

Kartia FAQ

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KARTIA FAQ

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Whoa! Is that date correct? Am I really updating my FAQ almost 3 years after I initially wrote it? Well, that does seem to be the case. Since I have gotten a couple of requests for Kartia information, I will now finish up my FAQ. This FAQ will not be perfect, but it will be the closest thing to a comprehensive guide of all, or almost all of the hidden, rare, secret, or things not covered much elsewhere, that you will find. I hope you, and by "you" I mean the two people that actually read this FAQ (not including myself), enjoy and/or find something useful in here.

What new stuff is there? Well, there have been changes to every single section in the way of errors fixed, things updated, or brand new things. Why don't you read the whole thing? Go for it! Afraid you might like it?

Version 1.0

2002/04/18

So, I am writing a Kartia FAQ, I guess, in spite of the fact that few people will actually see it. Oh, well. This FAQ will cover mostly hidden and rare stuff, so do not expect a walkthrough here. This FAQ is only version 1.0, which means that it will not have everything that I know in it. I will, however, have most of what I know. One of the things that I do know is that I do not know everything there is to know, especially about Kartia. In fact, I know of things in Kartia that I have not actually encountered, and have not verified the existence of. If I get to version 2.0, I might include things that I suspect but do not actually know for certain.

Now the disclaimer...

Disclaimer

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Enough of that. The fact is that Kartia is quite straightforward so a walkthrough is mostly unnecessary. If you want to cover all your bases in the game, here are a few tips:

- 1) Kill all enemies, especially human ones - some enemy thieves or knights or whatever have items or texts that you will get once you kill them. If you finish the requirements of a battle without killing the humans with the items, then you will lose the items. Check the stats of your enemies, and if they

have something under "Possessing Item" then you must defeat him.

2) Destroy all barrels, boxes, etc. Most contain items.

3) Keep losses low, kills high, and number of turns to a minimum. This does not mean you can't waste a few turns getting experience. A good measure is to keep the number of turns fewer than the total number of kills.

4) Get the hidden items in the ground. This guide will provide information on where the items are.

5) Use the arena. You can get good stuff there.

Now on to the FAQ.

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FREQUENTLY ASKED QUESTIONS
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Actually, I have not gotten a lot of questions. By "frequent" I will mean if I have been asked the question at least once (barring questions I deem stupid) or if I believe it should have been asked at least once.

Q: Can you get all of the texts for Toxa's quest?

A: Extensive empirical evidence suggests that you cannot get all of the texts for Toxa's quest.

Q: What about Lacryma's quest?

A: Yes. I have personally gotten all of the texts while playing Lacryma's quest.

Q: Where are they?

A: There is not a simple answer to that. Wait. Actually there is - they are in the game. If that is not good enough for you, I have included a section that covers which stages I got which texts for Lacryma's quest. Check out TEXTS - LACRYMA'S QUEST section for more information.

Q: Can you make the Fynus phantoms?

A: Let me think... if I can get all of the texts I would suppose that I would then be able to make the Fynus phantoms. The answer is yes, and I have included a section just for the Fynus phantoms. It might not be all you were hoping for, but check it out anyway.

Q: How do I get the *insert weapon/armor here*?

A: Send me \$5 and I will tell you. Just kidding. There are five methods to get weapons/armor:

1) Make them. These are the standard ones but also include a small number of hidden ones. Check out the SPECIAL WEAPONS AND ARMOR section for the hidden ones. To make the regular weapons/armor you simply require the appropriate texts.

2) Find them in the game. Weapons and armor are found in the ground, gotten (rarely) when defeating certain enemies, and given as bonuses at the end of battles. This is not the best way to get weapons/armor since many of the ones you get are neither rare nor particularly good. It is a decent way to get some of the phantom-specific stuff, however.

3) Get them in the Arena. This is probably the best place to look for the rare and useful weapons and armor. You can get almost every rare weapon/armor from

the arena including phantom-specific stuff, level 20 deleted phantom stuff, and stuff you cannot find anywhere else. The problem is that it is not the easiest, nor the most enjoyable place to get stuff. You will have to invest long hours to get any of the good stuff. See the new ARENA section for more information.

4) Get them from deleting level 20 phantoms. This is a good thing to do just on principle. You can get some great things doing this including the Boink Hammer, Skrep, and others. The bad news is that some phantoms are easy to get to level 20 while others are extremely difficult. The good news is that once you do it, you are guaranteed to get the weapon/armor that the phantom gives. See the LVL 20 ITEMS section for more information.

5) Get them using a gameshark or similar. I do not plan on including gameshark codes in this FAQ.

6) Did I say five methods? Anyway, you can trade certain weapons and armor between different game saves. If you have access to a game save that has weapons and armor that you do not have and they can be traded, you might be able to get them. I have a small section covering TRADING WEAPONS AND ARMOR. Check it out.

Q: That didn't answer my question.

A: Bite me. No wait, don't do that, I don't know where you've been. Basically if it's not an item you can make, then check my section on LVL 20 ITEMS. If it is not an item you get from deleting phantoms on level 20 then you get it in the ARENA. The only way to guarantee getting it in the arena is to win in the arena a few hundred (or thousand) times.

Q: What do you mean when you say "phantom-specific" stuff?

A: These are weapons and armor that only phantoms, and only specific phantoms, can equip. These include things like Miles Boots, Behead Spear, Bull Armor, Fynus Helmet, etc.

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Section 1: GROUND ITEMS
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...or more specifically: items you can find in the ground in each battle. This has been updated to include Lacryma's quest. Be sure to check Toxa's stage 18 too as it had an error that I have since fixed.

I think I will note that there are not a lot of texts found in the ground for either quest - about a half dozen or so and mostly closer to the end of each quest. I have not listed what you can find at each coordinate because I want it to be a surprise. I think people are happier that way. That's me, always thinking of your happiness.

For each location I will provide co-ordinates starting from a corner of the battlefield. The co-ordinate system I will use will be in Cartesian format, which assumes the starting position, is the lower left-hand corner position. The co-ordinates will be number of square right and then up; eg. R6 U9 means 6 squares right and 9 squares up from the starting corner. Note that the square used as the starting square will be 0,0; in other words, if I wanted to specify the starting corner as a corner with something in the ground, I would provide the co-ordinates R0 U0. This means that R2 U0 would be 2 squares right of the starting square which is actually the third square from the left edge of the battlefield. Anyway, just try it a few times and it will make sense.

Continuing on... since you can rotate the battlefield I might attempt to provide landmarks to clarify which corner I am starting from. In other words,

find the corner I am starting from, rotate the screen so that corner is the lower left-hand corner, and then just follow the co-ordinates, not necessarily in that order. Also, if there is a tree at the co-ordinate, you must burn the tree down before you can access the ground. In order to get the item from the ground you must use an earthquake type spell to either raise or lower the ground at that location to get the item. If you use a quake spell on the location but the ground does not rise up or lower, you will have to do it again. Good luck. You may now begin.

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TOXA'S QUEST =
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Toxa 1

Corner - Rotate screen until your starting position is at the bottom of the screen and the enemies are at the top. Use the corner to your left. There should be a tree just to the right of the corner.

- 1) R2 U13
- 2) R5 U9

Toxa 2

Corner - Rotate screen until your starting position is at the bottom. Use lower left-hand corner.

- 1) R2 U1
- 2) R9 U2

Toxa 3

Corner - Rotate screen until your starting position is at the bottom and Garum is at the top. Use lower left-hand corner.

- 1) R10 U13
- 2) R15 U15

Toxa 4

None

Toxa 5

Corner - Rotate screen until your starting position is lower right and the thieves are upper left. There should be a couple of barrels and treasure chests above the thieves. Use lower left-hand corner.

