[S]	1800G	20x Withered Hardwood
	[Hydro Shot]		10x Ashen Rock
			20x Monster Horn
			5x Monster Feather

Rapier Flare	+147 atk[S]	3000G	5x Earth Stone
	[Heavy Blast]		20x Fossilized Twig
			20x Sapling
			5x Monster Feather

Sen-a-Pael	+181 atk[S]	3500G	5x Fire Stone
	[Aqua Burst]		20x Fossilized Twig

			20x Dry Wood
			5x Monster Feather

Kikley	+181 atk[S]	4000G	5x Wind Stone
	[Rising Arrow]		20x Fossilized Twig
			20x Withered Hardwood
			5x Monster Feather

Platinum Bow	+261 atk[S]	5000G	5x Sea Stone
	[Heavy Blast]		20x Fossilized Twig
			20x Monster Spine
			5x Monster Feather

*Echidna Bow	+357 atk[S]	10000G	5x Moon Stone
	[Skywinder]		20x Crystallized Twig
			20x Titano Bone
			5x Monster Feather

*Obiscuta	+411 atk[S]	0G	1x Sea Dragon Stone
	[Cataract Blue]		50x Soul Stone
			50x Crystallized Twig

Storm Axe	+171 atk[G]	3000G	20x Earth Stone
	[Spiral Slash]		20x Iron Ore
			10x Sapling
			5x Thick Hide

Corcesca	+211 atk[G]	3500G	20x Fire Stone
	[Wolf Fang]		20x Iron Ore
			10x Dry Wood
			5x Thick Hide

Setine-Rui	+261 atk[G]	4000G	20x Wind Stone
	[Cross Slasher]		20x Iron Ore
			10x Withered Hardwood
			5x Thick Hide

Fang Lance	+305 atk[G]	5000G	20x Sea Stone
	[Wind Slash]		20x Iron Ore
			10x Fossilized Twig
			5x Thick Hide

*Soen-Halix	+417 atk[G]	10000G	5x Moon Stone
	[Flash Dance]		20x Iron Ore
			10x Fossilized Twig
			5x Thick Hide

*Zeno-Ides	+480 atk[G]	0G	50x Moon Stone
	[Cross Crusher]		50x Soul Stone
			10x Crystallized Twig
			5x Thick Hide

Feather Rod	+92 atk[M]	1800G	10x Ashen Rock
	[Tornado]		10x Monster Feather
			10x Withered Hardwood

Rashimjid Staff	+147 atk[M]	3000G	10x Earth Stone
	[Ascension]		20x Monster Bone
			20x Sapling
			10x Monster Down

Crystal Rod	+181 atk[M]	3500G	10x Fire Stone
	[Cloudburst]		20x Monster Bone
			20x Dry Wood
			10x Monster Down
Mirror Staff	+224 atk[M]	4000G	10x Wind Stone
	[Purge Mind]		20x Monster Bone
			20x Withered Hardwood
			10x Monster Down
Prahma Rod	+275 atk[M]	5000G	10x Sea Stone
	[Calm Gust]		20x Monster Claw
			20x Fossilized Twig
			10x Monster Feather
*Ark Rod	+357 atk[M]	10000G	5x Moon Stone
	[Aerial Thrust]		50x Monster Fang
			20x Crystallized Twig
			10x Monster Down
*Antecrysta	+411 atk[M]	0G	1x Wind Dragon Stone
	[Aerial Orb]		50x Soul Stone
			50x Titano Bone
			10x Monster Feather
Iron Mallet	+42 atk[C]	1200G	20x Dry Wood
	[Dash Geyser]		20x Hot Sandstone
			10x Dry Wood
			20x Monster Feather
Log Hammer	+179 atk[C]	3000G	20x Earth Stone
	[Empower]		20x Monster Horn
			10x Sapling
			20x Monster Hide
Segram Mallet	+221 atk[C]	3500G	20x Fire Stone
	[Full Swing]		20x Monster Spine
			10x Dry Wood
			20x Monster Down
Ashera	+274 atk[C]	4000G	20x Wind Stone
	[Burst Swing]		20x Monster Claw
			10x Withered Hardwood
			20x Thin Hide
Stone-eater Mallet	+336 atk[C]	4000G	20x Sea Stone
	[Meteor Smash]		20x Monster Fang
			10x Fossilized Twig
			20x Soft Hide
*Levoak	+437 atk[C]	10000G	5x Moon Stone
	[Revolver Swing]		50x Titano Bone
			10x Crystallized Twig
			20x Soft Hide
*El-Arbazel	+503 atk[C]	0G	1x Flame Dragon Stone
	[Dragon Blaze]		50x Soul Stone
			30x Titano Spine
			20x Soft Hide

Sen-Leyon	+23 atk[E] [Rising Wheel]	300G	10x Charcoal 10x Prairie Wood 20x Sapling 20x Monster Hide
Clane Dual Blade	+163 atk[E] [Rock Fang]	3000G	10x Earth Stone 20x Sapling 10x Fossilized Twig 20x Thick Hide
Silver Dual Blade	+201 atk[E] [Crestfall]	3500G	10x Fire Stone 20x Dry Wood 10x Fossilized Twig 20x Hard Hide
Kledolele	+249 atk[E] [Rumble Brawl]	4000G	10x Wind Stone 20x Withered Hardwood 10x Fossilized Twig 20x Thin Hide
Grani Dual Blade	+305 atk[E] [Aerial Charge]	5000G	10x Sea Stone 20x Withered Hardwood 10x Fossilized Twig 20x Monster Scale
*Moondog	+397 atk[E] [Rumble Brawl]	10000G	5x Moon Stone 20x Crystallized Twig 20x Soft Hide
*Ram-Seyma	+457 atk[E] [Terran Vortex]	0G	1x Earth Dragon Stone 50x Soul Stone 50x Crystallized Twig 20x Monster Hide
*Seah-Armor	+272 Def	10000G	10x Soul Stone 100x Iron Ore 100x Large Bone 20x Titano Spine
*Nul-Pain	+262 Def	9000G	5x Soul Stone 50x Thick Hide 20x Monster Spine
*Void Clothes	+252 Def	8000G	3x Soul Stone 20x Monster Down 20x Monster Feather
*Innocence Shield	+140 Def, +20 Str	5000G	5x Soul Stone 50x Iron Ore
Dark Iron Bracelet	+10 Def	150G	10x Charcoal
Copper Bracelet	+15 Def	250G	10x Hot Sandstone
Marcasite Bracelet	+31 Def	250G	10x Ashen Rock
Violet Gold Bangle	+62 Def	500G	5x Earth Stone 5x Fire Stone 5x Wind Stone

