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//-----\\
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| | |
| Ignacio de Lucas | Kao Megura |
| <de_lucas@yahoo.com> | <kmegura@yahoo.com> |
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                REVISION HISTORY
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Version 0.1 [08/14/00] - Decided to make a walkthrough for Tales of Phantasia. Made the ASCII art of the FAQ and wrote the introduction. The design used is the same from my FF IX FAQ project.

Version 0.2 [08/30/00] - The FAQ covers as far as the Moria Gallery and a little more. More to come soon!

- Version 0.3 [09/07/00] - Walkthrough up to The Tower of the Twelve Stars. Added the Norse Mythology Section (I'm not even near finishing it, but it's there).
- Version 0.4 [09/14/00] - Expanded the walkthrough up to the end of Dhaos' Fortress. Added lots of information to the Norse Mythology section. This is the largest Tales of Phantasia FAQ that I know of already, and I'm not even half done yet! (is this good or bad?...).
- Version 0.5 [09/21/00] - The walkthrough is done until right before going to the Fire Tower and the Ice Cavern. Added a new part to the introduction. The file now is as big as 242 KB, that's 54 KB more than last week!
- Version 0.6 [09/28/00] - The walkthrough is almost complete, I'm right before going after Dhaos. I'm almost sure that the walkthrough will be complete by next week!
- Version 0.7 [10/08/00] - I know I almost promised the complete walkthrough, but I was busy half the time last week, and the other half I was... well, just lazy. I had to delay the release of this revision to include the full walkthrough of the Moria Gallery and the Treasure Quest.
- Version 0.8 [11/05/00] - Okay, I'm really sorry about taking so long, but the walkthrough is complete now and the Coliseum section has been added. The next revision will include cheats!
- Version 0.9 [11/29/00] - And yet again I'm late! This time I added the 'Cheats and Codes' section, check it out! Last AND least, I completed the 'Menu Explanation' section, but it's huge, so I might move it somewhere below the Walkthrough.
- Version 1.0 [12/15/00] - Made the list of skills for Mint, Klarth and Arche. Added more information in section 8.3 Created the 'Voice Actors' Section and added the 'Patch Related Questions' to the Frequently Asked Questions.
- Version 1.1 [12/22/00] - Hooray! We just overcame the 500 KB barrier! This time I made the list of skills for Cless (Combos are still missing though) and

completed sections 2.3 and 2.4. I also finished the 'Voice Actors' section.

Version 1.2 [02/03/01] - After Dejav's Final Patch release, seeing how big the file would get, I decided to divide the FAQ. I changed all the item names in the walkthrough and added a few minor things (such as the combos you can get in each section) in Part I. The list of Cless' combos was finally added. There are some new cheats as well (most of them are courtesy of Jeffrey Tam).

Version 1.3 [03/29/01] - The huge increase in file size comes from the fact that the Item and Shop Lists are done! There were also many changes in the walkthrough and the mini-quests, but they are minor.

Version 1.4 [07/14/01] - It was about time! This revision includes the List of Enemies and a new section for extra tactics sent by contributors. I am pleased to announce that this is the Complete Version of the FAQ (for more info, see section 1.4 of Part I). There won't be any more updates unless I realize there is a big flaw somewhere in the guide... Thanks for reading. Bye!

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I.- SPELLS AND SKILLS
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I.1- List of Skills for Cless

Being the main character and all, it's obvious that Cless skills are always useful. Just be careful, because if you are not careful you might end up wasting all of his TP and running out of TP recovering items.

Cless skills will be listed in the following order: Short-Range skills first, then Long-Range skills and finally Combos. Each section will be sorted alphabetically.

NOTE: In the list of characteristics of each Skill: 'Master' refers to whether the skill can be mastered (i.e. has a % counter).

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- S h o r t R a n g e -
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B l a d e S t o r m

Description: Attack the enemy with a shower of stabbing attacks.
TP Cost: 15
Type: Physical Damage
Master: Yes
What it does: Stabs the enemy about ten times. Since this attack uses the Thrust value of the weapon, it is not very effective while using axes.
Acquire: Cless gets this skill at level 12

D u a l K i c k

Description: Kick the enemy then strike them with your weapon twice.
TP Cost: 4
Type: Physical Damage
Master: Yes
What it does: Cless runs to the target and jump, kicking as he goes up. He kicks again when he reaches the top, then uses his weapon on the way down.
Acquire: Cless gets this skill at level 5

E i r ' s L o v e

Description: Asks the goddess Eir to heal you.
TP Cost: 6
Type: Healing
Master: No
What it does: Cless stands holding his sword near the floor, recovering a good amount of HP.
Acquire: Cless gets this skill at level 34

F i r e b r a n d

Description: Wrap your sword in flames then throw it at an enemy.
TP Cost: 10
Type: Fire Damage
Master: No
What it does: Cless jumps holding his weapon enveloped in fire in front of him, then throws it to the floor. The weapon appears back in Cless' hands afterwards.
Acquire: Cless gets this skill at level 45

F o c u s

Description: Boost your speed and attack.
TP Cost: 6
Type: Offensive Boost
Master: No
What it does: Cless jumps high up in the air, creating green sparkles around him.
Acquire: Cless gets this skill at level 20

F o c u s M o r e

Description: Boost your speed and attack even more than Focus.
TP Cost: 20
Type: Offensive Boost
Master: No
What it does: Cless raises his weapon, liberating fiery waves of energy.
Acquire: Cless gets this skill at level 50

F u r y S l a s h

Description: Gather energy and focus into one extra powerful slice.
TP Cost: 12
Type: Physical Damage
What it does: Cless holds his sword back while gathering power, then releases a powerful blow of long reach.
Acquire: Cless gets this skill at level 31

G a l e S h i e l d

Description: Create a barrier that enemies cannot pass through.
TP Cost: 5
Type: Defense
Master: No
What it does: Cless sticks his sword into the floor, then energy arising from around it. This skill is quite slow, but is great if you have cornered an enemy, especially if it flies.
Acquire: Cless gets this skill at level 27

M a g m a R i f t

Description: Open a hole from the center of the earth, creating a sudden lava sprout.
TP Cost: 9

Type: Fire & Physical Damage
Master: Yes
What it does: Cless creates a powerful flame in front of him, he attacks with his weapon afterwards. The first part of this attack has the Fire elemental property, the second part is non-elemental.
Acquire: Cless gets this skill at level 41

S o u l W a v e

Description: Gathers your soul's energy, then releases it towards the enemies.
TP Cost: 30
Type: Energy Damage
Master: Yes
What it does: Blue sparkles ascend around Cless in spiral, dealing Water Elemental damage to the enemies around him. Cless then releases a powerful energy wave that hits the enemy several times.
Acquire: Cless receives this skill after beating the Fire Tower - See section 3.28 of Part I

T e l e p o r t

Description: Teleport to the enemy, scoring up to four hits.
TP Cost: 30
Type: Energy & Physical Damage
Master: Yes
What it does: Cless holds his weapon pointing up while energy surges from the floor around him (very much like Wind Barrier) and he begins to float. Cless appears over the enemy afterwards, hits it four times and goes back to where he was standing before.
Acquire: Cless receives this skill from Origin, after defeating him - See section 3.29 of Part I

T i g e r T e e t h

Description: Attack the enemy with two strong slices.
TP Cost: 7
Type: Physical Damage
Master: Yes
What it does: Slices the enemy upwards, then slices downwards.
Acquire: Cless gets this skill at level 15

=====
- L o n g R a n g e -
=====

E i r ' s L o v e

Description: Asks the goddess Eir to heal you.
TP Cost: 6
Type: Healing
Master: No

What it does: Cless stands holding his sword near the floor,
recovering a good amount of HP.
Acquire: Cless gets this skill at level 34

F o c u s

Description: Boost your speed and attack.
TP Cost: 6
Type: Offensive Boost
Master: No
What it does: Cless jumps high up in the air, creating green
sparkles around him.
Acquire: Cless gets this skill at level 20

F o c u s M o r e

Description: Boost your speed and attack even more than Focus.
TP Cost: 20
Type: Offensive Boost
Master: No
What it does: Cless raises his weapon, liberating fiery waves of
energy.
Acquire: Cless gets this skill at level 50

G a l e S h i e l d

Description: Create a barrier that enemies cannot pass through.
TP Cost: 5
Type: Defense
Master: No
What it does: Cless sticks his sword into the floor, then energy
arising from around it. This skill is quite slow, but
is great if you have cornered an enemy, especially if
it flies.
Acquire: Cless gets this skill at level 27

L i g h t n i n g B o l t

Description: Create a lightning bolt to strike nearby enemies.
TP Cost: 8
Type: Electrical Damage
Master: Yes
What it does: Cless runs and jumps. He kicks in the air once he
reaches the top, creating a blade of energy that goes
straight into the target. Once the blade hits ground,
a powerful lightning follows.
Acquire: Cless gets this skill at level 9

L i o n h e a r t

Description: Creates a physical being from your courage to attack
foes.
TP Cost: 14
Type: Physical Damage
Master: Yes

What it does: Cless tackles the enemies in front of him. He then stabs them, releasing energy in the form of a lion head.

Acquire: Cless gets this skill at level 37

P h o e n i x

Description: Transforms your body into the flaming bird of legend.

TP Cost: 8

Type: Fire Damage

Master: Yes

What it does: Cless holds his weapon near the floor while energy surges from his body. He then jumps and gets completely enveloped in flames, becoming a fire bird that flies into the target in a kamikaze attack.

Acquire: Cless gets this skill at level 23

P s i o n B o l t

Description: Fires a bolt of energy along the ground at the enemy.

TP Cost: 2

Type: Energy Damage

Master: Yes

What it does: Cless swings his sword, releasing a wave of energy that goes through the battlefield.

Acquire: Cless gets this skill at level 2

S o u l E d g e

Description: Uses your soul's power to extend the length of your weapon.

TP Cost: 25

Type: Energy Damage

Master: Yes

What it does: Cless runs over to the target. He jumps next to it, holding his weapon in front of him and creating a blast of energy. As he falls, Cless slashes the target again.

Acquire: Cless receives this skill after beating the Ice Cavern - See section 3.27 of Part I

T e l e p o r t

Description: Teleport to the enemy, scoring up to four hits.

TP Cost: 30

Type: Energy & Physical Damage

Master: Yes

What it does: Cless holds his weapon pointing up while energy surges from the floor around him (very much like Wind Barrier) and he begins to float. Cless appears over the enemy afterwards, hits it four times and goes back to where he was standing before.