- 1) R1 U5

Toxa 6

Corner - Rotate screen until your starting position is lower right and the cannon is middle left.

NOTE: This is a strange map because it actually gets larger while playing. When Toxa arrives around turn three the map increases in size. In this special case we will use the CANNON as the starting position of 0,0, so in this case we can go left and down instead of only right and up.

- 1) From cannon it is Right 1 Up 7
- 2) From cannon it is Right 9 Down 7
- 3) From cannon it is Left 2 Down 9 (note - this square is only accessible once Toxa arrives)

Toxa 7

None

Toxa 8

Corner - rotate the map until your starting position is at the bottom. Use lower left-hand corner.

- 1) R3 U3

- 2) R3 U9
- 3) R10 U13
- 4) R15 U16

Toxa 9

Corner - Since this is a square map we have a problem. To find the corner, check the treasure chests. Rotate the screen until the treasure chest with 10 silk Kartia is in the lower left-hand corner and use that corner to start.

- 1) R3 U12
- 2) R6 U8
- 3) R11 U11

Toxa 10

Corner - Rotate screen until your starting position is upper right. Use lower left-hand corner.

- 1) R1 U5
- 2) R7 U10

Toxa 11

Corner - Rotate screen until the two cannons are at the top of the screen, and thieves are at the bottom. Use lower left-hand corner.

- 1) R1 U1

Toxa 12

Corner - Rotate screen until water is to the left and bridge is upper right. Use lower left-hand corner.

- 1) R3 U8
- 2) R4 U16
- 3) R5 U6
- 4) R5 U12
- 5) R6 U11

Toxa 13

None

Toxa 14

None

Toxa 15

Corner - Rotate the screen until your starting position is upper left and the two treasure chests are upper right. Use lower left-hand corner.

- 1) R1 U20
- 2) R8 U14
- 3) R12 U1
- 4) R16 U2
- 5) R19 U14

Toxa 16

Corner - rotate screen until water is lower left and Cross and Asty are at the bottom. Use lower left-hand corner.

- 1) R2 U15
- 2) R9 U14
- 3) R10 U4
- 4) R16 U3
- 5) R18 U19

Toxa 17

None

Toxa 18

Corner - rotate the screen so that your starting position is at the bottom and Saradiart is at the top. Use lower left-hand corner.

1) R1 U3

2) R7 U2 - This is very important. There are THREE texts here in three layers. This means that you have to move the ground up or down three times in order to get all three. I usually move it up, then down, then back up. Don't miss these because they are the last three world tree texts: cloth, city, soul

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LACRYMA'S QUEST =
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Lacryma 1
None

Lacryma 2
None

Lacryma 3
Corner - Rotate map until the enemies are on the left and your starting position is on the right. Use lower left hand corner.
1) Right 2 Up 14
2) Right 12 Up 6

Lacryma 4
Corner - Rotate map so that the water is at the top. Use lower left-hand corner.
1) R8 U7
2) R9 U5
3) R15 U5

Lacryma 5
Corner - Rotate map until your starting position is the lower right-hand corner.
1) R4 U1

Lacryma 6
Corner - Rotate map until the enemies are at the top and your starting position is at the bottom.
1) R2 U7
2) R4 U2
3) R7 U0
4) R9 U8
5) R12 U7

Lacryma 7
None

Lacryma 8
Corner - Rotate map until your starting position is the upper right-hand corner.
1) R2 U2
2) R2 U6
3) R2 U18

Lacryma 9
None

Lacryma 10

Corner - Since this is a square map we have a problem. To find the corner, check the treasure chests. Rotate the screen until the treasure chest with 2 texts (NOT 3 texts) is in the lower left-hand corner and use that corner to start. If you are using the correct corner then the treasure chest with the Tech Shoes will be the lower right-hand corner.

- 1) R3 U12
- 2) R6 U8
- 3) R11 U11

Lacryma 11

Corner - Rotate map until your starting position is the left side and the enemies are on the right.

- 1) R1 U2
- 2) R3 U17
- 3) R16 U3
- 4) R16 U11
- 5) R18 U15

Lacryma 12

Corner - Rotate map until your starting position is the lower right-hand corner and small fort with moat is upper right-hand corner.

- 1) R8 U18
- 2) R12 U1
- 3) R14 U12

Lacryma 13

Corner - Rotate map until your starting position is the lower right-hand corner and enemies are upper left.

- 1) R1 U10
- 2) R7 U18
- 3) R8 U1
- 4) R9 U21
- 5) R19 U8

Lacryma 14

None

Lacryma 15

Corner - Rotate map until your starting position is the lower right-hand corner and enemies are upper left.

- 1) R2 U4
- 2) R4 U10
- 3) R19 U7
- 4) R19 U14
- 5) R10 U19 - This is very important. There are THREE texts here in three layers. This means that you have to move the ground up or down three times in order to get all three. I usually move it up, then down, then back up. Don't miss these because they are the last (last in position not last ones you get) three world tree texts: cloth, city, soul

Lacryma 16

None

Lacryma 17

None

Lacryma 18

None

And that is that.

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TEXTS - LACRYMA'S QUEST

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This section will list all of the texts for lacryma's quest and which stages I got each text on. I do not have the information for Toxa's quest and since I don't intend to update this FAQ again, I will never research it, it will never be included, I will never have it, so never ask me for it.

I also do not include specifically where I got each text on each stage. In other words I won't say whether I got the text from a treasure chest, box, bonus, etc. To get that information, cross-reference this FAQ with the FAQ by blink187 (Lacryma Text FAQ) found on GameFAQs.com. The only reason I am even including this section is because there isn't a FAQ that holds the complete list. But mine does! Woo Hoo! I rock! Anyway, you can find texts from the following sources:
treasurechestsboxesbarrelsenemycharactersthegroundandasbonus.

Did you get that? No? Why not? Ok, once more.

a) Treasure chests - obviously it is a good idea to check all treasure boxes. Why don't you check 'em all two or three times?

b) Boxes, barrels, etc. that you can destroy by burning - another great place for texts. No trees contain items of any sort, but you can burn them down for fun. Unleash your inner pyromaniac. Regardless, boxes and barrels are pretty easy to locate on a map.

c) Enemy characters - Some enemy characters hold texts. I am sure I mentioned this somewhere before. Check the stats of a enemy and if there is something listed under "Possessing Item", then you get that item when you defeat that enemy. Better yet, just make sure you kill everyone. Yes, give in to your psychopathic instincts.

NOTE: if an enemy can create phantoms, any phantom that enemy creates will never have an item. In fact, I don't think any phantom will ever have a text, but I have seen phantoms (rarely) with items.

d) The ground - If you are hoping to locate a motherload of texts in the ground, I have bad news. There are only about a half-dozen or so of texts buried in the ground (maybe not even that many). Make sure you use this FAQ to find all the ground items. Why not surrender to your... uh... ground-digging urges?

e) Bonuses - At the end of each battle you get bonuses which usually include some number of texts. This is the only source where I believe you might not get all the same texts each time you play. I have never verified this, however.

Now on to the list.

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The List =

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Didn't I just say this was the list? This list should be cover all of the kartia in the game for LACRYMA'S QUEST ONLY!!! As stated earlier, there will NOT be a list for Toxa's quest.