Grace Bangle	+86 Def	700G	5x Sea Stone
*Armored Genma	+140 Def	5000G	5x Soul Stone
Training Ring I	Increases Skill EXP gain by 1	100G	20x Shale 20x Monster Bristle
Training Ring II	Increases Skill EXP gain by 2	1000G	20x Fire Stone 20x White Stone
Flash Ring I	Increases Stun Rate by 1	100G	20x Iron Ore 20x Hot Sandstone 20x Monster Fang
Flash Ring II	Increases Stun Rate by 2	1000G	100x Iron Ore 100x Wind Stone 100x Monster Spine
Vitality Belt I	Raises Max HP by 100	100G	20x Charcoal 20x Large Bone 20x Monster Fur
Vitality Belt II	Raises Max HP by 500	1000G	20x Earth Stone 20x Monster Bone 20x Monster Fang
Vitality Belt III	Raises Max HP by 1000	2000G	50x Earth Stone 20x Green Stone
Power Wrist I	Raises Str by 10	100G	20x Hot Sandstone 20x Hard Hide 20x Monster Bristle
Power Wrist II	Raises Str by 20	1000G	20x Fire Stone 20x Thick Hide 20x Monster Down
Power Wrist III	Raises Str by 30	2000G	50x Fire Stone 20x Red Stone
Shield Ring I	Raises DEF by 10	100G	20x Charcoal 20x Monster Spine 20x Monster Down
Shield Ring II	Raises DEF by 20	1000G	20x Earth Stone 20x Titano Bone 20x Monster Bristle
Shield Ring III	Raises DEF by 30	2000G	50x Earth Stone 20x Green Stone
Hawk Eye I	Raises DEX by 10	100G	20x Ashen Rock 20x Monster Down 20x Monster Feather
Hawk Eye II	Raises DEX by 20	1000G	20x Wind Stone 20x Monster Down 20x Monster Feather

Hawk Eye III	Raises DEX by 30	2000G	50x Wind Stone 20x White Stone
Shimmer Brooch I	Raises AGL by 10	100G	20x Marble 20x Thin Hide 20x Monster Fur
Shimmer Brooch II	Raises AGL by 30	1000G	20x Sea Stone 20x Soft Hide 20x Monster Down
Shimmer Brooch III	Raises AGL by 50	2000G	50x Sea Stone 20x Blue Stone
Stone Ring	Chance to Petrify Enemy	1000G	100x Iron Ore 50x Earth Stone 20x Green Stone
Ice Ring	Chance to Freeze Enemy	1000G	100x Iron Ore 50x Sea Stone 20x Blue Stone
Poison Ring	Chance to Poison Enemy	1000G	100x Iron Ore 50x Earth Stone 20x Green Stone
Flame Ring	Chance to Flame Enemy	1000G	100x Iron Ore 50x Fire Stone 20x Red Stone
Rune Ring	Chance to Confuse Enemy	1000G	100x Iron Ore 50x Wind Stone 20x White Stone
Gravity Ring	Chance to Heavy Enemy	1000G	100x Iron Ore 50x Wind Stone 20x White Stone
Gold Pendant	Prevents Petrify	1000G	20x Ashen Rock 20x Bone Fragment
Eye of Fire	Prevents Flame	1000G	20x Marble 20x Prairie Wood
White Snake Ring	+5 Def Prevents Poison	1000G	20x Charcoal 20x Monster Bone
Fire Proof Scarf	Prevents Burning Status	1000G	20x Hot Sandstone 20x Monster Hide
Rune Earrings	Prevents Confusion Status	1000G	20x Ashen Rock 20x Monster Horn
Silver Feather	Prevents Heavy Status	1000G	20x Charcoal 20x Monster Feather
Amulet Rosary	Prevents Curse Status	1000G	20x Ashen Rock 20x Thick Hide
Blue Jewel	+5 Def	500G	100x Iron Ores

	3/4 SP Consumption		50x Bone Fragment
			50x Monster Bone

*Energy Orb	Gain SP while walking	1000G	100x Iron Ores 50x Moon Stone 20x Black Stone

Iko Extract	Recovers 50 HP	10G	5x Spring Water 5x Iko Leaf

Salimera Extract	Recovers 200 HP	50G	5x Spring Water 5x Salimera Leaf

Nadly Extract	Recovers 500 HP	120G	5x Spring Water 5x Nadly Flower

Striga Extract	Recovers 1000 HP	300G	5x Spritual Water 5x Monster Fluid 5x Striga Leaf

*Alp Extract	Recovers 2000 HP	800G	5x Holy Water 5x Titano Fluid 5x Alp Flower

Life Compound	Max HP + 100	1000G	10x Luggot Seed 10x Iko Seed 10x Titano Fluid 10x Spiritual Water

Strength Compound	Max Str + 10	1000G	10x Kamika Seed 10x Komona Seed 10x Monster Fluid 10x Spiritual Water

Defense Compound	Max Def + 10	1000G	10x Lokin Seed 10x Salimera Seed 10x Monster Fluid 10x Spiritual Water

*Dexterity Compound	Max Dex + 10	1000G	10x Chigle Seed 10x Nadly Seed 10x Holy Water 10x Spiritual Water