Acquire: Cless receives this skill from Origin, after defeating him - See section 3.29 of Part I

=====
- C o m b i n a t i o n s -
=====

B o l t C r a s h

Combines: Lightning Bolt/Dual Kick
TP Cost: 17
Type: Electrical & Physical Damage
Acquire: Cless learns this combo from a book bought for 18,000
Gald from a man in Midgard (Past only) - See section
3.18 of Part I

B u r n i n g S o u l

Combines: Phoenix/Blade Storm
TP Cost: 21
Type: Fire & Physical Damage
Acquire: Cless learns this combo from a book received from a
woman in a camp south-west of Alvanista - See section
3.11 of Part I

C i n d e r H a w k

Combines: Phoenix/Magma Rift
TP Cost: 18
Type: Fire & Physical Damage
Acquire: Cless learns this combo from a book bought for 50,000
Gald from a swordswoman in Ary in the future - See
section 3.26 of Part I

E a r t h ' s R a g e

Combines: Lightning Bolt/Magma Rift
TP Cost: 17
Type: Electrical & Fire Damage
Acquire: Cless learns this combo from a book bought for 50,000
Gald from a swordsman in the Valhalla Plains - See
section 3.21 of Part I

F l a r e T a l o n

Combines: Phoenix/Tiger Teeth
TP Cost: 20
Type: Fire & Physical Damage
Acquire: Cless learns this combo from a book bought for 20,000
Gald from a swordswoman in Miguel in the future - See
section 3.24 of Part I

L i o n C l a w s

Combines: Lionheart/Blade Storm
TP Cost: 28

Type: Physical Damage
Acquire: Cless learns this combo from a book received after beating the Coliseum in Euclid (future) for the first time - See section 4.6 of Part I

L i o n F l a r e

Combines: Lionheart/Magma Rift
TP Cost: 13
Type: Physical & Fire Damage
Acquire: Cless learns this combo from a book bought for 33000 Gald from a swordsman in Freezekill (future) - See section 3.26 of Part I

L i o n L u n g e

Combines: Lionheart/Dual Kick
TP Cost: 12
Type: Physical Damage
Acquire: Cless learns this combo from a book bought from a man camping south of the Moria Galley for 1,2000 Gald - See section 3.11 of Part I

L i o n T e e t h

Combines: Lionheart/Tiger Teeth
TP Cost: 13
Type: Physical Damage
Acquire: Cless learns this combo from a book received after beating the Coliseum in Euclid (future) for the first time - See section 4.6 of Part I

M a g m a B o l t

Combines: Psion Bolt/Magma Rift
TP Cost: 10
Type: Energy & Fire Damage
Acquire: Cless learns this combo from a book received from a swordswoman in a camp south of Midgard - See section 3.18 of Part I

M e c h a B l a d e

Combines: Psion Bolt/Tiger Teeth
TP Cost: 15
Type: Energy & Physical Damage
Acquire: Cless learns this combo from the kid in Beladum's weapon store or from an old man's drawers in Miguel in the future if you forget to get it the first time- See section 3.5 or 3.24 of Part I

O d i n ' s W r a t h

Combines: Phoenix/Tiger Teeth

TP Cost: 25
Type: Fire & Physical Damage
Acquire: Cless learns this combo from a book bought for 40,000
Gald from a swordsman in one of the oases in Freland
in the future - See section 3.26 of Part I

P s i o n K i c k

Combines: Psion Bolt/Dual Kick
TP Cost: 9
Type: Energy & Physical Damage
Acquire: Cless receives this combination from Tristan, at the
mausoleum cave at the beginning of the game - See
section 3.4 of Part I

P s i o n S t o r m

Combines: Psion Bolt/Blade Storm
TP Cost: 16
Type: Energy & Physical Damage
Acquire: Cless learns this combo from a book bought for 6000
Gald in the Adventurer's Guild in Alvanista - See
section 3.11 of Part I

T e m p e s t

Combines: Lightning Bolt/Blade Storm
TP Cost: 21
Type: Electrical & Physical Damage
Acquire: Cless learns this combo from a book bought for 3,000
Gald from a woman in Venezia's Armor Shop - See
section 3.9 of Part I

T h o r ' s W r a t h

Combines: Lightning Bolt/Tiger Teeth
TP Cost: 20
Type: Electrical & Physical Damage
Acquire: Cless learns this combo from a book found in a chest
in the 21st level of the Moria Gallery (Future) - See
section 4.5 of Part I

S o u l F o r g e

Combines: Soul Edge/Soul Wave
TP Cost: 50
Type: Energy Damage
Acquire: Cless learns this combo in the Treant's Forest in the
future, after the battle against Origin - See section
3.26 of Part I

S o u l S t r i k e

Combines: Teleport/Soul Wave

TP Cost: 40
Type: Energy & Physical Damage
Acquire: Cless learns this combo in the Treant's Forest in the future, after the battle against Origin - See section 3.26 of Part I

I.2- List of Skills for Mint

Being Mint the only healer in the group, her spells will ALWAYS be useful. Of course not all of her spells are that good, you will mostly use healing and power boosting spells, rather than any others.

Note that after a status modifying spell has been cast (like Acid Rain or Valkyrie) the enemies/allies affected by it are denoted by a little wave of energy over them being blue and going down (when affected by a bad status, like Slow) or being red and going up (when affected by a good status, like Haste).

F i r s t A i d

Description: A simple spell to recover HP.
TP Cost: 5
Range: One Ally
What it does: A few light-blue sparkles appear over the character healing a few hundreds HP.
Acquire: Mint gets this spell at level 3
Comments: Mint's very first healing spell. Obviously very useful until you acquire a more powerful healing spell.

D e e p M i s t

Description: Blinds enemies, causing their melee attacks to be less effective.
TP Cost: 3
Range: All Enemies on the Screen
What it does: A white mist covers the battlefield.
Acquire: Mint gets this spell at level 8
Comments: I personally don't use this spell much, since it doesn't work on powerful enemies, which are the ones you want to weaken.

H a m m e r

Description: Stuns an enemy.
TP Cost: 4
Range: One Enemy
What it does: Mint throws a hammer at an enemy. It may or may not get to hit the target. Obviously, if it does, the foe gets stunned.
Acquire: Mint gets this spell at level 5
Comments: A good spell that can be useful even near the end of the game. Watch out though, if you let her, Mint might

waste all of her TP using this.

H e a l

Description: Restores a fair amount of HP.
TP Cost: 10
Range: One Ally
What it does: A magic seal appears over the character.
Acquire: Mint gets this spell at level 14
Comments: Another healing spell, which means it is really useful, at least until you get a better one.

A n t i d o t e

Description: Remove the poison from an ally's body.
TP Cost: 8
Range: One Ally
What it does: Three red triangles appear over the character sprite, then separate and vanish.
Acquire: Mint gets this spell at level 20
Comments: Very useful when facing those nasty monsters that just love to poison Cless.

S i l e n c e

Description: Prevents an enemy from casting spells.
TP Cost: 6
Range: One Enemy
What it does: Mint throws a black strip of paper (a Japanese mystic seal) at an enemy.
Acquire: Mint gets this spell at level 29
Comments: I never actually used this one, and I doubt it works on powerful enemies, which makes it almost useless.

A c i d R a i n

Description: Lowers enemies' defence.
TP Cost: 7
Range: All Enemies on the Screen
What it does: A crimson rain falls all over the battlefield.
Acquire: Mint gets this spell at level 17
Comments: You may use this one in some battles when Mint has nothing to do.

C u r e

Description: Restores large amount of HP.
TP Cost: 22
Range: One Ally
What it does: Many light blue sparkles form a circle around the target and converge at him/her.
Acquire: Mint gets this spell at level 38
Comments: Mint's most powerful individual healing spell.

Description: Summons a war goddess to bless all allies.
TP Cost: 15
Range: All Allies on the Screen
What it does: A Valkyrie flies through the screen, raising the attack power of the characters on the screen.
Acquire: Mint gets this spell at level 44
Comments: Very useful in many boss battles, especially if you like to use Chester, as it will affect him and Cless at the same time.

R e c o v e r

Description: Removes allies' status ailments (e.g. Stone, Paralyzed).
TP Cost: 18
Range: All Allies on the Screen
What it does: Very much like the Antidote spell, to big, red triangles appear in the center of the screen, removing all status ailments from the characters on the screen.
Acquire: Mint gets this spell at level 47
Comments: You will be using this one constantly while facing those nasty monsters that just love to Paralyze Cless.

B a r r i e r

Description: Magically creates a shield around one ally to defend.
TP Cost: 15
Range: One Ally
What it does: Creates a blue energy blast in the center of the screen, dispersing stars that surround the characters afterwards.
Acquire: Mint gets this spell at level 35
Comments: I didn't use this one too often, but it may be useful in some cases.

D i s p e l

Description: Restores an ally to normal. (e.g. Silenced or Slowed)
TP Cost: 14
Range: One Ally
What it does: A green pyramid appears over a character.
Acquire: Mint gets this spell at level 32
Comments: Your characters are rarely affected by Silence or Slow, which makes this spell almost unnecessary.

N u r s e

Description: Summons angels to heal the party.
TP Cost: 20
Range: All Allies on the Screen
What it does: One nurse per party member on the screen appears over the battlefield and fly towards them to heal medium amount of HP.
Acquire: Mint gets this spell at level 23

Comments: Obviously a great spell, as it allows you to heal the whole party at once.

H a s t e

Description: Increase an ally's speed.
TP Cost: 16
Range: All Allies on the Screen
What it does: Several clocks appear on the screen and start to move forward, quickly acquiring speed.
Acquire: Mint gets this spell at level 26
Comments: Very useful, you will probably want to use this whenever Mint isn't busy healing.

D e l a y

Description: Slows an enemy down.
TP Cost: 14
Range: All Enemies on the Screen
What it does: Several clocks appear on the screen and start to move backwards, diminishing speed.
Acquire: Mint gets this spell at level 11
Comments: Not as useful as it may seem, since it doesn't work on most powerful enemies or bosses.

H a m m e r H e a d

Description: Stuns the enemies.
TP Cost: 16
Range: All Enemies on the Screen
What it does: A huge hammer falls over the battlefield.
Acquire: Mint gets this spell at level 41
Comments: Almost useless, unless you are facing a big group of annoying foes.

R e s u r r e c t i o n

Description: Holy power restores the party's HP.
TP Cost: 32
Range: All Allies on the Screen
What it does: Many stars converge at the center of the screen, then a powerful healing light emanates from there.
Acquire: Mint gets this spell at level 54
Comments: Mint's most powerful group healing spell. You don't need me to tell you how useful it is.

R a i s e D e a d

Description: Revives an ally who has been slain.
TP Cost: 26
Range: One Ally
What it does: A beam of light descends over the slain ally, the ally's spirit enters his/her body afterwards.
Acquire: Mint gets this spell at level 50
Comments: If reviving slain allies in battles is not useful, I

I.3- List of Spirits for Klarth

Klarth doesn't seem to be really useful when you first meet him, but once you start acquiring spirits to summon, he becomes an essential member of your party.

NOTE: If you want to know the meaning of the names of the Spirits, look at section 8.3

S y l p h s

Description: Summons the Spirit of Air. Sylphs are Wind Fairies.
TP Cost: 5
Range: One enemy
Element: Wind
What it does: A group of Sylphs surround the enemy for little damage.
Acquire: Get in Lawn Valley, see section 3.7 of Part I.
Comments: The very first Spirit you get. Sylph is useful until you find the others Elemental Spirits. After that, you will probably just forget about Sylph.

U n d i n e

Description: Summons the Spirit of Water. Undine is a war goddess.
TP Cost: 8
Range: All enemies on the screen
Element: Water
What it does: Undine crosses the screen holding her sword.
Acquire: Get in Undine's Cavern in the past - See section 3.12 of Part I.
Comments: One of the four Elemental spells which you need to meet Maxwell in Moria Gallery. Undine is quite powerful and comes in handy in a certain fire dungeon later in the game.