You (actually it was myself, but I assume you will too) start with the following

Kartia (all silk):

Axe, Hammer, Sword, Katana, Spear, Staff, Helmet, Cap, Armor, Cloth, Foot, Shoe,
Fire, Flame, Ice, Water, Thunder, Wind, Rock, Quake, Medicine, Body, Ore,
Shadow, Strong, Sharp, Fast, Hard, Goblin, Just, Hang

---CHAPTER 1---

Silk - Stone, Skin

---CHAPTER 2---

Silk - Needle, Wonder, Up, Sick

Mithril - Iron

---CHAPTER 3---

Silk - New

Mithril - Cylinder, Chrysanthemum, Intense

---CHAPTER 4---

Silk - Long, Breath

Mithril - Big, Tough, Lightning

---CHAPTER 5---

Silk - Military, Mold

Mithril - Dragon, War, Tower

---CHAPTER 6---

Silk - Sea, Flow

Mithril - Melt, Red, Lunar, Slash

---CHAPTER 7---

Silk - Clod, Negation

Mithril - Platform, Hit

World Tree - Silver, Violent

---CHAPTER 8---

Silk - Intellect, Barrel

Mithril - Evil, Haft, Gigantic, Beast,

World Tree - Absolute, Village

---CHAPTER 9---

Silk - Half, Blue

Mithril - Engrave, Gather

World Tree - Gold

---CHAPTER 10---

Silk - Roll, Ultra

Mithril - Cow, River, White

World Tree - Disaster, Ancestor

---CHAPTER 11---

Mithril - Shark, Heap, Flood, Brocade, Lineage, Law

World Tree - Emperor, Run, Hundred, Five, Bright

---CHAPTER 12---

Silk - Seven, Accompany

Mithril - Unusual, Strange, Term, Same

World Tree - Star, Net, Support, Origin, Physic, Air

---CHAPTER 13---

Silk - Build, Lost

Mithril - Down, Benefit, Black, Vomit, Thy

World Tree - Serpent, Victory, Straight, Lotus

---CHAPTER 14---

Silk - Tree, Pile

Mithril - Middle, Illusion, Harmony, Grass

World Tree - Accumulate, Rope, Cut, Think, Dream

---CHAPTER 15---

Silk - One, End

World Tree - Hydra, Authority, World, Aid, Pair, Cloth, City, Soul

---CHAPTER 16---

Silk - Pull, Man

Mithril - Zero, Ten, Camp, Sand, Gate, Thick

World Tree - Light, Machine, Ride, Mallet, Docile, Back, Will

---CHAPTER 17---

Silk - Small, Measure

Mithril - Buddha, Cry

World Tree - Launch, Mysterious, Name

---CHAPTER 18---

None, because that should be all of them. The last kartia I got was Launch (World Tree), which I got as part of the bonus items after stage 17.

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Notes =
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I do remember that I got the world tree kartia cloth, city, and soul from the ground on stage 15. I believe that I got the Absolute kartia from the ground as well on stage 8, but I am not sure.

I definitely got the "Pair" world tree kartia from the bonus at the end of stage 15.

I have read of people who complain about missing certain texts. Since I never established a dialogue with them, I never really figured out why. Maybe they were only playing Toxa's quest which, as I stated in the Frequently Asked Questions section, I believe that it is either impossible or extremely difficult to get all of the texts. Or maybe they missed the few that are located in the ground. Or maybe they are just morons. Regardless, I don't have all of the answers.

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THE ARENA
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The arena is that part of a game where it is fun the first couple of times, but gets boring fast. Unfortunately, you can get some exceptional weapons and armor in the arena that you cannot get anywhere else so you will have to put in some serious time there in order to get the good stuff.

I will now write up some completely worthless data that you will wade through in the hopes that you will find something useful. Good luck with that.

----The Basics----

The arena is only accessed between chapters which means that there are only 17 opportunities in a quest to go to the arena.

You can go to the arena as many times in a row as you want.

The arena is fought on a square field. This same field is used in one a stage for each of Toxa's and Lacryma's quests. The way the stages in the quests are fought are different from the way the arena is fought, so don't get them confused. The stages in the quests have a maximum nine rounds, enemies get reinforcements, you have all your human companions, and you can make phantoms. On the other hand, the arena has no limit to the number of rounds (that I am aware), you cannot make more phantoms than the ones you are given and the only human you have on your side is your main character.

You cannot make weapons or armor, or create phantoms in the arena.

Your main character is the same level as he/she got to up to the end of that chapter in the game. None of the experience you gain in the arena is carried over to the game. You also only have access to the texts and spells that you

have obtained up to that point in the game.

Just like the game, you lose only if your main character dies, not if your phantoms die.

There is an option to give up. If you do so, you don't get anything.

You cannot save game or load game while in the arena.

----In The Arena----

There are only two different positions where you can start - either in the middle with the enemies spread over the four corners, or you start in one corner with the enemies spread over the other three corners. Whether you start in the middle or the corner is randomly determined.

You are given exactly nine phantoms to use. Including your main character that is 10 characters you control. You will never get more, and you will never get less.

Your phantoms will typically be as follows: three different phantom types, each with one common, doll, and shadow phantom of each type for a total of nine phantoms. The types of phantoms you get are not random. Every five times you win in the arena your phantom types change (increases) so that your strongest phantom type becomes your weakest. The exception to this rule is the first few battles. You first start with six Miles and three Beheads, but once you move on to new phantoms it will be consistent. This will continue to increase every five wins until you have three Kabanda, three Kaliya and three Akionet phantoms. You will never have Kyau, Dragon, or Fynus phantoms.

Your phantoms will always start equipped with only the wooden sword. If the phantom cannot equip a weapon, then it will not be equipped with anything.

You have access to all of your weapons and armor in stock so you can outfit your phantoms as you see fit. At the end of each battle all of the equipment will be returned to you.

The enemy will always have the same types of phantoms as you do. But they might have more of them.

The first time you enter the arena the enemy will start with seven characters. From there the number will increase by one every five wins you have except, I believe, right at the beginning the number increases every three battles or so until the enemy has nine phantoms. It has been years since I verified this. This will continue until there are a total of 20 enemies (18 phantoms, 2 humans).

The phantoms you are given will always start on level 1, but can increase as they fight during that battle. This experience is not cumulative between fights so every new battle your phantoms will be returned to level one.

The enemies levels only start on level one for your first few battles. Every five battles (wins) the enemy characters' (both phantoms and humans) starting level will increase by one until all of the enemies start on level 20. That hardly seems fair, if you ask me.

Here is something most people might not notice - once your enemy gets nine phantoms, the classes and positioning of those nine phantoms never changes except, of course, whether your starting position is in the middle or the corner. If the enemy has more than nine phantoms, the extra phantoms' (those

more than the original nine) types and classes are (apparently) randomly determined. This means that some battles using the same phantom types can be slightly harder or easier than others.

----When you Win----

Here is probably what people want to know about. Every time you win, you get some Silk, Mithril, and World Tree kartia and one item (weapon or piece of armor). You will never get texts from the arena.

The item you get appears to be basically random. From my experience the item you get is determined as follows:

- The very first time you are in the arena you will get the Fire Arm (sword).
- After that it appears that you get an item taken from a pool of items with some items being far more likely to be chosen than others. For example, you are far more likely to get a Damascus sword than an Excalibur.
- As you continue to use the arena, the likelihood of getting a good item increases. It appears that the quality of the items overall tend to increase as the number of battles increases. For example, early on you will often get the Damascus Sword. After a while you will start getting more Damascus Sword+1, and less regular Damascus Swords.
- I have not been able to verify this, but it appears that some of the best items cannot be gotten early on.

How many turns you take, how many losses, etc. do not appear to affect the item you receive. On more than one occasion I have personally defeated twenty level 20 enemies in exactly two rounds having every one of my phantoms remaining alive and each getting exactly two kills each. It can't get any better than that, and yet, I didn't get anything special for doing so. If you think that is easy, I suggest you try it. Another thing that supports the idea that the number of turns you take do not affect the item is the fact that you cannot defeat twenty enemies in less than three rounds if you start in the corner. This is simply because you cannot reach all of the enemies in two rounds.