*Agility Compound	Max Agl + 10	1000G	10x Ambuna Seed 10x Striga Seed 10x Holy Water 10x Spiritual Water

Mirula Incense	Heals 150HP to all party members	80G	5x Iko Leaf 5x Komona Flower 5x Spring Water 5x Monster Fluid

Sebrina Incense	Heals 500HP to all party members	300G	5x Salimera Leaf 5x Nadly Flower 5x Spring Water 5x Monster Fluid

*Varl Incense	Heals 1000HP to all	1000G	5x Striga Leaf

	party members		5x Alp Flower
			5x Spring Water
			5x Titano Fluid

Kamika Extract	Revives dead party member and heals 100 HP to all	20G	5x Cloudy Water 5x Monster Fluid 5x Kamika Fruit 5x Lughott Fruit

Chigle Extract	Revives dead party member and heals 500 HP to all	100G	5x Fragrant Water 5x Monster Fluid 5x Chigle Fruit 5x Lokin Fruit

*Maom Extract	Revives dead party member and heals 1000 HP to all	300G	5x Tainted Water 5x Spiritual Water 5x Maom Fruit 5x Ambuna Fruit

Panacea	Removes all status ailments	50G	5x Cloudy Water 5x Komona Flower

Dragon Energy Drop	Recovers 100 SP	500G	5x Spring Water 5x Titano Fluid

Note that the Ultimate weapons and Compound Items can only be synthed in Iskan Village

You should buy & synth these weapons to get all the skills:

- Inoryl (If you haven't bought Kokugin Note / Lien Genna)
- Echidna Bow (If you haven't bought Sena Composite)
- Executor

If you miss any skills, check the skills section.

You could also complete Quest 15 and 16 at this point.

Now it's time to the final grinding in this game. Here's the recap of the ultimate weapons & armor :

Ultimate Weapons :

*Caliocerion	+457 Atk[A] [Pentagram]	0G	1x Moon Dragon Stone 50x Soul Stone 30x Titano Spine

*Serisent-Noa	+434 Atk[D] [Grand Slam]	0G	50x Moon Stone 50x Soul Stone 50x Hard Hide

*Obiscuta	+411 atk[S] [Cataract Blue]	0G	1x Sea Dragon Stone 50x Soul Stone 50x Crystallized Twig

*Zeno-Ides	+480 atk[G] [Cross Crusher]	0G	50x Moon Stone 50x Soul Stone 10x Crystallized Twig 5x Thick Hide

*Antecrysta	+411 atk[M]	0G	1x Wind Dragon Stone
	[Aerial Orb]		50x Soul Stone
			50x Titano Bone
			10x Monster Feather

*El-Arbazel	+503 atk[C]	0G	1x Flame Dragon Stone
	[Dragon Blaze]		50x Soul Stone
			30x Titano Spine
			20x Soft Hide

*Ram-Seyma	+457 atk[E]	0G	1x Earth Dragon Stone
	[Terran Vortex]]		50x Soul Stone
			50x Crystallized Twig
			20x Monster Hide

Ultimate Armor :

*Seah-Armor	+272 Def	10000G	10x Soul Stone
			100x Iron Ore
			100x Large Bone
			20x Titano Spine

*Nul-Pain	+262 Def	9000G	5x Soul Stone
			50x Thick Hide
			20x Monster Spine

*Void Clothes	+252 Def	8000G	3x Soul Stone
			20x Monster Down
			20x Monster Feather

*Innocence Shield	+140 Def, +20 Str	5000G	5x Soul Stone
			50x Iron Ore

*Armored Genma	+140 Def	5000G	5x Soul Stone

If you want everybody with their ultimate armor,
 You need 2 Seah Armor, 2 Nul Pain, 3 Void Clothes and 6 Armored Genma
 In total You need these materials if you want to have all ultimate
 weapons and armor for all 7 characters:

- 250 Iron Ore
- 100 Moon Stone
- 423 Soul Stone
- 200 Large Bone
- 40 Monster Spine
- 50 Titano Bone
- 100 Titano Spine
- 20 Monster Hide
- 105 Thick Hide
- 50 Hard Hide
- 20 Soft Hide
- 60 Monster Down
- 70 Monster Feather
- 110 Crystallized Twig

There are few things that could help you collect materials :

- Aeolus Urn, buy it from Zanzibar Shop for 50000G
- Energy Orb, you should have enough material by now. If you're short on black stone, go to the old waterway where you fought the crabs and use Elk's Bandit on them to collect black stones quickly.

....TO BE CONTINUED.....

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o=====o
| MISSABLES | [0009]|
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These items/skills/quests/monster entry are either unique or can be permanently missed in the game if you missed the chance of getting them.

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o=====o
| ITEMS |
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1. Fortune Orb, reward from quest 3. There's no other way to get this. And quest 3 is missable.
2. Silver Snake Ring, reward from quest 9. There's no other way to get this. And quest 9 is missable.
3. Scroll of Valor, reward from quest 12. There's no other way to get this. And quest 12 is missable.
4. Halberd, Geis' initial weapon. There's only one in this game and can't be bought anywhere
5. Wooden Mallet, Mustafa/Cruxie's initial weapon. Segram Village sell this but they don't sell it anymore after Ruins Island arc.

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o=====o
| QUESTS |
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Quest 1 until Quest 12 can be permanently missed and marked as "FAILED" if you don't complete them before certain part of the game. Check the quest section for details

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o=====o
| SKILLS |
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1. Geis' Reaper skill from Halberd weapon. There's no other weapon that teaches this skill. And There's only one Halberd in this game, you can't buy it in the shops. So make sure to learn the skill first if you want to sell it.
2. Mustafa/Cruxie's Hammer Stamp skill. There's no other weapon that teaches this skill. Segram Village sell this weapon but they don't sell it anymore after Ruins Island arc.