G n o m e

Description: Summons the Spirit of Earth. Gnome is an enchanted clay beast.
TP Cost: 14
Range: All enemies on the screen
Element: Earth
What it does: Missiles come out of the ground and fall over the enemies
Acquire: Get in Cave east of Beladum in the past - See section 3.14 of Part I.
Comments: One of the four Elemental spells which you need to meet Maxwell in Moria Gallery. Gnome is really powerful and amusing to watch, too bad he is pain in the... head when you fight him ^_^

I f r i t

Description: Summons the Spirit of Fire. Ifrit is a fire genie.
TP Cost: 16
Range: One Enemy
Element: Fire
What it does: Ifrit commands several fire balls to hit the enemy
Acquire: Get in Molten Cavern in the past - See section 3.13 of Part I.
Comments: One of the four Elemental spells which you need to meet Maxwell in Moria Gallery. Ifrit is powerful, but just like the other Elementals, he becomes outdated once you contract with Maxwell.

M a x w e l l

Description: Summons the Spirit of judgement. Maxwell is an ancient Mage.
TP Cost: 20
Range: One Enemy/All Enemies on the screen
Element: N/A
What it does: Several images of Maxwell in his bubble appear and bounce around the screen, doing random damage to the enemies in their way. This attack may not hit anyone, but happily this doesn't happen often.
Acquire: You get Maxwell in the 10th Level of the Moria Gallery - See section 3.15 of Part I.
Comments: A very powerful summon. Since the damage is basically random, he is never really outdated. Maxwell is specially useful when facing some nasty bosses near the end of the game.

L u n a

Description: Summons the Spirit the Moon. Luna is an ancient Queen.
TP Cost: 24
Range: All Enemies on the screen
Element: Light
What it does: Luna commands huge beams of light to fall over the battlefield
Acquire: You get Luna in the top floor of the Tower of the Twelve Stars in the past - See section 3.19 of Part I.
Comments: This is a very powerful spirit, specially useful almost immediately after you get it, when you enter Dhaos' Fortress about halfway through the game. Too bad, soon after that you get a better Light elemental.

S h a d o w

Description: Summons the Spirit of Darkness. Shadow is of a long forgotten race.
TP Cost: 25
Range: All Enemies on the screen
Element: Darkness
What it does: Shadow envelops the battlefield in darkness, damaging

your foes.

Acquire: You can get Shadow in the cave south-east of Ary in the future if you have the Amethyst Ring - See section 3.26 of Part I.

Comments: This is one of the optional spirits you can get, but unlike the others, Shadow is not very useful. Even though this is the only Darkness Elemental you have, you will probably just use him once or twice to see his animation and just banish him into the oblivion together with Sylph and Luna :(

A s k a

Description: Summons the Spirit of Light. Aska is the eagle of the rising sun.

TP Cost: 25

Range: All Enemies on the screen

Element: Light

What it does: Several images of Aska fly through the screen, dealing light elemental damage to all enemies on the screen.

Acquire: You can get Aska in the city of Thor in the future if you have the Topaz Ring and talked to an elf woman in Alvanista - See section 3.26 of Part I.

Comments: One of the most useful spirits you can get. Aska does heavy light-elemental damage, which is really useful when you are in the Lower Levels of the Moria Gallery to get a better summon. Unlike Shadow, Aska is very powerful.

V o l t

Description: Summons the Spirit of Electricity. Volt is a being of pure energy.

TP Cost: 32

Range: All Enemies on the screen

Element: Lightning

What it does: Three images of Volt converge in the center of the screen and summon a huge lightning that hits the ground.

Acquire: You get Volt in the cave south-west of Miguel in the future after talking to Harrison in Euclid - See section 3.24 & 3.25 of Part I.

Comments: Volt is powerful, but even though his power is great, Aska is a whole lot better. You will summon this spirit every once in a while, but not really often.

O r i g i n

Description: Summons the Spirit of Creation. Origin is the lost king of dwarves.

TP Cost: 40

Range: All Enemies on the screen

Element: N/A

What it does: Two images of Origin appear on both sides of the screen and create powerful flow of energy.

Acquire: You get Origin in Treant's Forest in the future - See section 3.29 of Part I.

Comments: The most powerful of the non-optional spirits. Origin is quite useful until you get Gremlin, the best non elemental spirit.

G r e m l i n

Description: Summons a hungry Gremlin and his friends.
TP Cost: 45
Range: All Enemies on the screen
Element: N/A
What it does: Several Gremlins appear (one per foe on the screen) and jump over the enemies, dealing heavy non elemental damage.
Acquire: You can get Gremlin in the 21st level of the Moria Gallery in the future if you have the Sapphire Ring - See section 4.5 of Part I.
Comments: THE BEST spirit in the game. Gremlin does lots of damage on all the enemies on the screen. To prove you are worthy of such power, you must enter the Lower Levels of the Moria Gallery.

C h a m e l e o n

Description: Summons the Spirit of Death. Chameleon swallows his prey whole.
TP Cost: 40
Range: One Enemy
Element: N/A
What it does: A Chameleon's head appears on top of the screen and tries to devour an enemy.
Acquire: You can get Chameleon in the 16th Level of the Moria Gallery in the future if you have the Emerald Ring - See section 4.5 of Part I.
Comments: The lowest of the lowest, not only his summoning animation is bad, he also misses most of times. It can even make the game crash if you try to eat certain big sized enemies.

I.4- List of Spells for Arche

The only party member who can use real magic to attack. She is just as powerful as Klarth, but she has about twice as many spells, meaning that you get new spells more often.

F i r e b a l l

Description: Fires three fireballs at the target.
TP Cost: 3
Range: One Enemy
Element: Fire
What it does: Three fireballs appear over Arche's head and then hit an enemy.

Acquire: Arche already knows this spells when she joins you -
See section 3.10 of Part I.

Comments: A basic spell, you won't use it much since you can
better ones almost immediately.

L i g h t n i n g

Description: Zaps an enemy with lightning.

TP Cost: 4

Range: One Enemy

Element: Lightning

What it does: A small lightning appears near the enemy and strikes
it.

Acquire: You can buy this spell from a woman in Venezia in the
future for 200 Gald - See section 3.10 of Part I.

Comments: A basic spell, you won't use it much since you can
better ones almost immediately.

I c e N e e d l e

Description: Drops icicles on the enemy.

TP Cost: 4

Range: One Enemy

Element: Water

What it does: Creates ice needles that hit an enemy.

Acquire: Arche already knows this spells when she joins you -
See section 3.10 of Part I.

Comments: A basic spell, you won't use it much since you can
better ones almost immediately.

G r a v e

Description: Stone spikes pierce the enemies.

TP Cost: 4

Range: One Enemy

Element: Earth

What it does: A big stone spike comes out of the ground under the
target.

Acquire: You can get this spell by checking a bookcase in
Klarth's house (past) - See section 3.10 of Part I.

Comments: A basic spell, you won't use it much since you can
better ones almost immediately.

E r u p t i o n

Description: Lava sears the enemies.

TP Cost: 8

Range: Area

Element: Fire

What it does: Creates an eruption around the target, damaging also
the other foes in the area.

Acquire: You can get this spell by talking to Lenios in Beladum
after Arche joins - See section 3.10 of Part I.

Comments: A mid level fire spell. Useful when fighting Jahmir
Alvanista.

Description: Blows chunks of debris into the enemies.
TP Cost: 10
Range: All Enemies on the screen
Element: Wind
What it does: A powerful wind blows rocks into the enemies dealing wind elemental damage.
Acquire: You can buy this spell from a woman in Venezia in the future for 1000 Gald - See section 3.10 of Part I.
Comments: A good option when fighting lots of weak foes. You get it right after Arche joins, which is good.

I c e T o r n a d o

Description: Blows a freezing wind onto your foes.
TP Cost: 10
Range: One Enemy
Element: Water
What it does: Creates an ice vortex over an enemy, freezing it.
Acquire: You can get this spell by checking a bookcase in Klarth's house (past) - See section 3.10 of Part I.
Comments: Actually, you won't be using this spell very much, not even against Ifrit.

S t o n e W a l l

Description: Buries the enemy in stone.
TP Cost: 10
Range: One Enemy
Element: Earth
What it does: Big chunks of rock completely surround the target, creating a square-shaped wall.
Acquire: You get this spell in the cave east of Beladum in the past right after defeating Gnome - See section 3.14 of Part I.
Comments: A nice spell, but you won't use it much though.

T r a c t o r B e a m

Description: Lifts the enemies off the floor and drops them.
TP Cost: 12
Range: Area
Element: N/A
What it does: A beam lifts the enemies in the area around the target and then drops them. This spell doesn't affect flying enemies.
Acquire: You can buy this spell from a woman in Alvanista's Magic Research Room in the past for 4,000 Gald - See section 3.11 of Part I.
Comments: Quite a powerful spell, you will find yourself using it every once in a while.

F i r e W a l l

Description: Burns an enemy in a wall of flame.
TP Cost: 12
Range: One enemy
Element: Fire
What it does: A column of fire rises from the ground under the enemy.
Acquire: You get this spell in the Fire Cavern east of Olive Village in the past after defeating Ifrit - See section 3.13 of Part I.
Comments: This another of those spells that you don't use very often.

T h u n d e r B l a d e

Description: Strikes all enemies with a wave of thunder.
TP Cost: 12
Range: All Enemies on the screen.
Element: Lightning
What it does: Four lightnings converge at the center of the screen creating a powerful shockwave that damages all foes.
Acquire: You can buy this spell from a woman in Alvanista's Magic Research Room in the past for 12,000 Gald - See section 3.11 of Part I.
Comments: A really powerful spell. You will use this for a long time after you get it. Too bad it's so expensive.

I c e W a l l

Description: Drops a large chunk of ice on an enemy.
TP Cost: 12
Range: One Enemy
Element: Water
What it does: A big block of ice falls over an enemy.
Acquire: You can get this spell in Undine's Cavern in the future - See section 3.26 of Part I.
Comments: This spell can be useful if you visit the Fire Tower before the Ice Cavern.

F l a r e T o r n a d o

Description: Waves of fire course through the enemies.
TP Cost: 15
Range: All Enemies on the screen
Element: Fire
What it does: Powerful flames surge from the ground.
Acquire: You can get this spell in the forest around the Ninja Village in the future - See section 4.3 of Part I.
Comments: A weak spell, considering that by the time you get it you already have a more powerful Fire elemental spell.

R a y

Description: Fires lasers at all the enemies.
TP Cost: 15
Range: All Enemies on the screen

Element: Light
What it does: Rays of light hit the battlefield.
Acquire: You get this spell in the Tower of the Twelve Stars in the past - See section 3.19 of Part I.
Comments: Arche's only Light elemental spell. It comes in handy in Dhaos' Fortress in the past.

Fire Storm

Description: Blows burning debris into enemies.
TP Cost: 18
Range: All Enemies on the screen
Element: Fire
What it does: Hot air blows through the battlefield, crashing burning pieces of magma into the enemies.
Acquire: You can get this spell in Dhaos' Fortress in the past - See section 3.21 of Part I.
Comments: This spell can be useful if you visit the Ice Cavern before the Fire Tower.

God Breath

Description: Summons a freezing wind from the heavens.
TP Cost: 18
Range: All Enemies on the screen
Element: Wind
What it does: A powerful air stream hits the battlefield in the middle of the screen.
Acquire: You can get this spell in the City of Thor - See Section 3.23 of Part I.
Comments: A powerful spell, you will use this every once in a while.