What can you get in the arena? Basically all the best stuff. Excaliburs, Mjolnirs, Athena Helmets, Valkyrie Armors, and others can only be gotten in the arena. You can also get most of the phantom specific stuff and stuff gotten from level 20 phantoms, but I have never gotten the Boink Hammer there. I am not saying that you cannot get the Boink Hammer there, I am just saying that I have never gotten it there.

You will probably get more Damascus Swords and Damascus Sword+1 (+2, +3, +4) than any other item. This is not necessarily a bad thing. Damascus Swords can be traded between game saves using the trade feature from the title screen. This means that if you have a game save that has a weapon or armor that you want (and can trade for) you can simply trade a Damascus sword for it. Trading a Damascus Sword for an Excalibur does feel good. For more information about trading items, see that section in this FAQ (somewhere below, I think).

How many times should you go to the arena in a game? As many as you can tolerate. There is no doubt that after the fiftieth or sixtieth battle the arena can become tedious. Unfortunately, from my experience you need to go between seventy and one hundred times before you get anything really good. I have gone to the arena more than 200 times in a game and I would estimate getting only about seven or eight good things. If you want some good stuff I would suggest going to the arena ten times between each chapter. That would make it a total of 170 times in the arena for a game. Heck, I would think that if you went just five times between each chapter you would most likely get at least one or two good things.

And for those who think that what you do during the battle affects what item you get at the end, I can only say that I have tried more than 100 different things in the arena and nothing has resulted in any consistent returns.

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SPECIAL SPELLS

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This section will cover the few hidden spells that you can make. Most people would put weapons before spells, but I am special. Since there are so few spells, I didn't bother to categorize. I am sure that you can figure them out. They are not that great anyway. To get these spells, select the basic spell and then mix in the added Kartia.

Name	Basic Spell	Added Kartia
Demon Fire =	Fire	+ Fast (Silk) + Goblin (Silk)
OR	Fire	+ Strange (Mithril)
Demon Flame =	Flame	+ Fast (Silk) + Goblin (Silk)
Demon Water =	Water	+ Fast (Silk) + Goblin (Silk)
Demon Thunder =	Thunder	+ Fast (Silk) + Goblin (Silk)
Demon Wind =	Wind	+ Fast (Silk) + Goblin (Silk)
Quick Quake =	Earthquake	+ Fast (Silk) + Goblin (Silk)
Power Quake =	Strong Quake	+ Intense (Mithril)
Big Quake =	Wide Quake	+ Mold (Silk)
Hell Quake =	Harsh Quake	+ Intense (Mithril)
Big Disaster =	Quake Disaster	+ Big (Mithril)
Core Quake =	Decadent Quake	+ Star (World Tree)

There are no more.

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FYNUS PHANTOMS

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You want a fynus. Don't deny it - you want one and you want one now. Hopefully this section will give you some vicarious pleasure if you cannot seem to get one on your game.

Fynus = Basic text(common, doll, shadow) + Beast(Mithril) + Illusion(Mithril)
+ Absolute(World Tree) + Pair(World Tree)

As long as you have the four texts (you start with the Basic text) you can make the Fynus even if the fynus does not show up on the list in the phantom creation screen. I do not believe you the Fynus will show up on phantom creation screen until you have the Unlimited License.

I have never gotten a Fynus on Toxa's quest. Bummer. But I have gotten them on Lacryma's quest. If you want one on Toxa's quest, I cannot help.

On Lacryma's quest I got the Beast(Mithril) and Absolute(World Tree) texts on stage 8. I got the Illusion(Mithril) text on stage 14, and the Pair(World Tree) text on stage 15.

If you want to know exactly where the Beast, Absolute, and Illusion texts are on those stages, refer to Lacryma Text FAQ by blink187 located on GameFAQs. As for the Pair text, I definitely got it as part of the ending bonus of stage 15.

This means that I could create Fynus starting on stage 16. The fynus did not actually show up on my phantom creation screen, however, until I got the

Unlimited License on stage 17.

If you do not get the Pair or other texts on the stages that I mention, I cannot say for sure why not. I am fairly certain that the texts that you receive from treasure chests, boxes (barrels, etc.), and found in the ground are the same every time you play. However, The texts that you receive as a bonus at the end of a battle might not be.

=====
LVL 20 ITEMS
=====

This section covers the items that you receive when you delete phantoms, which are on level 20. This should now be complete.

But first, "How do I get my wussy phantoms up to lvl 20?" you ask. It can be done, because I have done it, and if I can do it, anyone can (I am assuming, of course, that everyone is like me). Here are some tips:

a) Equip weapons and/or armor that give added experience. All phantoms that can equip weapons and/or armor have a complete set of personalized weapons and/or armor. For example, a Miles phantom can equip a weapon, helmet and boots, and thus, in the game there are Miles Swords, Miles Helmets, and Miles Boots. All these items give added experience up, and the added experience is cumulative, meaning you get more experience when the Miles Boots are equipped with the Miles Sword than just with the Miles Sword equipped alone. If you don't have these items, there is other equipment with added experience, notably all the Novel weapons and armor. The problem with these, however, is that they are rather weak and requires a C weapon/armor ranking to equip. You can get much of the phantom specific equipment in the arena or as bonus items after a battle. You cannot create them, unfortunately. Each Exp Up item equipped gives a 50 percent bonus of the base amount of experience given from an attack.

For example: Common (anything) hits doll (anything) but does not kill it. Base amount = Common hitting Doll without killing it is 20 Exp. Each Exp up item equipped gives a 50 percent bonus of the base amount. In this case it is 50 percent of 20, which is 10 Exp bonus. Therefore, if the common phantom had one Exp Up item equipped he would get 30 Exp (20 base + 10 bonus). If the common phantom had two items equipped with Exp Up bonuses he would get 40 Exp (20 + 10 + 10). Any character with four Exp Up items equipped would then get three times the experience he would normally get for each attack.

b) Give most kills to the phantom you want to get up. Killing any enemy gives 25 EXP (unless you have EXP UP items equipped.) regardless of the type of enemy. This is great if you can find an enemy that can create phantoms. If you can kill one of his phantoms a round, and somehow convince him to not attack personally, he will create another phantom each round. Sometimes it is difficult to keep him from not attacking. If he would rather attack with magic than create phantoms, keep all of your members who can be hurt by his magic well out of range; he will not attack with magic if it will do no damage.

c) If not killing, then attack enemies the phantom is strongest against. If your phantom attacks an enemy phantom it is strong against (eg. a common miles attacking a doll anything) it will get 20EXP. On the other hand, if you attack a similar phantom (eg. common against common), you get 10 EXP, and you get 5 EXP if attacking a phantom it is weak against (eg. common against shadow). It also doesn't matter if your phantom takes off 1HP or 99HP, it will get the same amount of experience. You can use this to your advantage by drawing out your battle; find a phantom you are strong against, equip a weak weapon or try to

keep HP low, then take off only a few HP off the other phantom. This will give you 20 EXP and allow you to continue attacking that phantom for a few more rounds and get 20EXP each time. This works especially well on phantoms that do not attack back.

d) Find enemies that heal. If you can get an enemy to heal every round, or whenever it gets low on health, you can continue to attack that person (or another that the healer will heal) to your hearts content. It's not as good as killing a phantom a round, but it will get you to level 20 eventually.

e) Draw out battles. The Kyau, Mordere, and Garork are the hardest to get up because they cannot equip weapons. This means that if you go too many battles without getting these phantoms up, they will not be able to do any damage on most or all enemies. Once you can make these phantoms, you must get them to level 20 as quick as possible; hopefully in three to four battles. This means you will have to contrive a, b, c and d above in order to get enough experience. This might mean leaving enemies alive in one battle so your ONE phantom gets ALL the kills. That could take some extra turns.