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o=====o
| MONSTER ENTRY |
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1. #1 Zonam and #2 Ghalf can be missed permanently if you refuse to do the tutorial at the start of the game.
2. #61 Ptokeros only appears during the Bird boss battle (Kava Kelos)
3. #101 Seah Damlin only appears during the Sea Dragon Boss battle (O'Balon)

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|Quest No. 1: Delivery from Tia (MISSABLE) |

|=====|

|Description: | Bring Tia's Medicine to the Village Chief of Shannoa. |

|Requested by: | Tia |

|Request Location:| Tia's Home |

|Quest Item: | Tia's Medicine |

|Quest Order Time:| *After receiving the Duke's Letter of Reference. |

| | Must choose "Deliver medicine on behalf of Tia |

| | during conversation with her. |

| | *Before Elk joins you in Shanua village |

|Complete by: | It's hard to miss this since you HAVE to speak to Fatima |

| | when you get to Shannoa Village anyway. Just make sure |

| | you speak to her more than once. You will miss this if |

| | you don't speak to her after going to Great Tree. |

|Reward: | Dragon Energy Drop. |

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|Quest No. 2: Waters of Altago (MISSABLE) |

|=====|

|Description: | Collect 10 each of various samples of delicious water. |

|Requested by: | The Candid Bartender |

|Request Location:| Altago Hotel Pub |

|Quest Item: | (need 10 of each) Reward for each handed over: |

| | Spring Water = 400 G |

| | Cloudy Water = 500 G |

| | Fragrant Water = 1000 G |

| | Tainted Water = 100 G |

|Quest Order Time:| *After receiving the Duke's Letter of Reference. |

| | *Before heading off to the Island Ruins / |

| | Edona Abandoned Village . |

|Complete by: | Get all water sample type |

|Reward: | Hawkeye II |

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|Quest No. 3: Beautiful Flower Seeds (MISSABLE) |

|=====|

|Description: | Obtain various samples of flower and fruit/nut seeds. |

|Requested by: | Belinda Nis |

|Request Location:| Central Plaza of Altago City |

|Quest Item: | (need 1 of each) Reward for each handed over: |

| | Iko Seed = 200 G |

| | Komona Seed = 300 G |

| | Salimera Seed = 400 G |

| | Nadly Seed = 500 G |

| | Lughott Seed = 200 G |

| | Kamika Seed = 300 G |

| | Lokin Seed = 400 G |

| | Chigle Seed = 500 G |

|Quest Order Time:| *After receiving the Duke's Letter of Reference. |

| | *Before heading off to the Island Ruins / |

| | Edona Abandoned Village . |

|Complete by: | Get all seed sample type |

|Reward: | Fortune Orb |

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|Quest No. 4: Jewel Collection (MISSABLE) |
|=====|
|Description:      | Find rare gems. |
|Requested by:    | Teresa Runions |
|Request Location:| Home in the south district in Altago (beside Item Shop) |
|Quest Item:      | (Only need 1 of each) Reward for each handed over: |
|                 | Green Stone = 2000 G |
|                 | Red Stone = 3000 G |
|                 | Black Stone = 5000 G |
|                 | White Stone = 10000 G |
|Quest Order Time:| *After receiving the Duke's Letter of Reference. |
|                 | *Before heading off to the Island Ruins / |
|                 | Edona Abandoned Village . |
|Complete by:    | Get all rare gem sample type |
|Reward:         | Shield Ring II |
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|Quest No. 5: Lecture: Tribes of Althago (MISSABLE) |
|=====|
|Description:      | Provide ores that are symbolic of each clan. |
|Requested by:    | Michael Wootton, the guy sitting alone at the table |
|Request Location:| Althago Tavern. |
|Quest Item:      | (Only need 1 of each) Additional conversation topic: |
|                 | Charcoal =Tribe of Shannoa |
|                 | Hot Sand Stone =Tribe of Segram |
|                 | Ashen Rock =Tribe of Kylos |
|Quest Order Time:| *Available at the Start of the game. |
|                 | *Before heading off to the Island Ruins / |
|                 | Edona Abandoned Village |
|Complete by:    | Get 4 items above |
|Reward:         | Scroll of Mastery and another conversation topic |
|                 | "Other Tribes" . |
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|Quest No. 6: Lecture: Lecture: Titano Ecology (MISSABLE) |
|=====|
|Description:      | Provide ores that are symbolic of each clan. |
|Requested by:    | Michael Wootton, the guy sitting alone at the table |
|Request Location:| Althago Tavern. |
|Quest Item:      | (Only need 1 of each) Additional conversation topic: |
|                 | Titano Bone =Characteristics of Titanos |
|                 | Titano Spine =Ecology of Titanos |
|                 | Titano Fluid =Mysteries of Titanos |
|Quest Order Time:| *Available at the Start of the game. |
|                 | *Before heading off to the Island Ruins/ |
|                 | Edona Abandoned Village . |
|Complete by:    | Get all 3 items he requested. |
|Reward:         | Blue Jewel |
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|Quest No. 7: Byway of the Hunt (MISSABLE) |
|=====|
|Description:      | Defeat Ghilda Ros |
|Requested by:    | Kevin Lasitter |

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Request Location:	Altago City, Man in the leftmost room in hotel pub
Quest Item:	-
Quest Order Time:	*After receiving General's Letter
	*Before beating Ghilda Ros
Complete by:	Beat Ghilda Ros
Reward:	Power Wrist II
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|Quest No. 8: No Pole, Resilient Soul (MISSABLE) |
|=====|
Description:	Give him various woods material
Requested by:	Chris Gouin
Request Location:	Shannoa Village, on the lakeside
Quest Item:	(Need 10 each) Reward for each handed over:
	Plains Wood = 500 G
	Sappling = 1000 G
	Dry Wood = 5000 G
	Withered Hardwood = 5000 G
Quest Order Time:	*After receiving the Duke's Letter of Reference.
	*Before heading off to the Island Ruins /
	Edona Abandoned Village .
Complete by:	Get all 4 woods material type
Reward:	Shimmer Brooch II
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O=====O
Quest No. 9: Forest Guardian Pilgrimage (MISSABLE)
Description:
Requested by:
Request Location:
Quest Item:
Quest Order Time:
Complete by:
Reward:
O=====O