Distortion

Description: Slowly rips an enemy apart from the inside out.
TP Cost: 18
Range: One Enemy
Element: N/A
What it does: The effect is not as violent as its description. A transparent rectangle appears and the enemy is drawn to it. Then the rectangle rotates a few times and vanishes.
Acquire: You can get this spell in Dhaos' Fortress in the past - See section 3.21 of Part I.
Comments: Arche's first death spell. Whether you use it or not depends on how fond of death spells you are. Note that death spells can fail anytime and will NEVER work on bosses.

Explode

Description: Drops a fire bomb on the enemies.
TP Cost: 25
Range: All Enemies on the screen
Element: Fire

What it does: A huge explosion occurs in the middle of the battlefield.
Acquire: You can get this spell in the Fire Tower in the future - See section 3.28 of Part I.
Comments: One of the most powerful spells you can have. This one is specially useful in the Ice Cavern and generally everywhere.

I n d i g n a t i o n

Description: Induces the wrath of the gods upon the enemies.
TP Cost: 30
Range: All Enemies on the screen
Element: Lightning
What it does: Several sparks appear over the battlefield and converge in the center to make one powerful lightening.
Acquire: You get this spell in Midgar, right after the aerial battle - See section 3.20 of Part I.
Comments: A awesome spell when you get it. It is your main form of attack when you first fight Dhaos, taking an incredible amount of his HP each time.

T i d a l W a v e

Description: Creates a huge tsunami to crush the enemies.
TP Cost: 25
Range: All Enemies on the screen
Element: Water
What it does: A huge wave crashes on the battlefield.
Acquire: You can get this spell in the Ice Cavern in the future - See section 3.27 of Part I.
Comments: One of the most powerful spells you can have. This one is specially useful in the Fire Tower and generally everywhere.

D e a t h C l o u d

Description: Envelops an enemy in the very substance of death.
TP Cost: 25
Range: One Enemy
Element: N/A
What it does: Clouds appear and a black circle surges from them. The circle places itself behind the target and tries to make it disappear.
Acquire: You can get this spell in Demitel's Mansion in the future - See section 3.26 of Part I.
Comments: Another death spell. This one works a little more often than Distortion, but still doesn't work on bosses.

M e t e o r S t o r m

Description: Summons the meteors around the planet to smash into enemies.
TP Cost: 40

Range: All Enemies on the Screen
 Element: ???
 What it does: Several small meteorites followed by a big one crash against the battlefield.
 Acquire: You can get this spell in Dhaos' Flying Castle in the future - See section 3.31 of Part I.
 Comments: The best spell you can have. Once you get it, it will be the only one you will use.

B l a c k H o l e

Description: Warps an enemy to another dimension.
 TP Cost: 35
 Range: All Enemies on the Screen
 Element: N/A
 What it does: A very simple effect. A black circle appears over the battlefield and absorbs one or more enemies.
 Acquire: You can get this spell in the Lower Levels of the Moria Gallery (future) - See section 4.5 of Part I.
 Comments: Your first massive death spell. Works quite often, making it useful against some enemies that come in big groups inside the Moria Gallery. Remember that death spells NEVER work on bosses.

E x t i n c t i o n

Description: Eradicates enemies.
 TP Cost: 50
 Range: All Enemies on the Screen
 Element: N/A
 What it does: A powerful energy flows to the center of the screen, then the screen goes white. When you see the battlefield again, the affected enemies disappear.
 Acquire: You can get this spell in the Lower Levels of the Moria Gallery (future) - See section 4.5 of Part I.
 Comments: The best death spell. This one has the best success rate, you will most likely not use it much anyway. Finally, do not try to use this spell on bosses, as it will NEVER work.

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 II.- I T E M L I S T
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 II.1- Supply List

NOTE: · The easiest way to get the uncommon items will be displayed next to 'Acquire'.
 · 'Use' refers to where you can use the item. Some of them can't be used at all and are just meant for trading.
 · 'Buy' and 'Sell' show the price of the item when (guess what)

buying and selling.

- 'Transforms' refers to what you get by using a Rune Bottle on the item.

A p p l e G u m m y

Description: An apple flavored gelatin medicine. Restores 30% of your HP.
Use: Battle/Field
Buy: 60 Gald
Sell: 30 Gald
Transforms: Lemon Gummy
Comments: The first healing item you can get. Since the amount of HP recovered depends on your Maximum HP, this item is always useful.

B a s i l i s k S c a l e

Description: A scale of the basilisk beast. They can be used as medicine.
What it does: Completely recovers HP.
Acquire: · Receive sometimes after fighting a Basilisk in the Freland.
Use: Field
Buy: N/A
Sell: 160 Gald
Comments: Not as useful as it may seem to be, since they can only be used in the field screen, where you don't need fast healing...

B l u e C a n d l e

Description: A candle with a blue flame. Gives off a soft blue light.
What it does: When used, it gives the field screen a bluish look. This may help you see some things in the dark rooms of the Moria Gallery.
Acquire: Get it from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Use: Field
Buy: N/A
Sell: 1,000 Gald
Comments: Besides what I mentioned above, there's no real use for this item...

C a t ' s E y e

Description: A trading good. It's a beautiful, reflective jewel.
What it does: This item (just like all the other trading goods) is valuated differently in every town.
Acquire: · Choose as your prize after beating the racing kid in Alvanista in the past (see section 4.1).
· Get one from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Use: N/A

Buy: N/A
Sell: Depends on the city. You get the best deal at the Elven Village (70,000 Gald in the past and 300,000 Gald in the future).
Comments: A life saver if you don't have too much money to buy weapons at Midgard.

C h a r m B o t t l e

Description: Makes you more attractive. Use it to get 30% discounts at stores!

Acquire:

- Receive quite often after fighting the Ninjas outside the town of Ary in the future.
- Find some in chests in dungeons.
- Get one as a prize for beating the coliseum six times in the future (see section 4.6 of Part I).

Use: Field

Buy: N/A

Sell: 1,250 Gald

Transforms: Lotus Perfume

Comments: Very useful when you need to get expensive equipment. However, you should always transforms these into Lotus Perfumes, so you get greater discounts...

C h r o n o G l a s s

Description: Cronus' hourglass. It can be used to stop time in battle.

Acquire: Use a Rune Bottle on a Hourglass. Note that you should always do this, as the Chrono Glass is much more effective than the Hourglass.

Use: Battle

Buy: N/A

Sell: 3,000 Gald

Comments: A great item, especially for the final boss, as he has some annoying abilities...

C o m b o C o u n t e r

Description: Edit the setting of this in the Custom menu.

What it does: While you have this with you, a special option appears in the Custom menu, allowing you to set the combo count On or Off. When it is turned On and you hit an enemy several times in a short time, the name of the enemy and the amount of hits will be displayed.

Acquire: You can get this item in the Lower Levels of the Moria Gallery (see section 4.5 of Part I).

Use: N/A

Buy: N/A

Sell: 61,278 Gald

Comments: There's no real use for this item, except that you must have it to get on of Cless' jobs. It's kind of fun anyway.

D a r k B o t t l e

Description: A bottle containing evil essence to entice enemies.
What it does: When a Dark Bottle is used, a black light surrounds the party, augmenting the random encounter rate. Its effect wears off in time.
Use: Field
Buy: 82 Gald
Sell: 41 Gald
Comments: Very useful indeed when you are trying to raise a few levels.

D r u m S e t

Description: You can play the drums!
What it does: Just as the description reads, you can play the drums. Simply press the confirm button when this item is selected and you will be taken to a special screen where you can play with the different sound effects.
Acquire: · Get one in Edward's House in the future (see section 3.26 of Part I).
· Get one from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Use: Field
Buy: N/A
Sell: 50,000 Gald
Comments: There's no real use for this item, they are there just for fun.

E l i x i r

Description: Restores an ally to full HP and TP.
Acquire: The only way to get Elixirs is by finding them in chests in dungeons.
Use: Battle/Field
Buy: N/A
Sell: 10,000 Gald
Comments: The ultimate healing item. Although you rarely need them, always try to keep a few of them with you.

F l a r e B o t t l e

Description: Increases attack power 30% in battles.
Use: Battle
Buy: 150 Gald
Sell: 75 Gald
Comments: Very useful for boss battles, at least until Mint learns the Valkyrie spell. Always try to have a few of these.

G r e e n T o r c h

Description: A torch with a green flame. Gives off a soft green light.
What it does: When used, it gives the field screen a greenish look. This may help you see some things in the dark rooms of the Moria Gallery.
Acquire: Get it from the 'Ayflite's Treasure' quest (see

section 4.4 of Part I).

Use: Field
Buy: N/A
Sell: 1,000 Gald
Comments: Besides what I mentioned above, there's no real use for this item...

G u i n n e s s

Description: A trading good. Now THIS is beer. "A Guinness a day is good for you".
What it does: This item (just like all the other trading goods) is valuated differently in every town. It can also be in battle to completely recover an ally's HP, TP and Status.
Acquire: · Get one as a prize for beating the coliseum twice in the future (see section 4.6 of Part I).
Use: Battle
Buy: N/A
Sell: Depends on the city. You get the best deal at Alvanista in the future (400,000 Gald).
Comments: Great for the last battles. You should try to avoid selling this if possible...

H o l y B o t t l e

Description: A bottle containing holy essence to ward off enemies.
What it does: When a Holy Bottle is used, a white light surrounds the party, diminishing the random encounter rate. Its effect wears off in time.
Use: Field
Buy: 80 Gald
Sell: 40 Gald
Comments: Since the encounter rate in Tales of Phantasia can sometimes be a little annoying, this item is like a blessing.

H o u r g l a s s

Description: Use this to stop enemies from moving around for a while.
Acquire: The only way to get Hourglasses is by finding them in chests in dungeons.
Use: Battle
Buy: N/A
Sell: 1,500 Gald
Transforms: Chrono Glass
Comments: A great item, especially for the final boss, as he has some annoying abilities... Of course it's better to use Chrono Glasses in the last battle, which you get by using a Rune Bottle on a Hourglass.

I v o r y T u s k

Description: A trading good. The ivory from a dead boar.
What it does: This item (just like all the other trading goods) is

valuated differently in every town.

Acquire: Receive sometimes by fighting Bigfoots in the lower levels of the Moria Gallery (see section 4.5 of Part I).

Use: N/A

Buy: N/A

Sell: Depends on the city. You get the best deal at Venezia in the future (32,000 Gald).

Transforms: Mah Jong Tile

Comments: It would be a waste to sell these. The money you get is pretty insignificant. You should transform all of your Ivory Tusks into Mah Jong Tiles, which are really useful against the last boss.

L a v e n d e r

Description: This mystical herb increases one's Strength rating by 1.

Acquire: · Find the herbs in chests in dungeons.
· Get one as a prize for beating the coliseum five times in the future (see section 4.6 of Part I).

Use: Field

Buy: N/A

Sell: 900 Gald

Transforms: Red Lavender

Comments: Quite a good item, but it would be a waste to use it as it is. By transforming it into a Red Lavender, you can double its effect.

L e m o n G u m m y

Description: A lemon flavored gelatin medicine. Restores 60% of your HP.