Now the list. I have also included a difficulty ranking which ranks how difficult it is to get each phantom up to level 20. 1 is the unbelievably easy, and 10 is masochistically difficult.

Name	Difficulty	Item Received
Kyau	10	Boink Hammer*

*On my current game I didn't get a Kyau up, this is only what I think I remember from two years ago. I did get a Kyau up to level 20 and it wasn't easy as you can see by the difficulty level. I am 99 percent sure you get the Boink Hammer. Is it worth it? You bet! The Boink Hammer rocks! You should get one if only to tell people that you like to go around boinking the enemy...

Miles	6	Demon Rod + 15
Behead	6	Guillotine
Mordere	8	Nagamitsu
Golem	5	Gaia Armor
Lizauro	1	Robe of Wind
Polypen	7	Robe of Water
Kabanda	5	Pinaca
Pardos	3	Thyrsus
Minotaur	2	Skrep
Garork	9	Flame Armor
Satelle	5	Gram
Kaliya	2	Pledge Armor
Akoniet	4	Common Shield, Doll Barrier, Shadow Boots*
Dragon	5	Common Breaker, Doll Crusher, Shadow Eraser*
Fynus	5**	Hihiro Armor, Hihiro Helmet, Hihiro Boots*

*Each of the Common, Doll, and Shadow types of the Akoniet, Dragon, and Fynus phantoms gives a different item. Therefore, you have to get all three types to level 20 for each of those phantoms to get all of the items.

**While the Fynus is the most powerful phantom, it has two problems: a) you will only have one or two stages to get them to level 20, and b) since the Fynus are so powerful, it is more difficult to prolong battles because they kill the enemy too easily. If you are only trying to get one Fynus to level 20, this is not a problem, but if you are trying to get all three up, you want each one to have something to hit every round. This is more difficult. Remember, you have to get your Fynus to level 20 before the chapter 18 begins to get its item. Probably the best thing to do is equip your Fynus with the weakest weapons you have, such as the wooden rod or wooden hammer or, better yet, the Novel rod or hammer.

The stats for each of these items are listed in the weapons and armor sections of this FAQ.

And on that segue...

=====
WEAPONS AND ARMOR
=====

I will start with all the regular armor and weapons that you can make even though other FAQs have a similar listing. The reason I will do this is because I want to, and since you are not the author of this FAQ, you must suffer through my irrational whims.

There are six sections of weapons and six sections of armor just like in the game. The weapons are axes, hammers, swords, blades, spears, and rods. The armor sections are helmets, hats, armor, robes, boots, and shoes. These are the sections I will use, and I do not care if there is something called "boots" in the shoe section, or if there are jackets in the robe section. This is the way the game splits up the stuff, and I am not one to argue with the programmers, not because I am a nice guy, but because they never answer my mail. Also note that the values given for each piece of equipment is the base value without any kartia mixed in. If you mix in kartia you will get a "+" value and the weapon will increase in strength (eg. Wood Sword + 3). Some weapons or armor will also gain special abilities, like shadow + 3 damage, when you add large "+" values but I will not include this info since you can simply check for yourself.

=====
WEAPONS =
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Legend

- ATTACK - Straight-ahead attack strength of the weapon. Higher means stronger.
HIT - How well the weapon hits. Higher means more accurate. 127 is the maximum value.
RANK - A character must have a weapons ranking equal or higher than the ranking of the weapon to equip it. E is the lowest and A is the highest. Eg. to equip a C ranked weapon, a character or phantom must have a ranking of C, B, or A.
SPECIAL ABILITIES - Anything special about the weapon.

Notes: For weapons there are essentially only four special abilities, and they are as follows:

- 1) Extra damage on certain phantoms. Eg. Shadow + 10 means you will do extra damage on shadow type phantoms, and the +10 means how much extra damage.
- 2) HP restored or reduced on each attack. Eg. HP + 10 means you will get 10HP back every time you attack with this weapon. This works even if you don't cause damage with the attack or if you are counter-attacking. There are also a few weapons that will reduce your HP with each attack (Eg. HP - 2), but don't use these weapons if you can help it.
- 3) Gained experience. Exp Up means that for every successful attack you will receive more experience than usual. The amount of extra experience is 50 percent more for every Exp Up weapon or armor you have equipped.
- 4) Humans only. This means that only humans can equip the weapon.

This is all the special abilities for the regular weapons; in the special weapons section there will be more.

---Axes---

Name	Attack	Hit	Rank	Special Abilities
Wood Axe	4	75	D	
Stone Axe	6	80	C	
Iron Axe	8	85	C	
Tarfu	11	70	C	
Battle Axe	10	80	C	
Silver Axe	13	92	C	Shadow + 10 damage, Humans only
Golden Axe	16	84	C	
Platinum Axe	17	86	C	
Diamond Axe	18	98	B	Doll + 10 damage
Korean Axe	20	90	B	HP + 5
Black Axe	22	88	B	Shadow + 5 damage
Dream Axe	23	99	B	HP + 10
Kintaro's Axe	30	100	A	Doll + 12 damage, Humans only

---Hammers---

Name	Attack	Hit	Rank	Special Abilities
Wood Hammer	2	88	E	
Stone Hammer	3	92	E	
Metal Hammer	5	95	E	
Big Hammer	8	88	D	
War Hammer	7	111	E	
Silver Hammer	10	100	E	Shadow + 6, Humans only
Platinum Hammer	13	95	E	
Diamond Hammer	14	100	D	Doll + 5
Dream Hammer	18	100	D	HP + 20
Lucky Hammer	18	109	C	Exp Up

---Swords---

Name	Attack	Hit	Rank	Special Abilities
Wood Sword	4	75	D	
Stone Sword	6	80	C	
Iron Sword	8	85	C	
Bastard Sword	11	70	C	
Silver Sword	13	92	C	Shadow + 10, Humans only
Slashing Sword	8	96	C	Doll + 20, Humans only
Magic Sword	14	88	B	Common + 10, Humans only
Zweihander	16	70	B	
Royal Sword	16	84	C	
Platinum Blade	17	86	C	
Diamond Sword	18	98	B	Doll + 10
7 Stars Sword	20	90	B	HP + 5
Replica Kusanagi	22	88	B	Common + 5
Dream Sword	23	99	B	HP + 10
Kusanagi Blade	30	100	A	Common + 12, Human Only
Soul Blade	35	127	A	

---Blades---

Name	Attack	Hit	Rank	Special Abilities
Wood Katana	2	88	E	
Stone Knife	3	92	E	
Dark Katana	5	95	E	
Warrior Katana	7	100	E	
Silver Katana	9	110	E	Shadow + 6, Humans only
Replica Muramasa	12	100	D	
Dragon Katana	12	90	D	
Shogun Katana	14	100	E	

Replica Masamune	16	102	D	
7 Handle Katana	16	102	C	HP + 10
Dream Katana	18	109	D	HP + 20
Dark Muramasa	30	111	C	HP - 3

---Spears---

Name	Attack	Hit	Rank	Special Abilities
Bamboo Spear	4	75	D	
Stone Spear	6	80	C	
Iron Spear	8	85	C	
Long Spear	11	76	C	
Silver Spear	13	92	C	Shadow + 10, Humans only
Royal Spear	16	84	C	
Long Pike	17	80	C	
Platinum Spear	17	86	C	
Diamond Spear	18	98	B	Doll + 10
Big Spear	22	70	B	
Dream Spear	23	99	B	HP + 10
Vajura	30	100	A	Shadow + 12, Humans only

---Rods---

Name	Attack	Hit	Rank	Special Abilities
Wood Rod	2	88	E	
Stone Rod	3	92	E	
Iron Rod	5	100	E	
Long Rod	7	96	D	
Silver Rod	9	110	E	Shadow + 5, Humans only
Demon Rod	12	90	D	
Platinum Rod	12	104	E	
Diamond Rod	13	108	D	Doll + 5
Nike's Rod	16	108	C	Common + 11
Dream Rod	18	109	D	HP + 20
Magic Rod	21	110	C	

Now on to armor...