O=====O
|Quest No. 10: Mystery Ingredients (MISSABLE) |
|=====|
Description:	Find various types of "flowers" &"leaves" in units of 10
Requested by:	Sara Stewart
Request Location:	Segram Village, item shop owner
Quest Item:	Iko Leaf x10 = 500 G
	Komona Leaf x10 = 1000 G
	Salimera Leaf x10 = 2000 G
	Nadly Flower x10 = 5000 G
Quest Order Time:	*After arriving in Segram Village.
	*Before heading off to the Island Ruins /
	Edona Abandoned Village
Complete by:	Give her all 4 items
Reward:	Flash Ring II
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|Quest No. 11: Miliiing the Wind (MISSABLE) |
|-----|
|Description:      | Find various types hides and fur |
|Requested by:    | Jonathan Lee |
|Request Location:| Kylos Village, NW house in the middle |
|Quest Item:      | Monster Down x10 = - |
|                 | Thick Hides x10 = - |
|                 | Thin Hides x10 = - |
|                 | Monster Feather x10 = Scroll of Valor |
|Quest Order Time:| *After arriving in Kylos Village. |
|                 | *Before heading off to the Island Ruins / |
|                 | Edona Abandoned Villiage |
|Complete by:     | Give him all 4 items above |
|Reward:          | Scroll of Valor |
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|Quest No. 12: Daughter's Missing Gift (MISSABLE) |
|-----|
|Description:      | Find the lost item somewhere in Kylos Gorge. |
|Requested by:    | Wes Herbst |
|Request Location:| House right before Quest 11 house |
|Quest Item:      | Dull Earrings = Center of the suspension bridge. |
|                 | Flashy Earrings = Cave just before Kylos Gorge exit |
|                 | Cute Earrings* = Under the light in the cave before Geis |
|                 | Fight. |
|                 | Peculiar Earrings = In the area with Withered Hardwood |
|                 | Harvest point,in the Southeast part |
|                 | of Northwest Kylos Gorge, they are |
|                 | at the tall plant next to the rock |
|                 | * These are what you're looking for. |
|Quest Order Time:| *After beating Holy Precinct of Wind. |
|                 | *Before heading off to the Island Ruins / |
|                 | Edona Abandoned Villiage . |
|Complete by:     | Bring him the Cute Earrings |
|Reward:          | Vitality Belt II |
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|Quest No.13: Forest Guardian : part 2 |
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|Description:      | Offer various items to the Forest Guardian in East |
|                 | Shannoa Forest. |
|Requested by:    | Carol Zander |
|Request Location:| Shannoa Villiage, woman on the northwest house |
|Quest Item:      | Nadly Flower x7 and Striga Leaf x5 = 1000 G |
|                 | White Snake Ring = 1500 G |
|                 | Spring Water x 5 = 2000 G |
|Quest Order Time:| *After event in Iskan village. |
|                 | *Before the end of the game (not missable) |
|Complete by:     | offer all 4 items above to the forest guardan |
|Reward:          | All characters' Max HP + 100 |
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|Quest No. 14: FINDING PIKKARDS |
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|Description:      | Find 7 Pikkards scattered throughout the world |
|Requested by:    | Zak McShane |

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Request Location:	Segram Village, boy guarding pikkards cage
Quest Item:	1) Cave Byway: End, where you fought the 4th Boss
	2) Moonlight path, in byway cave, go to the top area in
	the map, and use moonsong bell. The pikkard is in
	the second area.
	3) Wilderness, in the second area on a ledge
	4) Shrine of Origins, where you fought the first boss.
	5) Flame Shrine, where you fought the firebird boss.
	from the entrance go to the room with lift and
	go down, follow the path to the boss' room.
	6) Shannoa Forest, area where you fought the giant boar
	7) Ancient Tree - Outside, waterpath right before
	the entrance to Earth Altar, use Grattheos Talisman.
Quest Order Time:	*After event in Iskan village.
	*Before the end of the game (not missable)
Complete by:	Find all 7 Pikkards
Reward:	Crimson Jewel

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Quest No. 15: LECTURE : DRAGONS OF ALTAGO
Description:
Requested by:
Request Location:
Quest Item:
Quest Order Time:
Complete by:
Reward:

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Quest No. 16: SPIRIT ELIXIR CONCOCTION
Description:
Requested by:
Request Location:
Quest Item:
Quest Order Time:
Complete by:
Reward:

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Quest No. 17: Holy Flame of Segram
Description:
Requested by:
Request Location:
Quest Item:

Quest Order Time:	*After event in Altago City Palace.
	*Before the end of the game (not missable)
	Edona Abandoned Village
Complete by:	Get the Holy Flame in Segram temple and bring it to him
Reward:	Flash Ring III

Quest No. 18: Titano Hunt: Bal Kilios
Description:
Requested by:
Request Location:
Quest Item:
Quest Order Time:
Complete by:
Reward:

Quest No. 19: Titano Hunt: Soldi Orm
Description:
Requested by:
Request Location:
Quest Item:
Quest Order Time:
Complete by:
Reward:

Quest No. 20: Titano Hunt: Mili Urdu
Description:
Requested by:
Request Location:
Quest Item:
Quest Order Time:
Complete by:
Reward:

| SYNTHESIS LIST [0011] |

Name	Description	Price	Materials
Nagadachi	+10 atk[A] [Earth Shaker]	100G	20x Iron Ore 20x Bone Fragment
Cicero Cutter	+23 Atk[A] [Earth Shaker]	300G	20x Charcoal 20x Iron Ore 20x Monster Bone

Waruleh	+47 Atk[A]	1200G	20x Hot Sandstone
	[Rising Slash]		20x Iron Ore
			20x Large Bone

Gaudy Dagger	+102 Atk[A]	1800G	20x Ashen Rock
	[Sword Dance]		20x Iron Ore
			20x Monster Bone