Acquire: Use a Rune Bottle on an Apple Gummy or a Pine Gummy.

Use: Battle/Field

Buy: N/A

Sell: 250 Gald

Transforms: Pine Gummy

Comments: A great item to get you out of some icky situations. Too bad you don't find them too often, and you have to use a Rune Bottle to make them.

L i f e B o t t l e

Description: The water of life revives a dead ally.

Use: Battle/Field

Buy: 300 Gald

Sell: 150 Gald

Comments: Obviously, anyone in his/her right mind would know that these are a MUST when entering any dungeon.

L i p s t i c k

Description: Use this to make your lips sexy! Try flirting at shops!

What it does: Gets you a 30% discount at stores when used!

Acquire: · Get it as a prize for beating the coliseum seven times in the future (see section 4.6 of Part I).
Use: Field
Buy: N/A
Sell: 11,000 Gald
Comments: Quite a good item, too bad you should be already swimming in a pool of money by the time you get it.

L o t u s P e r f u m e

Description: Makes you more alluring. Use it to get a 50% discount at stores!
Acquire: Use a Rune Bottle on a Charm Bottle.
Use: Field
Buy: N/A
Sell: 10,500 Gald
Comments: Very useful when you need to get expensive equipment.

M a h J o n g T i l e

Description: Great for a quick game or to throw at some enemies!
What it does: Several pieces of Mah Jongg (a Chinese game) will be dropped on the enemy, each hurting the enemy for about 2,000 HP.
Acquire: · Use a Rune Bottle on an Ivory Tusk.
· Take an Ivory Tusk to the ivory carver at Aegis' Workshop (see section 3.26 of Part I).
Use: Battle
Buy: N/A
Sell: N/A
Comments: A great item, especially for the last couple of battles...

M e d i c i n a l H e r b

Description: A trading good. An ancient Chinese remedy.
What it does: This item (just like all the other trading goods) is valuated differently in every town.
Acquire: · Pick six of them in the White Forest in the past and six more in the future (see sections 3.22 and 3.26 of Part I).
Use: N/A
Buy: N/A
Sell: Depends on the city. You get the best deal at Euclid in the past (21,000 Gald) and Alvanista in the future (30,000 Gald).
Comments: Great for selling, since they have no other use and you can get twelve of them.

M e d i c i n e B o t t l e

Description: Cures poison, but reduces your strength by 20% if used in battle.
What it does: Not only it cures poison, it also prevents petrification.
Use: Battle

Buy: 60 Gald
Sell: 30 Gald
Comments: A good item, just not too useful once Mint learns the Antidote.

M i x e d G u m m y

Description: A strange flavored gelatin medicine. Restores 30% of your HP & TP.
Use: Battle/Field
Buy: 2,000 Gald
Sell: 1,000 Gald
Transforms: Miracle Gummy
Comments: Great for quick healing and regaining TP in tough battles.

M i r a c l e G u m m y

Description: A great flavored gelatin medicine. Restores 60% of your HP & TP.
Acquire: Use a Rune Bottle on a Mixed Gummy.
Use: Battle/Field
Buy: N/A
Sell: 1,000 Gald
Comments: Just plain great... Almost as effective as an Elixir, but you can have as many as you want.

O r a n g e G u m m y

Description: An orange flavored gelatin medicine. Restores 30% of your TP.
Use: Battle/Field
Buy: 200 Gald
Sell: 100 Gald
Transforms: Pine Gummy
Comments: A great item during the whole game. Even though its price seems a little high in the beginning, it quickly becomes inexpensive.

P a i n t i n g

Description: A trading good. A traditional Japanese painting.
What it does: This item (just like all the other trading goods) is valued differently in every town.
Acquire:
· Buy one from a man in the Ninja Village for 30,000 Gald (see section 4.3 of Part I).
· Get one from the 'Ninjas at Euclid' quest (see section 4.7 of Part I).
Use: N/A
Buy: N/A
Sell: Depends on the city. You get the best deal at Venezia (47,000 Gald).
Comments: Actually, it's not really profitable to sell this, but since there's no other use for it...

P i c k - a x e

Description: Use to break down thin stone walls.
Acquire: You can buy Pick-axes at several stores. The first place where you can get one is Harmel Village, and you MUST buy one there in order to advance in the game.
Use: N/A
Buy: 150 Gald
Sell: 75 Gald
Comments: You can't get past a certain part of the game without one of these, that makes it a must-have. Don't sell it, you never know when you need to break a stone wall...

P i n e G u m m y

Description: A pine flavored gelatin medicine. Restores 60% of your TP.
Acquire: Use a Rune Bottle on an Orange Gummy or a Lemon Gummy.
Use: Battle/Field
Buy: N/A
Sell: 500 Gald
Transforms: Lemon Gummy
Comments: Twice as good as an Orange Gummy. My only complaint is that they should be available at stores.

R e d L a n t e r n

Description: A lantern with a red flame. Gives off a soft red light.
What it does: When used, it gives the field screen a reddish look. This may help you see some things in the dark rooms of the Moria Gallery.
Acquire: Get it from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Use: Field
Buy: N/A
Sell: 1,000 Gald
Comments: Besides what I mentioned above, there's no real use for this item...

R e d L a v e n d e r

Description: This mystical herb increases one's Strength rating by 2.
Acquire: · Use a Rune Bottle on a Lavender.
· Get one as a prize for beating the coliseum five times in the future (see section 4.6 of Part I).
Use: Field
Buy: N/A
Sell: 1110 Gald
Comments: A great item. Note that since the effect of these herbs is always the same, you should use them as soon as you get them.

R e d S a g e

Description: This mystical herb increases one's HP rating by 10%.
Acquire: · Use a Rune Bottle on a Sage or Red Savory.
· Get one as a prize for beating the coliseum five times in the future (see section 4.6 of Part I).
Use: Field
Buy: N/A
Sell: 600 Gald
Transforms: Red Savory
Comments: Great item. However, you should try to save until you really need the extra HP.

R e d S a v o r y

Description: This mystical herb increases one's TP rating by 10%.
Acquire: · Use a Rune Bottle on a Savory or Red Sage.
· Get one as a prize for beating the coliseum five times in the future (see section 4.6 of Part I).
Use: Field
Buy: N/A
Sell: 600 Gald
Transforms: Red Sage
Comments: Great item. However, you should try to save until you really need the extra TP.

R e d V e r b e n a

Description: This mystical herb increases one's Agility rating by 2.
Acquire: · Use a Rune Bottle on a Verbena.
· Get one as a prize for beating the coliseum five times in the future (see section 4.6 of Part I).
Use: Field
Buy: N/A
Sell: 1255 Gald
Comments: A great item. Note that since the effect of these herbs is always the same, you should use them as soon as you get them.

R e m e d y B o t t l e

Description: A cure-all medicine for ailments.
What it does: Heals every single status ailment. During and after battles.
Use: Battle/Field
Buy: 105 Gald
Sell: 52 Gald
Comments: One of the most useful items in the whole game. Never enter a dungeon without a few of them.

R o p e

Description: A must-have for anyone venturing into caves or climbing mountains!
Acquire: You can buy Ropes at several stores. The first place where you can get one is Harmel Village, and you MUST

buy one there in order to advance in the game.

Use: N/A
Buy: 100 Gald
Sell: 50 Gald
Comments: You can't get past a certain part of the game without one of these, that makes it a must-have. You should always have one with you, just in case...

R u n e B o t t l e

Description: Use this to identify unknown items or transform some items.
What it does: Using a Rune Bottle on certain items will transform them, usually for the better.
Use: Field
Buy: 3,500 Gald
Sell: 1,750 Gald
Comments: One of the greatest items in the game. You should always have a few of them with you.

S - F l a g

Description: A trading good. A flag with a large 'S' painted on it.
What it does: This item (just like all the other trading goods) is valued differently in every town. It can also be used to revive an ally with full HP in battle.
Acquire: · Choose as your prize after beating the racing kid in Alvanista in the future (see section 4.1 of Part I).
· Get one from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Use: Battle
Buy: N/A
Sell: Depends on the city. You get the best deal at Venezia (382,500 Gald).
Comments: If you are going to sell these, try to keep at least one of them for the last battles, just in case.

S a g e

Description: This mystical herb increases one's HP rating by 5%.
Acquire: · Find the herbs in chests in dungeons.
· Get one as a prize for beating the coliseum five times in the future (see section 4.6 of Part I).
· Receive sometimes after fighting a party of a Hell Lord and two Yuinarus in the lower levels of the Moria Gallery.
Use: Field
Buy: N/A
Sell: 300 Gald
Transforms: Red Sage
Comments: A great item. However, you should transform them into Red Sages and save them for when you really need them, as the effect will be greater.

S a k e

Description: A trading good. An excellent Japanese plum wine.
What it does: This item (just like all the other trading goods) is valued differently in every town. It can also be in battle to completely recover an ally's HP, TP and Status.
Acquire: · Get nine from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
· Get one from the 'Ninjas at Euclid' quest (see section 4.7 of Part I).
Use: Battle
Buy: N/A
Sell: Depends on the city. You get the best deal at Miguel in the future (150,000 Gald).
Comments: Great for the last battles. You should try to avoid selling these if possible...

S a v o r y

Description: This mystical herb increases one's TP rating by 5%.
Acquire: · Find the herbs in chests in dungeons.
· Get one as a prize for beating the coliseum five times in the future (see section 4.6 of Part I).
Use: Field
Buy: N/A
Sell: 250 Gald
Transforms: Red Savory
Comments: A great item. However, you should transform them into Red Savories and save them for when you really need them, as the effect will be greater.

S c o u t O r b

Description: An orb that can repel or attract enemies.
What it does: When you use it, it gives you the option raise or diminish the random encounter rate. It can be used infinite times and doesn't wear off like the Holy and Dark Bottles.
Acquire: You can get this item in the Lower Levels of the Moria Gallery (see section 4.5 of Part I).
Use: Field
Buy: N/A
Sell: 382,500 Gald
Comments: This item is especially useful when you get it, since it is found at the end of the Moria Gallery, and you have to leave there on foot!

S e f i r a

Description: Increases your EXP and gold gained in battle by 10%.
What it does: As long as you have this item, you will get bonus EXP and Gald in battles.
Acquire: Get it from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Use: N/A
Buy: N/A
Sell: 11,000 Gald
Transforms: Sefira+1

Comments: Mighty useful, but you should use a Rune Bottle on it to get a 20% bonus in EXP and Gald.

S e f i r a + 1

Description: Increases the gold and EXP you gain in battle by 20%.
What it does: As long as you have this item, you will get bonus EXP and Gald in battles.
Acquire: Use a Rune Bottle to transform the Sefira you get from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Use: N/A
Buy: N/A
Sell: 2,500 Gald
Comments: Well, what can I say...

S k e l e t o n K e y

Description: Opens several doors in Thor.
Acquire: You can find it in one of the eight chests in the 'Common Room' in Thor.
Use: N/A
Buy: N/A
Sell: N/A
Comments: The Skeleton Key is part of the annoying random door system in the 'Common Room' in Thor. You will have to try several times to get where you want to go...