=====
 ARMOR =
 =====

Legend

DEFENSE - straight forward defense value of the armor. Higher means stronger.

SPEED - how the character's speed will be affected while wearing the armor.

Usually will reduce speed (Eg. -5 means speed drops by 5) which means that the character will have more difficulty avoiding attacks.

RANK - A character must have an armor ranking equal or higher than the ranking of the armor to equip it. E is the lowest and A is the highest. Eg. to equip a C ranked piece of armor, a character or phantom must have a ranking of C, B, or A.

SPECIAL ABILITIES - Anything special about the armor.

Notes: There are only three special abilities for armor. Of course there are more for the rare stuff, but anyway, the regular is as follows:

- 1) Elemental defense bonus. Eg. Fire + 10 means your fire defense goes up by 10 points when you equip the armor. If you happen to see All + 10, this is my simple way of saying that all four of your elemental defense goes up by 10.
- 2) Strong against specific phantoms. Eg. Common - 5 means that the armor is

slightly stronger against common phantom attacks; Ie. common attacks are reduced. The number means how much the attack is reduced.

3) Humans only. As with weapons, there are pieces of armor that can only be worn by humans.

---Helmets---

Name	Defense	Speed	Rank	Special Abilities
Wood Helmet	3	-4	D	
Stone Helmet	4	-5	C	
Iron Helmet	5	-5	C	
Big Helmet	7	-10	C	
Silver Helmet	9	-5	C	Doll - 5, Humans only
Warrior Helmet	11	-5	C	
Platinum Helmet	12	-5	C	
Diamond Helmet	13	-7	B	Doll - 5
Star Helmet	13	-3	B	
Genji Helmet	15	-5	B	
Dream Helmet	17	-4	B	All + 10
Ares Helmet	19	-5	A	Doll - 5

---Hats---

Name	Defense	Speed	Rank	Special Abilities
Straw Hat	1	-2	E	
Leather Hat	2	-3	E	
Military Hat	3	-3	D	
Red Hat	3	-2	E	Fire + 10
Beast Hat	5	-3	E	Water + 5
Brand Hat	6	-2	E	All + 3
Leather Cap	6	-2	E	Wind + 10
God's Hat	9	0	D	All + 10
Dream Hat	10	-2	D	All + 20
Monk's Hat	12	+5	C	Earth + 20
Charune's Hat	11	-2	D	Common - 10, Humans only

---Armor---

Name	Defense	Speed	Rank	Special Abilities
Wood Armor	3	-4	D	
Stone Armor	4	-5	C	
Iron Armor	5	-5	C	
Big Armor	7	-10	C	
Silver Armor	9	-5	C	Shadow - 5, Humans only
Hero's Armor	11	-5	C	
Platinum Armor	12	-5	C	
Diamond Armor	13	-7	B	Doll - 5
Genji Armor	15	-5	B	
Dream Armor	17	-4	B	All + 10
War God Armor	19	-5	A	Common - 5

---Robes---

Name	Defense	Speed	Rank	Special Abilities
Jacket	1	-2	E	
Leather Robe	2	-3	E	
Chain Jacket	3	-3	D	
Sookari	2	-2	E	All + 5
Red Robe	3	-2	E	Fire + 10
Angel Robe	5	0	E	All + 10

Beast Robe	5	-3	E	Water + 5
Brand Jacket	6	-2	E	All + 3
Leather Jacket	6	-2	E	Wind + 10
Buddha Robe	6	-2	D	All + 20, Humans only
Kinryu	8	-2	D	
Dream Robe	10	-2	D	All + 20
Weave Robe	12	+5	C	Fire + 20
Femille Robe	11	-2	D	Shadow - 10, Humans only

---Boots---

Name	Defense	Speed	Rank	Special Abilities
Wood Boots	3	-4	D	
Stone Boots	4	-5	C	
Iron Boots	5	-5	C	
Big Boots	7	-10	C	
Silver Boots	9	-5	C	Common - 5, Humans only
Warrior Boots	11	-5	C	
Platinum Boots	12	-5	C	
Diamond Boots	13	-7	B	Doll - 5
Genji Boots	15	-5	B	
Dream Boots	17	-4	B	All + 10
War God Boots	19	-5	A	Shadow - 5

---Shoes---

Name	Defense	Speed	Rank	Special Abilities
Cloth Hat	1	-2	E	
Leather Hat	2	-3	E	
Boots	3	-3	D	Water + 5
Military Shoes	3	-3	D	
Beast Hat	5	-3	E	Water + 5
Brand Hat	6	-2	E	All + 3
Enamel Shoes	6	-2	E	Wind + 10
Tech Shoes	7	0	D	Wind + 10
Dream Hat	10	-2	D	All + 20
Fergaro Shoes	11	-2	D	Doll - 10, Humans only
High Tech Shoes	12	+5	C	Wind + 20

My fingers hurt...

Now, what we've all been waiting for...

=====

SPECIAL WEAPONS AND ARMOR

=====

This will be separated into sections like above, but will have the following subsections:

Special Make - weapons and armor you can make, but are hidden.

Phantom Special - weapons/armor only specific phantoms can take. All of these have the Exp Up ability.

Just Plain Special - Other weapons or armor in the game; mostly obtained from the Arena, but some are from deleted level 20 phantoms and other places.

In the Special Make subsection there will be two sub-subsections: stats and how to make. The how to make sub-subsection tells how you can make the weapon or armor in question. Simply put, take the basic weapon and mix in the specified kartia. Eg. Strong Axe = Tarfu + Strong (Silk) means to go to the weapons

creations screen, select axes, select the Tarfu (you must be able to make this axe before being able to use it), select Mix, then add the silk kartia Wonder, and voila. In some cases more than one kartia needs to be mixed in (Eg. Novel Axe = Wood Axe + Wonder (silk) + New (Silk) means to mix in both wonder and new kartia).

=====
WEAPONS =
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Notes: There is one extra special ability that you will find in the special weapons section on top of the four listed with the regular weapons listed above:
5) Added elemental attack. Eg. Added Quake Attack of 72 means that when a character attacks with this weapon it is like doing a regular attack and then attacking with quake of power 72 and then the damage is added together. You will only really notice a difference in damage if the enemy is weak against the particular element on the weapon.

---AXES---

Special Make

STATS

Name	Attack	Hit	Rank	Special Abilities
Unique Axe	6	80	C	HP + 2
Novel Axe	6	80	C	Exp Up
Strong Axe	15	70	B	HP - 2
Giant Axe	16	70	B	

HOW TO MAKE

Unique Axe = Stone Axe + Wonder (Silk)
Novel Axe = Wood Axe + Wonder (Silk) + New (Silk)
Strong Axe = Tarfu + Strong (Silk)
Giant Axe = Tarfu + Gigantic (Mithril)

Phantom Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Satelles Axe	33	100	C	Exp Up

Just Plain Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Shadow Eraser	20	95	B	Shadow + 80 damage, Humans only
Guillotine	24	86	D	Common + 30 damage
Parasu	44	115	B	Doll + 30 damage, Humans only

---HAMMERS---

Special Make

STATS

Name	Attack	Hit	Rank	Special Abilities
Strong Hammer	12	108	D	
Fortune Hammer	23	88	C	Exp Up

HOW TO MAKE

Strong Hammer = Wood Hammer + Strong (Silk) + Hit (Mithril)

Fortune Hammer = Big Hammer + Hit (Mithril) + Launch (World Tree)

Phantom Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Golem Hammer	18	100	C	Exp Up
Kabanda Hammer	24	100	C	Exp Up
Akoniet Hammer	39	100	B	Exp Up

Just Plain Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Gaia Hammer	28	122	C	Added Quake Attack of 72
Mjolnir	40	125	A	Added Thunder Attack of 90, Humans Only
Boink Hammer	99*	127	E	

*Yeah, you read that right. As far as I know, it is the strongest weapon in the game and anyone can take it. You have to get a Kyau up to level 20 to get it though.