Calavera	+163 Atk[A]	3000G	10x Earth Stone
	[Rising Slash]		20x Iron Ore
			20x Monster Spine

Bear Killer	+168 Atk[A]	3000G	10x Earth Stone
	[Power Smash]		20x Iron Ore
			20x Monster Spine

Talwar	+201 Atk[A]	3500G	10x Fire Stone
	[Strength Blast]		20x Iron Ore
			20x Monster Claw

Bear Killer	+168 Atk[A]	3000G	10x Earth Stone
	[Power Smash]		20x Iron Ore
			20x Monster Spine

Feather Fleuret	+249 Atk[A]	4000G	10x Fire Stone
	[Aerial Thrust]		20x Iron Ore
			20x Monster Claw

Stone Sword	+207 Atk[A]	4000G	10x Fire Stone
	[Power Smash]		20x Iron Ore
			20x Monster Claw

Mirage Edge	+290 Atk[A]	5000G	10x Sea Stone
	[Tornado Slash]		20x Iron Ore
			20x Monster Horn

Crystal Sword	+290 Atk[A]	5000G	10x Sea Stone
	[Aerial Thrust]		20x Iron Ore
			20x Monster Horn

Zweihander	+298 Atk[A]	5000G	10x Sea Stone
	[Photon Blade]		20x Iron Ore
			20x Monster Horn

Red Sun Sword	+397 Atk[A]	10000G	10x Moon Stone
	[Pentagram]		20x Iron Ore
			20x Titano Bone

Urschel	+397 Atk[A]	10000G	10x Moon Stone
	[Dominator]		20x Iron Ore
			20x Titano Bone

Tyrant Sword	+407 Atk[A]	10000G	10x Moon Stone
	[Rapid Snipe]		20x Iron Ore
			20x Titano Bone

*Caliocerion	+457 Atk[A]	0G	1x Moon Dragon Stone
	[Pentagram]		50x Soul Stone
			30x Titano Spine

Monster Hide	+10 atk[D]	100G	20x Monster Hide
	[Uppercut]		10x Bone Fragment

Leather Gauntlet	+22 atk[D]	300G	10x Charcoal
	[Combination]		30x Thick Hide
			20x Monster Bone

Apili Knuckle	+45 atk[D]	1200G	10x Hot Sandstone
	[Kaiser Rush]		10x Iron Ore
			20x Large Bone
			30x Hard Hide

Genna	+97 atk[D]	1800G	10x Ashen Rock
	[Blaster Kick]		10x Thin Hide
			20x Monster Scale
			30x Monster Horn

Kinley Cestus	+155 Atk[D]	3000G	10x Earth Stone
	[Crusher]		30x Thick Hide
			20x Monster Claw

Sunagui Kote	+191 Atk[D]	3500G	10x Fire Stone
	[Roundhouse Kick]		30x Hard Hide
			20x Monster Fang

Elha Knuckle	+224 Atk[D]	4000G	10x Wind Stone
	[Aura Impact]		30x Thin Hide
			20x Monster Horn

Titano Gauntlet	+276 Atk[D]	5000G	10x Sea Stone
	[Roundhouse Kick]		20x Monster Scale

Inory	+377 Atk[D]	10000G	5x Moon Stone
	[Wild Rage]		50x Thin Hide

*Serisent-Noa	+434 Atk[D]	0G	50x Moon Stone
	[Grand Slam]		50x Soul Stone
			50x Hard Hide

Kafess Bow	+42 atk[S]	1200G	10x Dry Wood
	[Killer Hornet]		10x Hot Sandstone
			20x Hard Hide
			5x Monster Feather

Orkilo Bow	+92 atk[S]	1800G	20x Withered Hardwood
	[Hydro Shot]		10x Ashen Rock
			20x Monster Horn
			5x Monster Feather

Rapier Flare	+147 atk[S]	3000G	5x Earth Stone
	[Heavy Blast]		20x Fossilized Twig
			20x Sapling
			5x Monster Feather

Sen-a-Pael	+181 atk[S]	3500G	5x Fire Stone
	[Aqua Burst]		20x Fossilized Twig
			20x Dry Wood
			5x Monster Feather

Kikley	+181 atk[S]	4000G	5x Wind Stone

	[Rising Arrow]		20x Fossilized Twig
			20x Withered Hardwood
			5x Monster Feather

Platinum Bow	+261 atk[S]	5000G	5x Sea Stone
	[Heavy Blast]		20x Fossilized Twig
			20x Monster Spine
			5x Monster Feather

Echidna Bow	+357 atk[S]	10000G	5x Moon Stone
	[Skywinder]		20x Crystallized Twig
			20x Titano Bone
			5x Monster Feather

*Obiscuta	+411 atk[S]	0G	1x Sea Dragon Stone
	[Cataract Blue]		50x Soul Stone
			50x Crystallized Twig

Storm Axe	+171 atk[G]	3000G	20x Earth Stone
	[Spiral Slash]		20x Iron Ore
			10x Sapling
			5x Thick Hide

Corcesca	+211 atk[G]	3500G	20x Fire Stone
	[Wolf Fang]		20x Iron Ore
			10x Dry Wood
			5x Thick Hide

Setine-Rui	+261 atk[G]	4000G	20x Wind Stone
	[Cross Slasher]		20x Iron Ore
			10x Withered Hardwood
			5x Thick Hide

Fang Lance	+305 atk[G]	5000G	20x Sea Stone
	[Wind Slash]		20x Iron Ore
			10x Fossilized Twig
			5x Thick Hide

Soen-Halix	+417 atk[G]	10000G	5x Moon Stone
	[Flash Dance]		20x Iron Ore
			10x Fossilized Twig
			5x Thick Hide

*Zeno-Ides	+480 atk[G]	0G	50x Moon Stone
	[Cross Crusher]		50x Soul Stone
			10x Crystallized Twig
			5x Thick Hide

Feather Rod	+92 atk[M]	1800G	10x Ashen Rock
	[Tornado]		10x Monster Feather
			10x Withered Hardwood