S o u p P o t

Description: A trading good. A soup pot.
What it does: This item (just like all the other trading goods) is valued differently in every town. It can also be used as an ingredient for Oden.
Acquire: · Get one from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
· Get one as a prize for beating the coliseum twice in the future (see section 4.6 of Part I).
Use: N/A
Buy: N/A
Sell: Depends on the city. You get only 1 Gald everywhere but at the Ninja Village, where you get 50,000 Gald.
Comments: You don't get much money by selling this, it's better to use it to make Oden at the Ninja Village.

S p y L e n s

Description: Use this to see the HP, TP and other information on enemies.
Use: Battle
Buy: 10 Gald
Sell: 5 Gald
Comments: A good item for boss battles, as knowing the enemy's HP and elemental weakness will get you one step closer to victory.

V e r b e n a

Description: This mystical herb increases one's Agility rating by 1.

Acquire: · Find the herbs in chests in dungeons.
· Get one as a prize for beating the coliseum five times in the future (see section 4.6 of Part I).

Use: Field

Buy: N/A

Sell: 750 Gald

Transforms: Red Verbena

Comments: Quite a good item, but it would be a waste to use it as it is. By transforming it into a Red Verbena, you can double its effect.

W h a l e M e a t

Description: A trading good. Whale meat is a delicacy!

What it does: This item (just like all the other trading goods) is valued differently in every town.

Acquire: Get twelve from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).

Use: N/A

Buy: N/A

Sell: Depends on the city. You get the best deal at the Elven Village in the future (200,000 Gald).

Comments: There's not much to say about this. It's sad that by the time you get this item, you probably don't have anything to buy.

Y e l l o w C a k e

Description: A trading good. Careful! It's really explosive stuff!

What it does: This item (just like all the other trading goods) is valued differently in every town. It can also be in battle to create an explosion that hurts enemies.

Acquire: The only way to get Yellow Cakes is by finding them in chests in dungeons.

Use: Battle

Buy: N/A

Sell: Depends on the city. You get the best deal at Olive Village in the future (240,000 Gald).

Comments: Not much to say... Using it in battle is kind of a waste unless you are fighting desperately.

II.2- Food List

NOTE: · The easiest way to get the uncommon items will be displayed next to 'Acquire'.
· 'Food Value' shows how much the item adds to your Food Sack.
· 'Buy' and 'Sell' show the price of the item when (guess what)

buying and selling.

- 'Transforms' refers to what you get by using a Rune Bottle on the item.

A p p l e

Description: A delicious apple!
Food Value: 60
Buy: 1 Gald
Sell: 1 Gald
Transforms: Japanese Apple
Comments: A great food item! You get 60 points for your Food Sack for each Gald spent. This is very useful when filling your Food Sack early on...

B e e f

Description: Beef. It's what's for dinner.
Food Value: 700
Acquire: Use a Rune Bottle on a Sirloin Steak.
Buy: N/A
Sell: 550 Gald
Comments: Just a normal food item...

B o a r R o a s t

Description: Try it cajun style!
Food Value: 120
Acquire: Receive after fighting certain beast-type enemies (the Coyotes near Midgard in the past, for example).
Buy: N/A
Sell: 20 Gald
Transforms: Pork Roast
Comments: Just a normal food item...

B r e a d

Description: Try not to fill up on bread.
Food Value: 10
Buy: 5 Gald
Sell: 2 Gald
Transforms: Burger
Comments: Just a normal food item. You get 2 points for your Food Sack for each Gald you spent.

B u r g e r

Description: A good old greasy burger.
Food Value: 200
Acquire: Use a Rune Bottle on a Bread.
Buy: N/A
Sell: 3050 Gald
Comments: Just a normal food item...

B u t t e r

Description: Just pop this up and watch yourself gain 10 pounds!
Food Value: 2,000
Acquire: · Use a Rune Bottle on a Twinkie.
· Buy at the Ninja Village.
Buy: 900 Gald
Sell: 450 Gald
Comments: Just a normal food item. You get about 2 points for your Food Sack for each Gald you spent.

C h e e s e

Description: A standard hunk of cheddar.
Food Value: 400
Acquire: Use a Rune Bottle on a Creamy Cheese.
Buy: N/A
Sell: 1050 Gald
Comments: Just a normal food item...

C h i c k e n

Description: A meat for the health conscious.
Food Value: 100
Acquire: Receive sometimes after fighting some bird-tipe enemies.
Buy: N/A
Sell: 75 Gald
Comments: Just a normal food item...

C r e a m y C h e e s e

Description: A nice camembert.
Food Value: 20
Buy: 10 Gald
Sell: 5 Gald
Transforms: Cheese
Comments: Just a normal food item. You get 2 points for your Food Sack for each Gald you spent.

D r a g o n S t e a k

Description: This beef has been spiced to taste like dragon meat.
Food Value: 2,000
Acquire: Use a Rune Bottle on a Steak
Buy: N/A
Sell: 1250 Gald
Comments: Just a normal food item...

E g g

Description: An egg. One of the ingredients of oden.
Food Value: 80
Acquire: Buy from a person standing near the item shop in Olive Village in the future (see section 3.26 of Part I).

Buy: 80 Gald
Sell: 3,140 Gald
Comments: This item is needed to make Oden at the Ninja Village and can also be used to make money, since each egg costs 80 Gald and can be sold for lots of money.

J a p a n e s e A p p l e

Description: This is a very special apple!
Food Value: 1,000
Acquire: · Buy at the Ninja Village.
 · Use a Rune Bottle on an Apple.
Buy: 600 Gald
Sell: 300 Gald
Comments: A nice food item. You get about 3 points for your Food Sack every two Gald you spent.

M a c k e r e l

Description: A mackerel. Smells kinda funny.
Food Value: 2,000
Buy: 3,400 Gald
Sell: 1,700 Gald
Transforms: Tuna
Comments: A quite bad food item. You get about 1 point for your Food Sack every two Gald you spent.

M i s o

Description: It's miso. One of the ingredients of oden.
Food Value: 1,000
Acquire: Buy at the Ninja Village.
Buy: 80,000 Gald
Sell: 40,000 Gald
Comments: This item is needed to make Oden at the Ninja Village.

O d e n

Description: A tasty bowl of oden!
Food Value: 22,200
Acquire: Take Miso, Radish, Seaweed, Pudding, an Egg and a Soup Pot to an old lady at the Ninja Village (see section 4.8 of Part I).
Buy: N/A
Sell: 300,000 Gald
Comments: This is the ultimate food item. It can fill up your Food Sack at once, too bad you probably don't rely much in the Food Sack system by the time you get it. It's still useful though, as it can be sold for lots of money.

P o r k R o a s t

Description: Pork. The other white meat.
Food Value: 1,000

Acquire: Use a Rune Bottle on a Boar Roast.
Buy: N/A
Sell: 50 Gald
Comments: Just a normal food item...

P u d d i n g

Description: A potato based pudding. It's very sweet!
Food Value: 60
Acquire: Buy at the Ninja Village.
Buy: 10,030
Sell: 5,015 Gald
Comments: A quite bad food item. You get about 1 point for your Food Sack every 169 Gald you spent.

R a d i s h

Description: A potent flavored vegetable. One of the ingredients of oden.
Food Value: 100
Acquire: Buy at Euclid in the future.
Buy: 20,000 Gald
Sell: 10,000 Gald
Comments: This item is needed to make Oden at the Ninja Village.

S e a f o o d

Description: A sushi grab-bag!
Food Value: 300
Acquire: Buy at Venezia.
Buy: 60 Gald
Sell: 30 Gald
Comments: Just a normal food item. You get 5 points for your Food Sack for each Gald spent.

S e a w e e d

Description: It's seaweed. One of the ingredients of oden.
Food Value: 2
Acquire: Buy at Venezia in the future.
Buy: 1,580 Gald
Sell: 790 Gald
Comments: This item is needed to make Oden at the Ninja Village.

S i r l o i n S t e a k

Description: This is top of the line beef.
Food Value: 80
Buy: 40 Gald
Sell: 20 Gald
Transforms: Beef
Comments: Just a normal food item. You get 2 points for your food bag for each Gald you spent.

S t e a k

Description: Grade A sirloin... yum!
Food Value: 260
Buy: 180 Gald
Sell: 90 Gald
Transforms: Dragon Steak
Comments: Just a normal food item. You get about 3 points for your food bag every 2 Gald you spent.

T u n a

Description: Raw Tuna. Where's the wasabi?
Food Value: 3,000
Acquire: · Use a Rune Bottle on a Mackerel.
· Buy at the Ninja Village.
Buy: 2,100 Gald
Sell: 1,050 Gald
Comments: Just a normal food item. You get about 3 points for your Food Sack every two Gald you spent.

T w i n k i e

Description: There's more BHT in this that you can shake a stick at!
Food Value: 150
Buy: 100 Gald
Sell: 50 Gald
Transforms: Butter
Comments: Just a normal food item. You get 3 points for your Food Sack every two Gald you spent.

V e a l

Description: For a gourmet meal, how about some kiddie cow?
Food Value: 1,000
Acquire: Receive sometimes after fighting certain enemies, especially the Baby Boars at the Spirit Forest (in the future).
Buy: N/A
Sell: 200 Gald
Comments: Just a normal food item...

V e g g i e s

Description: Nothing like some fresh greens to pep you up!
Food Value: 220
Acquire: · Buy at the store in the ninth level of the Moria Gallery.
· Receive sometimes after fighting certain enemies, like the D. Flowers just outside of the town of Ary.
Buy: 340 Gald
Sell: 170 Gald
Comments: A quite bad food item. You get about 1 point for your Food Sack every 2 Gald you spent.

II.3- Weapon List

Note that swords, spears and axes can only be equipped on Cless, bows can only be used by Chester, rods by Mint, books by Klarth and brooms by Arche.

- NOTE:
- Next to 'Equip' will be displayed the characteristics of the weapon (i.e. how much it adds to certain stats).
 - The easiest way to get the weapons will be displayed next to 'Acquire'.
 - 'Buy' and 'Sell' show the price of the item when (guess what) buying and selling.
 - 'Transforms' refers to what you get by using a Rune Bottle on the weapon.

=====
- S w o r d s -
=====

D a m a s c u s

Description: A light, quick sword. It is flexible but durable.
Acquire: You can buy this weapon at Miguel Village in the future.
Buy: 22,700 Gald
Sell: 11,350 Gald
Equip: Slice 350 Acy 5
Stab 315

D e m o n H a n d

Description: This sword gets blacker with every deadly blow it delivers.
Acquire: Use a Rune Bottle on the ?Weapon dropped by some of the enemies in the lower levels of the Moria Gallery (see section 4.5 of Part I).
Buy: N/A
Sell: 162,500 Gald
Equip: Slice 1300 Acy 10
Stab 1100
Element: Darkness

D e s t r o y e r

Description: A sword that consumes TP, but increases critical hit rate.
Acquire: Buy at Freezekill in the future.
Buy: 60,000 Gald
Sell: 30,000 Gald
Equip: Slice 630 Acy 10
Stab 290

Dragon Tooth

Description: A sword made from the tooth of a giant dragon.
Acquire: Use a Rune Bottle on the ?Weapons dropped by some of the enemies in Volt's Cavern.
Buy: N/A
Sell: 31,000 Gald
Equip: Slice 220 Acy 30
Stab 750
Element: Earth

Duelist's Sword

Description: A sword presented by kings in knighthood ceremonies.
Acquire: Use a Rune Bottle on one of the ?Weapons you get in the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Buy: N/A
Sell: 34,750 Gald
Equip: Slice 800 Acy 10
Stab 780
Element: Earth

Epee

Description: A rapier. It is sharper and lighter than most.
Acquire: You can buy this sword at Alvanista in the Past.
Buy: 1,400 Gald
Sell: 700 Gald
Equip: Slice 8 Acy 25
Stab 26

Eternal Sword

Description: A sword that embodies all the mysteries of time and space.
Acquire: Take the Flamberge and Vorpall swords to the Heimdal Stone in the Treant's Forest in the future (see section 3.29 of Part I).
Buy: N/A
Sell: N/A
Equip: Slice 910 Acy 10
Stab 910
Comments: This sword is needed to access the final dungeon. It is quite powerful and is non-elemental, making it great for some of the rounds in the Coliseum.