---SWORDS---

Special Make

STATS

Name	Attack	Hit	Rank	Special Abilities
Unique Sword	6	80	C	HP + 2
Novel Sword	6	80	C	Exp Up

HOW TO MAKE

Unique Sword = Stone Sword + Wonder (Silk)

Novel Sword = Wood Sword + Wonder (Silk) + New (Silk)

Phantom Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Miles Sword	9	100	D	Exp Up
Bull Sword	30	100	B	Exp Up (Bull stuff is for Minotaurs)
Fynus Sword	42	100	A	Exp Up

Just Plain Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Fire Arm	10	99	C	Added Fire Attack of 50
Damascus Sword	10	127	D	
Damascus Sword+1	13	127	D	
Damascus Sword+2	16	127	D	
Damascus Sword+3	19	127	D	
Damascus Sword+4	22	127	D	
Common Breaker	20	95	B	Common + 80 damage, NOT humans only
Excalibur	35	100	B	HP + 100*

That's right, every attack will fully replenish your HP. This has been the most useful weapon I have. It is most useful in the arena, and also obtained there.

Gram	38	116	B
Soul Blade+1*	36	127	A
Soul Blade+2*	37	127	A
Soul Blade+3*	38	127	A
Soul Blade+4*	39	127	A

*I included these Soul Blades here even though you can make a Soul Blade from weapons creation because you need five kartia to make a Soul Blade, and that doesn't allow you to mix any kartia in. Thus, you cannot make a Soul Blade+x (and I didn't, I got them in the arena)

-----BLADES-----

Special Make

STATS

Name	Attack	Hit	Rank	Special Abilities
Miracle Knife	5	105	E	HP + 10
Spirit Knife	6	93	E	Shadow + 5

HOW TO MAKE

Miracle Knife = Wood Katana + Wonder (Silk) + Absolute (World Tree)

Spirit Knife = Wood Katana + Sharp (Silk) + Breath (Silk)

Phantom Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Polypen Blade	23	100	C	Exp Up

Just Plain Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Nagamitsu	20	99	D	
Skrep	33	127	E	

-----SPEARS-----

Special Make

STATS

Name	Attack	Hit	Rank	Special Abilities
Unique Spear	6	80	C	HP + 2
Novel Spear	6	80	C	Exp Up

HOW TO MAKE

Unique Spear = Stone Spear + Wonder (Silk)

Novel Spear = Bamboo Spear + Wonder (Silk) + New (Silk)

Phantom Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Behead Spear	12	100	E	Exp Up
Lizauro Lance	21	100	D	Exp Up
Pardos Lance	27	100	C	Exp Up

Kaliya Lance 36 100 B Exp Up

Just Plain Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Trident	18	120	C	Added Water Attack of 70
Doll Crusher	20	95	B	Doll + 80 damage, Humans only
Pinaca	55	106	B	

---RODS---

Special Make

STATS

Name	Attack	Hit	Rank	Special Abilities
Power Rod	14	88	D	
Tungsten Rod	15	115	C	

HOW TO MAKE

Power Rod = Stone Rod + Heap (Mithril)

Tungsten Rod = Stone Rod + Iron (Mithril) + Heap (Mithril)

Phantom Special

None

Just Plain Special

STATS

Name	Attack	Hit	Rank	Special Abilities
Heaven Rod	20	125	D	Common + 30 damage
Demon Rod+15	27	127	C	
Thysus	32	124	D	Shadow + 30 damage

=====
ARMOR =
=====

Notes: There is one extra special ability that you will find in the special armor section on top of the three listed with the regular armor listed above:
4) Experience Up. Exp Up means that any character that has this armor equipped will get a experience bonus of 50 percent of the base experience for the attack.

---HELMETS---

Special Make

STATS

Name	Defense	Speed	Rank	Special Abilities
Unique Helmet	4	-4	C	All + 6
Novel Helmet	4	-4	C	Exp Up

HOW TO MAKE

Unique Helmet = Stone Helmet + Wonder (Silk)

Novel Helmet = Wood Helmet + Wonder (Silk) + New (Silk)

Phantom Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Miles Helmet	6	-2	E	Exp Up
Pardos Helmet	18	-2	C	Exp Up
Kaliya Helmet	24	-2	C	Exp Up
Fynus Helmet	28	-2	A	Exp Up

Just Plain Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Athena Helmet	8	-5	D	All + 5
Athena Helmet + 1	16	-4	D	All + 10
Athena Helmet + 2	24	-3	C	All + 20
Athena Helmet + 3	32	-2	C	All + 30
Athena Helmet + 4	40	-1	C	All + 40
Common Shield	15	-5	B	Common - 85, Humans only
Dark Helmet	33	-1	B	Shadow - 30, Humans only
Hihiro Helmet	50	-3	A	

---HATS---

Special Make

STATS

Name	Defense	Speed	Rank	Special Abilities
Ogre Cap	2	-2	E	Common - 5
Navy Beret	3	-3	D	Water + 20
Battle Hat	8	-3	D	Wind + 20

HOW TO MAKE

Ogre Cap = Leather Hat + Goblin (Silk)

Navy Beret = Military Hat + Sea (Silk)

Battle Hat = Military Hat + Air (World Tree)

Phantom Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Mordere's Hat	10	-2	D	Exp Up
Golem Hat	12	-2	B	Exp Up
Lizauro Cap	14	-2	D	Exp Up

Just Plain Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Mercurius Hat	14	+10	E	Water + 50
Odin Hat	20	-5	D	Wind + 80
Charune's Hat+1*	12	-1	D	Common - 12, Humans Only
Charune's Hat+2*	12	0	D	Common - 14, Humans Only
Charune's Hat+3*	13	+1	D	Common - 16, Humans Only
Charune's Hat+4*	13	+2	D	Common - 18, Humans Only

*Although you can make a Charune's Hat, you cannot add a + to it. You can get these from the arena.

---ARMOR---

Special Make

STATS

Name	Defense	Speed	Rank	Special Abilities
Unique Armor	4	-2	C	All + 6
Novel Armor	4	-2	C	Exp Up

HOW TO MAKE

Unique Armor = Stone Armor + Wonder (Silk)

Novel Armor = Wood Armor + Wonder (Silk) + New (Silk)

Phantom Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Behead Armor	8	-2	D	Exp Up
Lizauro Armor	14	-2	D	Exp Up
Pardos Armor	18	-2	C	Exp Up
Bull Armor	20	-2	C	Exp Up (Bull stuff is for Minotaurs)
Kaliya Armor	24	-2	C	Exp Up
Fynus Armor	28	-2	A	Exp Up

Just Plain Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Doll Barrier	15	-5	B	Doll - 85, Humans only
Gaia Armor	20	-4	B	Earth + 100
Flame Armor	20	-4	B	Fire + 100
Valkyrie Armor	25	0	C	All + 20, Humans only
Valkyrie Armor+1	30	+2	C	All + 30, Humans only
Pledge Armor	40	0	C	Humans only
Hihiro Armor	50	-3	A	

---ROBES---

Special Make

STATS

Name	Defense	Speed	Rank	Special Abilities
Ogre Jacket	2	-2	E	Doll - 5

HOW TO MAKE

Ogre Jacket = Leather Jacket + Goblin (Silk)

Phantom Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Akoniet Robe	26	-2	C	Exp Up

Just Plain Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Robe of Wind	12	+5	D	Wind + 100
Robe of Water	12	+5	D	Water + 100
Heaven Robe	12	+5	D	All + 100*

*This is the ultimate in magical defense. I mean, can it get any better than that? Like the Excalibur, this is one of the most useful pieces of equipment.