Rashimjid Staff	+147 atk[M]	3000G	10x Earth Stone
	[Ascension]		20x Monster Bone
			20x Sapling
			10x Monster Down

Crystal Rod	+181 atk[M]	3500G	10x Fire Stone
	[Cloudburst]		20x Monster Bone
			20x Dry Wood

			10x Monster Down
Mirror Staff	+224 atk[M] [Purge Mind]	4000G	10x Wind Stone 20x Monster Bone 20x Withered Hardwood 10x Monster Down
Prahma Rod	+275 atk[M] [Calm Gust]	5000G	10x Sea Stone 20x Monster Claw 20x Fossilized Twig 10x Monster Feather
Ark Rod	+357 atk[M] [Aerial Thrust]	10000G	5x Moon Stone 50x Monster Fang 20x Crystallized Twig 10x Monster Down
*Antecrysta	+411 atk[M] [Aerial Orb]	0G	1x Wind Dragon Stone 50x Soul Stone 50x Titano Bone 10x Monster Feather
Iron Mallet	+42 atk[C] [Dash Geyser]	1200G	20x Dry Wood 20x Hot Sandstone 10x Dry Wood 20x Monster Feather
Log Hammer	+179 atk[C] [Empower]	3000G	20x Earth Stone 20x Monster Horn 10x Sapling 20x Monster Hide
Segram Mallet	+221 atk[C] [Full Swing]	3500G	20x Fire Stone 20x Monster Spine 10x Dry Wood 20x Monster Down
Ashera	+274 atk[C] [Burst Swing]	4000G	20x Wind Stone 20x Monster Claw 10x Withered Hardwood 20x Thin Hide
Stone-eater Mallet	+336 atk[C] [Meteor Smash]	4000G	20x Sea Stone 20x Monster Fang 10x Fossilized Twig 20x Soft Hide
Levoak	+437 atk[C] [Revolver Swing]	10000G	5x Moon Stone 50x Titano Bone 10x Crystallized Twig 20x Soft Hide
*El-Arbazel	+503 atk[C] [Dragon Blaze]	0G	1x Flame Dragon Stone 50x Soul Stone 30x Titano Spine 20x Soft Hide
Sen-Leyon	+23 atk[E] [Rising Wheel]	300G	10x Charcoal 10x Prairie Wood 20x Sapling

			20x Monster Hide
Clane Dual Blade	+163 atk[E] [Rock Fang]	3000G	10x Earth Stone 20x Sapling 10x Fossilized Twig 20x Thick Hide
Silver Dual Blade	+201 atk[E] [Crestfall]	3500G	10x Fire Stone 20x Dry Wood 10x Fossilized Twig 20x Hard Hide
Kledolele	+249 atk[E] [Rumble Brawl]	4000G	10x Wind Stone 20x Withered Hardwood 10x Fossilized Twig 20x Thin Hide
Grani Dual Blade	+305 atk[E] [Aerial Charge]	5000G	10x Sea Stone 20x Withered Hardwood 10x Fossilized Twig 20x Monster Scale
Moondog	+397 atk[E] [Rumble Brawl]	10000G	5x Moon Stone 20x Crystallized Twig 20x Soft Hide
*Ram-Seyma	+457 atk[E] [Terran Vortex]]	0G	1x Earth Dragon Stone 50x Soul Stone 50x Crystallized Twig 20x Monster Hide
Seah-Armor	+272 Def	10000G	10x Soul Stone 100x Iron Ore 100x Large Bone 20x Titano Spine
Nul-Pain	+262 Def	9000G	5x Soul Stone 50x Thick Hide 20x Monster Spine
Void Clothes	+252 Def	8000G	3x Soul Stone 20x Monster Down 20x Monster Feather
Innocence Shield	+140 Def, +20 Str	5000G	5x Soul Stone 50x Iron Ore
Dark Iron Bracelet	+10 Def	150G	10x Charcoal
Copper Bracelet	+15 Def	250G	10x Hot Sandstone
Marcasite Bracelet	+31 Def	250G	10x Ashen Rock
Violet Gold Bangle	+62 Def	500G	5x Earth Stone 5x Fire Stone 5x Wind Stone
Grace Bangle	+86 Def	700G	5x Sea Stone
Armored Genma	+140 Def	5000G	5x Soul Stone

Training Ring I	Increases Skill EXP gain by 1	100G	20x Shale 20x Monster Bristle
Training Ring II	Increases Skill EXP gain by 2	1000G	20x Fire Stone 20x White Stone
Flash Ring I	Increases Stun Rate by 1	100G	20x Iron Ore 20x Hot Sandstone 20x Monster Fang
Flash Ring II	Increases Stun Rate by 2	1000G	100x Iron Ore 100x Wind Stone 100x Monster Spine
Vitality Belt I	Raises Max HP by 100	100G	20x Charcoal 20x Large Bone 20x Monster Fur
Vitality Belt II	Raises Max HP by 500	1000G	20x Earth Stone 20x Monster Bone 20x Monster Fang
Vitality Belt III	Raises Max HP by 1000	2000G	50x Earth Stone 20x Green Stone
Power Wrist I	Raises Str by 10	100G	20x Hot Sandstone 20x Hard Hide 20x Monster Bristle
Power Wrist II	Raises Str by 20	1000G	20x Fire Stone 20x Thick Hide 20x Monster Down
Power Wrist III	Raises Str by 30	2000G	50x Fire Stone 20x Red Stone
Shield Ring I	Raises DEF by 10	100G	20x Charcoal 20x Monster Spine 20x Monster Down
Shield Ring II	Raises DEF by 20	1000G	20x Earth Stone 20x Titano Bone 20x Monster Bristle
Shield Ring III	Raises DEF by 30	2000G	50x Earth Stone 20x Green Stone
Hawk Eye I	Raises DEX by 10	100G	20x Ashen Rock 20x Monster Down 20x Monster Feather
Hawk Eye II	Raises DEX by 20	1000G	20x Wind Stone 20x Monster Down 20x Monster Feather
Hawk Eye III	Raises DEX by 30	2000G	50x Wind Stone 20x White Stone
Shimmer Brooch I	Raises AGL	100G	20x Marble

	by 10		20x Thin Hide
			20x Monster Fur

Shimmer Brooch II	Raises AGL by 30	1000G	20x Sea Stone 20x Soft Hide 20x Monster Down