Excalibur

Description: A sword given to an ancient paladin by God.
Acquire: Find as a ?Weapon at the bottom of the Moria Gallery in the future (see section 4.5 of Part I).
Buy: N/A
Sell: N/A
Equip: Slice 1390 Acy 50

Stab 1390
Element: Darkness
Comments: The best sword for Cless in the whole game. Its only flaw is that it is a Darkness elemental, which a problem during some of the rounds of the Coliseum.

Flamberge

Description: Odin's legendary weapon. Fire envelopes the blade.
Acquire: Receive after fighting Flambelk at Odin's Tower (see section 3.28 of Part I).
Buy: N/A
Sell: N/A
Equip: Slice 900 Acy 10
Stab 900
Element: Fire
Comments: A great weapon, especially if you go to Fenrir's Cavern after visiting Odin's Tower. You lose this sword after Origin combines it with the Vorpall sword.

Flaming Sword

Description: This blade burns victims with a searing flame.
Acquire: Buy as a ?Weapon for 100,000 Gald at Olive Village in the future.
Buy: N/A
Sell: 50,000 Gald
Equip: Slice 580 Acy 20
Stab 595
Element: Fire

Holy Sword

Description: A sword enchanted by high priests.
Acquire: Buy as a ?Weapon for 50,000 Gald at Alvanista in the future.
Buy: N/A
Sell: 25,000 Gald
Equip: Slice 480 Acy 30
Stab 480
Element: Light

Ice Coffin

Description: A sword containing the soul of a slain ice dragon.
Acquire: Buy as a ?Weapon for 100,000 Gald at Ary in the future.
Buy: N/A
Sell: 70,000 Gald
Equip: Slice 595 Acy 10
Stab 580 Def 5
Element: Water

Ice Scimitar

Description: A sword with a blade as cold as ice.
Acquire: Use a Rune Bottle on the ?Weapon you get after the fight with Meia.
Buy: N/A
Sell: 5,500 Gald
Equip: Slice 108 Acy 15
Stab 60
Element: Water

K n i g h t ' s S a b r e

Description: A sword used by Euclid's elite black armored guards.
Acquire: Get it at Cless' house, upstairs, after Totus is attacked (see section 3.4 of Part I).
Buy: N/A
Sell: N/A
Equip: Slice 15 Acy 10
Stab 8
Element: Fire
Comments: Although you can get this great weapon right before going to Euclid, you should wait until you are going to the mausoleum cave. Otherwise, you lose this weapon when you are jailed.

L a s e r B l a d e

Description: A technological creation that creates a blade of light energy.
Acquire: This weapon can be bought at Freezekill in the future.
Buy: 200,010 Gald
Sell: 100,005 Gald
Equip: Slice 850 Acy 60
Stab 650
Element: Light

L o n g s w o r d

Description: A standard longsword about three feet in length.
Acquire: Cless' initial weapon, you can buy it at Euclid in the present.
Buy: 140 Gald
Sell: 70 Gald
Equip: Slice 5 Acy 0
Stab 5

L u c k y B l a d e

Description: A sword that increases the holder's luck.
Acquire: Use a Rune Bottle on one of the ?Weapons you get in the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Buy: N/A
Sell: 60,000 Gald
Equip: Slice 800 Acy 80
Stab 800 Luck 50

M o o n F a l u x

Description: A sword with a faint glow to it.
Acquire: Use a Rune Bottle on the ?Weapons dropped by some of the enemies in Dhaos' Fortress in the Past.
Buy: N/A
Sell: 28,300 Gald
Equip: Slice 260 Acy 10
Stab 200
Element: Light

M u r a m a s a

Description: This blade is so sharp, no pain is felt from the wounds it inflicts.
Acquire: Receive from Lanzo at the Ninja Village (see section 4.3 of Part I).
Buy: N/A
Sell: 112,800 Gald
Equip: Slice 910 Acy 100
Stab 780 Def 5
Element: Earth

R a p i e r

Description: A sword designed to stab enemies.
Acquire: You can buy this sword at Euclid in the present.
Buy: 180 Gald
Sell: 90 Gald
Equip: Slice 2 Acy 20
Stab 9

S a b r e

Description: A slashing sword.
Acquire: This weapon can be bought at Euclid in the Present.
Buy: 200 Gald
Sell: 100 Gald
Equip: Slice 8 Acy 0
Stab 5

S a i n t ' s R a p i e r

Description: A holy sword used by crusading paladins.
Acquire: Use a Rune Bottle on the ?Weapon dropped by some of the enemies in the final dungeon.
Buy: N/A
Sell: 144,500 Gald
Equip: Slice 300 Acy 10
Stab 1600
Element: Light

S h a r p S a b r e

Description: A sabre capable of delivering a thin slice.
Acquire: This weapon can be bought at Beladum and Harmel in the past.
Buy: 700 Gald
Sell: 350 Gald
Equip: Slice 25 Acy 0
Stab 18

S i n c l a i r

Description: A well-made sabre.
Acquire: This weapon can be bought at Venezia in the Future.
Buy: 23,700 Gald
Sell: 11,850 Gald
Equip: Slice 424 Acy 0
Stab 220

S l a y e r S w o r d

Description: A sword used by barbarians to cut down three people at once.
Acquire: Use a Rune Bottle on the ?Weapon dropped by some of the enemies outside of Midgard in the past.
Buy: N/A
Sell: 5,000 Gald
Equip: Slice 200 Acy 30
Stab 200
Element: Earth

S p i n e s h e a t h

Description: A rapier used by assassins for backstabbing victims.
Acquire: Use a Rune Bottle on the ?Weapon you find in the second floor of the final dungeon.
Buy: N/A
Sell: 34,000 Gald
Equip: Slice 700 Acy 10
Stab 1200
Element: Darkness

V e r d a n

Description: A rapier. It is made of high quality steel.
Acquire: This weapon can be bought in Harmel Village in the past.
Buy: 700 Gald
Sell: 350 Gald
Equip: Slice 4 Acy 0
Stab 28

V o r p a l

Description: Fenrir's legendary weapon. It is as cold as ice.
Acquire: Receive after fighting Fang Wolf at Fenrir's Cavern (see section 3.27 of Part I).

Buy: N/A
Sell: N/A
Equip: Slice 900 Acy 10
Stab 900
Element: Water
Comments: A great weapon, especially if you go to Odin's Tower after visiting Fenrir's Cavern. You lose this sword after Origin combines it with the Flamberge sword.

W a r r i o r S w o r d

Description: A sword longer than most.
Acquire: You can buy this sword at Beladum and several other places in the past.
Buy: 1,600 Gald
Sell: 800 Gald
Equip: Slice 50 Acy 3
Stab 50

=====
- S p e a r s -
=====

A r c W i n d

Description: A spear with a torrent of air swirling about it.
Acquire: Use a Rune Bottle on the ?Weapon dropped by some of the enemies in Fenrir's Cavern.
Buy: N/A
Sell: 75,000 Gald
Equip: Slice 860 Acy 50
Stab 720 Def 1
Element: Wind

C o r s e s q u e

Description: A triple prolonged spear.
Acquire: You can buy this weapon at Venezia in the past. You can also get one from a chest in Demitel's island.
Buy: 2,400 Gald
Sell: 1,200 Gald
Equip: Slice 50 Acy 0
Stab 156

G l a i v e

Description: A pole with a sabre blade on the tip.
Acquire: You can buy this weapon at Miguel Village in the future.
Buy: 22,500 Gald
Sell: 11,250 Gald
Equip: Slice 210 Acy 0
Stab 424

G u n g n i r

Description: Odin's spear used during Ragnarok. It seems to have a life of its own...

Acquire: You get this weapon as part of the storyline after defeating Jahmir at Alvanista. Note that you also lose it as part of the storyline later.

Buy: N/A

Sell: N/A

Equip: Slice 96 Acy 5 Run 5
Stab 122 Def 1

H a l b e r d

Description: The halberd combines the best qualities of the axe and spear.

Acquire: You can buy this weapon at Alvanista and Midgard in the past.

Buy: 4,000 Gald

Sell: 2,000 Gald

Equip: Slice 105 Acy 5
Stab 105

M e c h a - H a l b e r d

Description: A strange mechanical weapon of unique design.

Acquire: You can buy this weapon at Midgard in the past. You can also find two of them at Dhaos' Fortress in the same period.

Buy: 22,000 Gald

Sell: 11,000 Gald

Equip: Slice 200 Acy 6
Stab 210

N a g i n a t a

Description: A lightweight polearm in the Japanese style.

Acquire: You can buy this weapon at the Ninja Village.

Buy: 180,000 Gald

Sell: 90,000 Gald

Equip: Slice 600 Acy 60
Stab 900

P o l e a r m

Description: A blade on the end of a pole.

Acquire: You can buy this weapon at Alvanista in the future.

Buy: 44,600 Gald

Sell: 22,300 Gald

Equip: Slice 850 Acy 0
Stab 150

T i d a l A x e

Description: A halberd with enchanted water forged into its steel.
Acquire: Use a Rune Bottle on one of the ?Weapons you get in the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Buy: N/A
Sell: 45,000 Gald
Equip: Slice 840 Acy 10
Stab 640
Element: Water

=====
- A x e s -
=====

B a h a m u t ' s T a i l

Description: The legendary axe used to slay the King of Dragons.
Acquire: Use a Rune Bottle on the ?Weapon you find in the bridge area of the 19th level of the Moria Gallery in the future.
Buy: N/A
Sell: 497,500 Gald
Equip: Slice 1290 Acy 10
Stab 1290
Element: Darkness

B a r d i s h

Description: A more sophisticated version of the Crescent Axe.
Acquire: You can buy this weapon at Alvanista in the past.
Buy: 2,980 Gald
Sell: 1,490 Gald
Equip: Slice 115 Acy 10
Stab 15

B a t t l e A x e

Description: A barbarian's axe.
Acquire: You can buy this weapon at Harmel village in the past.
Buy: 700 Gald
Sell: 350 Gald
Equip: Slice 35 Acy 10
Stab 2

C r e s c e n t A x e

Description: An axe with a blade shaped like a crescent moon.
Acquire: You can buy this weapon at Harmel village in the past.
Buy: 1,800 Gald
Sell: 900 Gald
Equip: Slice 65 Acy 0
Stab 10

H a r d C l e a v e r

Description: A light, speedy axe forged by the famous blacksmith
 Damascus.
Acquire: You can buy this weapon at Venezia in the future.
 Buy: 32,000 Gald
 Sell: 16,000 Gald
Equip: Slice 500 Acy 10
 Stab 100

=====
- B o w s -
=====

B e r s e r k e r B o w

Description: A quick bow used to repel armies of enemy invaders.
Acquire: Use a Rune Bottle on a ?Weapon dropped by certain
 enemies at the lower levels of the Moria Gallery in
 the future (see section 4.5 of Part I).
 Buy: N/A
 Sell: 240,000 Gald
Equip: Attack 1820
 Acy 95
Comments: This bow is GREAT. Although it is the second most
 powerful bow (after the Soul Stealer), it is THE BEST.
 Why? Well, it shoots two arrows at once, that's why!