Famille Robe+1*	12	-1	D	Shadow - 12, Humans Only
Famille Robe+2*	12	0	D	Shadow - 14, Humans Only
Famille Robe+3*	13	+1	D	Shadow - 16, Humans Only
Famille Robe+4*	13	+2	D	Shadow - 18, Humans Only

*Although you can make a Famille Robe, you cannot add a + to it. You can get these from the arena.

 ---BOOTS---

Special Make

STATS

Name	Defense	Speed	Rank	Special Abilities
Unique Boots	4	-4	C	All + 6
Novel Boots	4	-4	C	Exp Up

HOW TO MAKE

Unique Boots = Stone Boots + Wonder (Silk)

Novel Boots = Wood Boots + Wonder (Silk) + New (Silk)

Phantom Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Miles Boots	6	-2	E	Exp Up
Behead Boots	8	-2	D	Exp Up
Lizauro Boots	14	-2	D	Exp Up
Fynus Boots	28	-2	A	Exp Up

Just Plain Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Shadow Boots	15	-5	B	Shadow - 85, Humans only
Dark Boots	28	-3	B	Shadow - 30, Humans only
Hihiro Boots	50	-3	A	

 ---SHOES---

Special Make

STATS

Name	Defense	Speed	Rank	Special Abilities
Ogre Shoes	2	-2	E	Shadow - 5
Navy Shoes	3	-3	D	Water + 20
Air Replica	8	-3	D	Wind + 20

HOW TO MAKE

Ogre Shoes = Leather Shoes + Goblin (Silk)
Navy Shoes = Military Shoes + Sea (Silk)
Air Replica = Military Shoes + Air (World Tree)

Phantom Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Kabanda Sandal	16	-2	C	Exp Up
Bull Shoes	20	-2	C	Exp Up (Bull stuff is for Minotaurs)
Satelles Sandal	22	-2	B	Exp Up

Just Plain Special

STATS

Name	Defense	Speed	Rank	Special Abilities
Talaria	14	+10	E	Water + 50
Fergaro Shoes+1*	12	-1	D	Doll - 12, Humans Only
Fergaro Shoes+2*	12	0	D	Doll - 14, Humans Only
Fergaro Shoes+3*	13	+1	D	Doll - 16, Humans Only
Fergaro Shoes+4*	13	+2	D	Doll - 18, Humans Only

*Although you can make a Fergaro Shoes, you cannot add a + to it. You can get these from the arena.

=====
WORTHLESS EXTRA STUFF
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I am absolutely certain that I never got all of the weapons and armor in the game of Kartia. Here is what should be a complete list of what I never got. Unfortunately, I am making this list from memory, so there might be a spelling error or something missing from the list. Since I want to get this FAQ done, I will not verify this list any better than it is. Live with it.

Intercidonna (probably spelled wrong) - Axe
Peril Hammer - Hammer
Laevatein - Sword
Gungnir - spear
Kerykeion - staff
Atlas Jacket - Robe
Shining Boots - Boots
Death Solute - Sandals

I am wracking my memory, but I am not getting anything else. I am pretty sure that is the list. As I stated, with this list and the rest of this FAQ, that should be all of the items in the game. I would expect that you can get all of the stuff in this list if you spend enough time in the Arena.

Anyone else note that there is the silk "cloth" (which you start with) and a world tree "cloth" which is the third last world tree kartia? Since they are not the same character I would assume there is a difference, but I don't know what it is.

=====
TRADING WEAPONS AND ARMOR
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If you have game saves on two different memory cards, you can trade certain weapons and armor between them. The bad news is that you cannot trade just any weapon or armor. The good news is that the ones you can trade are the rare

ones, so it is not really a problem.

Q: What can you trade?

As far as I am aware, you can trade any weapon/armor that cannot be made using texts with a few minor exceptions. This means you can trade items you get from deleting level 20 phantoms, phantom-specific stuff, and most of the items you get in the arena.

Q: What can you not trade?

Anything you can make, or could make, with texts. This includes stuff you can make with texts that are hidden (not listed). Some examples of things you cannot trade are:

- a) Novel Armor - it is a hidden piece of armor that you can make, so no good.
- b) Soul Blade+4 - Although you cannot actually make this, you cannot trade it. You can make a Soul Blade, but not the with the +4, but you can get a Soul Blade+4 from the arena. Regardless, since you can make the Soul Blade, you cannot trade it. There are a few others that are similar to this.

Q: What should I know before I start trading?

Trading is a direct swap. In order to trade, you must exchange one tradable item for another. You cannot simply take every tradable item from the other save, you have to give up one item for another. This means that in the end your total number of items will stay the same. What you should do is give the tradable items that you don't want and get the items you want. For example, you can trade a Miles Sword for a Heaven Robe, or a Fire Arm for a Satelles Axe. I have now said the exact same thing at least four different ways. I hope it is clear.

Q: How does trading work?

Its actually very simple. You need two memory cards and two controllers.

- 1) Insert your two memory cards each with a game save into your consol.
- 2) Access the Trade feature from the Title screen (do not continue your saved game).
- 3) Using the first controller, select the game save you want to trade with on the first memory card. A list of your inventory for that save will appear.
- 4) Select the item you want to trade. It is very obvious which ones you can trade and which ones you cannot. I am sure you can figure it out.
- 5) Using the second controller, select the game save you want to trade with on the second memory card. The list of items from that save will appear.
- 6) Still using the the second controller, select the item you want to trade.
- 7) A screen will then appear showing the two items that will be swapped. Player 1 (controller 1) can select yes or no with the 'X' and 'O' buttons respectively. If Player 1 selects yes, Player 2 (controller 2) can select yes or no as well.
- 8) If both players select yes, then the swap will take place. Once that is done, you have the option to swap another item.

Q: I don't have access to someone else's game, only my own. Is there any reason I should trade?

You bet! Once you get one of the rare or hard to get weapons or armor such as the Boink Hammer or Excalibur you can trade with yourself to get more. Copy your game save onto another memory card and insert it into the second slot. Then just trade you more worthless tradable items (*ahem* Damascus Swords) for the item you want. Doing this you can have 10 Excaliburs even though you only really found one. Unfortunately, you do have to get the weapon or armor once

initially before you can trade yourself for more. That means you still have to level your Kyau to 20 to get your first Boink Hammer.

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CREDITS
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Simon Magus - Who's deep insight and memory card allowed me to make bold statements like, "Extensive empirical evidence suggests that you cannot get all the texts on Toxa's quest," and other meaningful things. Thanks, man! Sorry about losing your email address, though. I blame Microsoft. Who doesn't?

blink187 - Although I did not actually use anything produced by this person, I did mention that people could reference his Lacryma Text FAQ located on gamefaqs.com in order to make my list of texts easier to follow.

All the little people who tried to drag me down. Rot in hell, you bastards!
HAHAHAHAHAHA! Ah, just kidding. We're still friends, right?

Hoo! It is late, I have to go now. This is all for version 2.0. If you need to know something contact you government representative. If you just have to contact me and say how great I, or my FAQ is, you can contact me at:

ryan_anderson2@hotmail.com

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