Shimmer Brooch III	Raises AGL by 50	2000G	50x Sea Stone 20x Blue Stone

Stone Ring	Chance to Petrify Enemy	1000G	100x Iron Ore 50x Earth Stone 20x Green Stone

Ice Ring	Chance to Freeze Enemy	1000G	100x Iron Ore 50x Sea Stone 20x Blue Stone

Poison Ring	Chance to Poison Enemy	1000G	100x Iron Ore 50x Earth Stone 20x Green Stone

Flame Ring	Chance to Flame Enemy	1000G	100x Iron Ore 50x Fire Stone 20x Red Stone

Rune Ring	Chance to Confuse Enemy	1000G	100x Iron Ore 50x Wind Stone 20x White Stone

Gravity Ring	Chance to Heavy Enemy	1000G	100x Iron Ore 50x Wind Stone 20x White Stone

Gold Pendant	Prevents Petrify	1000G	20x Ashen Rock 20x Bone Fragment

Eye of Fire	Prevents Flame	1000G	20x Marble 20x Prairie Wood

White Snake Ring	+5 Def Prevents Poison	1000G	20x Charcoal 20x Monster Bone

Fire Proof Scarf	Prevents Burning Status	1000G	20x Hot Sandstone 20x Monster Hide

Rune Earrings	Prevents Confusion Status	1000G	20x Ashen Rock 20x Monster Horn

Silver Feather	Prevents Heavy Status	1000G	20x Charcoal 20x Monster Feather

Amulet Rosary	Prevents Curse Status	1000G	20x Ashen Rock 20x Thick Hide

Blue Jewel	+5 Def 3/4 SP Consumption	500G	100x Iron Ores 50x Bone Fragment 50x Monster Bone

Energy Orb	Gain SP while	1000G	100x Iron Ores

	walking		50x Moon Stone
			20x Black Stone
Iko Extract	Recovers 50 HP	10G	5x Spring Water 5x Iko Leaf
Salimera Extract	Recovers 200 HP	50G	5x Spring Water 5x Salimera Leaf
Nadly Extract	Recovers 500 HP	120G	5x Spring Water 5x Nadly Flower
Striga Extract	Recovers 1000 HP	300G	5x Spritual Water 5x Monster Fluid 5x Striga Leaf
Alp Extract	Recovers 2000 HP	800G	5x Holy Water 5x Titano Fluid 5x Alp Flower
*Life Compound	Max HP + 100	1000G	10x Lugghot Seed 10x Iko Seed 10x Titano Fluid 10x Spritual Water
*Strength Compound	Max Str + 10	1000G	10x Kamika Seed 10x Komona Seed 10x Monster Fluid 10x Spritual Water
*Defense Compound	Max Def + 10	1000G	10x Lokin Seed 10x Salimera Seed 10x Monster Fluid 10x Spritual Water
*Dexterity Compound	Max Dex + 10	1000G	10x Chigle Seed 10x Nadly Seed 10x Holy Water 10x Spritual Water
*Agility Compound	Max Agl + 10	1000G	10x Ambuna Seed 10x Striga Seed 10x Holy Water 10x Spritual Water
Mirula Incense	Heals 150HP to all party members	80G	5x Iko Leaf 5x Komona Flower 5x Spring Water 5x Monster Fluid
Sebrina Incense	Heals 500HP to all party members	300G	5x Salimera Leaf 5x Nadly Flower 5x Spring Water 5x Monster Fluid
Varl Incense	Heals 1000HP to all party members	1000G	5x Striga Leaf 5x Alp Flower 5x Spring Water 5x Titano Fluid

Kamika Extract	Revives dead party	20G	5x Cloudy Water	
	member and heals		5x Monster Fluid	
	100 HP to all		5x Kamika Fruit	
			5x Lughott Fruit	

Chigle Extract	Revives dead party	100G	5x Fragrant Water	
	member and heals		5x Monster Fluid	
	500 HP to all		5x Chigle Fruit	
			5x Lokin Fruit	

Maom Extract	Revives dead party	300G	5x Tainted Water	
	member and heals		5x Spiritual Water	
	1000 HP to all		5x Maom Fruit	
			5x Ambuna Fruit	

Panacea	Removes all status	50G	5x Cloudy Water	
	ailments		5x Komona Flower	

Dragon Energy Drop	Recovers 100 SP	500G	5x Spring Water	
			5x Titano Fluid	

A = Adol
 D = Dogi
 S = Aisha/Sigroon
 E = Elk
 C = Mustafa/Cruxie
 M = Mishera
 G = Geis

*The Ultimate weapons and Compound Items can only be synthed in Iskan Village

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 |11) HARVEST POINT | [0011] |
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UNDER CONSTRUCTION

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 |12) SKILL | [0012] |
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UNDER CONSTRUCTION

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 |13) WEAPON | [0013] |
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 |14) ARMOR | [0014] |
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 |15) ACCESSORY | [0015] |
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|16) SHOP | [0016] |
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|17) MONSTER LIST | [0017] |
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UNDER CONSTRUCTION

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|18) CREDITS | [0018] |
○=====○

- <http://www28.atwiki.jp/ys7psp/>
- nunuu's Ys Seven Quest Guide from GameFAQs
- nuunuu from Ys Seven GameFAQs message board for nightmare mode differences
- Guruda from Ys Seven GameFAQs message board for chest in fire sanctum
- Arrawnt from Ys Seven GameFAQs message board for regenerate HP trick

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|19) COPYRIGHTS | [0019] |
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