C o m p o s i t e B o w

Description: A bow made from many different materials.
Acquire: This bow can be bought at Alvanista in the future.
 Buy: 3,000 Gald
 Sell: 1,500 Gald
Equip: Attack 500
 Acy 10

C r e s c e n t B o w

Description: A bow that glows faintly.
Acquire: This bow can be bought at Freezekill and Aegis'
 Workshop in the future (see section 3.26).
 Buy: 74,000 Gald
 Sell: 37,000 Gald
Equip: Attack 1320
 Acy 10
Element: Thunder

D o u b l e B o w

Description: A bow that can shoot two arrows in the time normal
 bows shoot one.

Acquire: This bow can be bought at Miguel Village and several other places in the future.
Buy: 7,000 Gald
Sell: 3,500 Gald
Equip: Attack 620
Acy 10

Elven Bow

Description: It is said that elven bows never miss their mark.
Acquire: Pay 20,000 Gald to the owner of the Bow Store at the Elven Village to have the Broken Bow repaired. Go to the inn and stay there, then go to the Bow Store to receive the Elven Bow.
Buy: 20,000 Gald
Sell: 20,000 Gald
Equip: Attack 1590
Acy 200

Flare Spread

Description: A bow enchanted with fire. Effective against water beings.
Acquire: · Beat the racing boy at Alvanista (in the future) and choose the third prize, then use a Rune Bottle on it. This can be done up to three times only, and the other prizes are much better.
· Use a Rune Bottle on the ?Bow dropped by certain enemies at the Molten Cavern and Odin's Tower.
Buy: N/A
Sell: 53,600 Gald
Equip: Attack 800
Acy 50
Element: Fire

Gale Spread

Description: A bow enchanted with air. Effective against earth beings.
Acquire: Use a Rune Bottle on the ?Bow found in Fenrir's Cavern in the future.
Buy: N/A
Sell: 53,600 Gald
Equip: Attack 800
Acy 50
Element: Wind

Longbow

Description: A wooden longbow.
Acquire: This bow can be bought at Euclid in the past.
Buy: 200 Gald
Sell: 100 Gald
Equip: Attack 20
Acy 10

S a n d S p r e a d

Description: A bow enchanted with earth. Effective against air beings.

Acquire: Use a Rune Bottle on a ?Bow dropped by certain enemies at the lower levels of the Moria Gallery in the future (see section 4.5 of Part I).

Buy: N/A

Sell: 53,600 Gald

Equip: Attack 800
 Acy 50

Element: Earth

S h o r t b o w

Description: A wooden shortbow.

Acquire: Chester's initial weapon, it can be bought at Euclid in the past.

Buy: 50 Gald

Sell: 25 Gald

Equip: Attack 8
 Acy 10

S o u l S t e a l e r

Description: Drain's the user's life to deliver extra damage.

Acquire: Use a Rune Bottle on the ?Bow you get after the fight with Origin.

Buy: N/A

Sell: 140,000 Gald

Equip: Attack 1700
 Acy 60

Element: Darkness

W a v e S p r e a d

Description: A bow enchanted with water. Effective against fire beings.

Acquire: Use a Rune Bottle on the ?Bow bought at Ary for 100,000 Gald.

Buy: N/A

Sell: 70,000 Gald

Equip: Attack 800
 Acy 50

Element: Water

=====
- B o o k s -
=====

B o o k S e a l s

Description: A book of true black magic.

Acquire: To get this book, use a Rune Bottle on the ?Book found in the second floor of the final dungeon.

Buy: N/A

Sell: 150,000 Gald

Equip: Attack 700 Run 30
Acy 50

E x M o r t i s

Description: A book with black pages filled with dark incantations.

Acquire: To get this book, use a Rune Bottle on the ?Book found at Fenrir's Cavern in the future (see section 3.27 of Part I).

Buy: N/A

Sell: 64,000 Gald

Equip: Attack 500
Acy 60

G r i m o r u m

Description: A book filled with arcane runes scrawled all over.

Acquire: You find this book in Volt's Cavern in the future.

Buy: N/A

Sell: 4,000 Gald

Equip: Attack 350
Acy 10

N a m c o G a m e r

Description: Don't waste your time reading this magazine!

Acquire: You can get this weapon from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).

Buy: N/A

Sell: N/A

Equip: Attack 765 Def 1
Acy 1 Run 1

Comments: This is a shameless plug AND Klarth's ultimate weapon.

O p u s c u l e

Description: A book from a subterranean library destroyed millennia ago.

Acquire: You get this weapon after defeating Jahmir at Alvanista in the past.

Buy: N/A

Sell: 1,000 Gald

Equip: Attack 60
Acy 30

P o r n o M a g a z i n e

Description: Better hide this from your parents!

Acquire: To get this, use a Rune Bottle on the ?Book found at the harbor in Demitel's island. There are other places to get it, but it's completely worthless.

Buy: N/A
Sell: 9000 Gald
Equip: Attack 3
Acy 10
Comments: No, this is not the same as the Porno Magazine in Final Fantasy IV, you can't use it. It's just a weapon, and it's not even as good as Klarth's initial weapon.

R a b i o n i s

Description: A book with pages yellowed by age. Its text is written in blood.
Acquire: To get this book use a Rune Bottle on the ?Book you find in Demitel's chamber (see section 3.10 of Part I). You can get another one by using a Rune Bottle on the ?Book you get after the fight with Undine.
Buy: N/A
Sell: 16,000 Gald
Equip: Attack 70
Acy 10

S e v e n t h S u n

Description: A book written in a long forgotten eastern language.
Acquire: To get this book, use a Rune Bottle on the ?Book found in Odin's Tower in the future (see section 3.28).
Buy: N/A
Sell: 64,000 Gald
Equip: Attack 500 Run 50
Acy 10

T o m e

Description: A book full of notes and magical research.
Acquire: This is Klarth's initial weapon.
Buy: N/A
Sell: 500 Gald
Equip: Attack 20
Acy 10

T r a c t a t e

Description: A book covered in the hides of various animals.
Acquire: You find this book in the second floor of the Tower of Twelve Stars.
Buy: N/A
Sell: 2,000 Gald
Equip: Attack 120
Acy 10

Y e l l o w K i n g s

Description: A book with red pages written in a bright yellow ink.
Acquire: To get this book, use a Rune Bottle on the ?Book you

get after the fight with Demitel.

Buy: N/A
Sell: 4,000 Gald
Equip: Attack 60
Acy 1

=====
- R o d s -
=====

B l u e C r y s t a l R o d

Description: A blue crystal on this staff houses the very soul of Ishtar.
Acquire: You can get this rod at the forest around the Ninja Village in the future(see section 4.3 of Part I).
Buy: N/A
Sell: 100,000 Gald
Equip: Attack 420
Acy 10
Comments: The Blue Crystal Rod is Mint's ultimate weapon.

G e m R o d

Description: A staff with a fake jewel at the top.
Acquire: You can buy this weapon at Venezia and Alvanista in the past.
Buy: 600 Gald
Sell: 300 Gald
Equip: Attack 15
Acy 10

H o l y R o d

Description: A staff of high priests.
Acquire: You can buy this weapon at Freezekill in the future.
Buy: 6,000 Gald
Sell: 3,000 Gald
Equip: Attack 180
Acy 10
Element: Light

R o d

Description: A traveler's walking stick.
Acquire: You can buy this weapon at Euclid and Morrison's house in the present.
Buy: 10 Gald
Sell: 5 Gald
Equip: Attack 2
Acy 10

R u b y R o d

Description: A staff with a gold encrusted ruby at the top.
Acquire: You can buy this weapon at Alvanista in the past.
Buy: 1,240 Gald
Sell: 620 Gald
Equip: Attack 30
Acy 10

R u n e R o d

Description: A staff with a series of runes carved in the ebony wood.
Acquire: Use a Rune Bottle on the ?Rod you find in the treasure room of the Moria Gallery after defeating Maxwell in the past.
Buy: N/A
Sell: 1,500 Gald
Equip: Attack 85
Acy 10
Element: Darkness

S t a r R o d

Description: The tip of this staff glows like the stars at night.
Acquire: Get it as a prize for beating the coliseum eight times in the future (see section 4.6 of Part I). You can also get one by using a Rune Bottle on a ?Staff found at the second floor of the final dungeon.
Buy: N/A
Sell: 21,000 Gald
Equip: Attack 330
Acy 10

U n i c o r n H o r n

Description: The Unicorn's horn. You can feel immense power radiating from it.
Acquire: You get this rod as part of the storyline in the past (see section 3.22 of Part I).
Buy: N/A
Sell: N/A
Equip: Attack 135 Def 12
Acy 10

=====
- B r o o m s -
=====

B r o o m

Description: Just an average broom.
Acquire: This is Arche's starting weapon.
Buy: N/A
Sell: 15 Gald

Equip: Attack 20
Acy 10

M a g i c a l B r o o m

Description: This broom was brought here by a mage from another world.

Acquire: You find this broom in a chest in Dhaos' Fortress in the past (see section 3.21 of Part I). You can also get one as prize for beating the coliseum seven times (see section 4.6 of Part I).

Buy: N/A

Sell: 9,000 Gald

Equip: Attack 200
Acy 10

M y s t i c B r o o m

Description: A broom made with enchanted silver bristles.

Acquire: You find this broom in a chest in the seventh level of the Moria Gallery (see section 3.15 of Part I).

Buy: N/A

Sell: 2,800 Gald

Equip: Attack 100
Acy 10

S t a r B r o o m

Description: Stardust drops from the bristles of this broom.

Acquire: You get one of these by talking to the owner of the inn at the Elven Village in the future. You can also get one as a prize for beating the Coliseum eight times (see section 4.6 of Part I).

Buy: N/A

Sell: 1,000 Gald

Equip: Attack 640
Acy 10

S y l p h B r o o m

Description: Wind spirits enchanted this broom with their magic.

Acquire: You find this broom in a chest in Volt's Cavern (see section 3.25 of Part I).

Buy: N/A

Sell: 2,800 Gald

Equip: Attack 380
Acy 10

Element: Wind

W i t c h B r o o m

Description: A brooms witches ride on.

Acquire: You can buy this broom at the Elven Village in the future.

Buy: 1,980 Gald

Sell: 990 Gald
Equip: Attack 500
Acy 10

II.4- Armor List

- NOTE:
- Next to 'Equip' will be displayed the characteristics of the equipment (i.e. how much it adds to certain stats).
 - The easiest way to get the items will be displayed next to 'Acquire'.
 - 'Buy' and 'Sell' show the price of the item when (guess what) buying and selling.
 - 'Transforms' refers to what you get by using a Rune Bottle on the item.
 - The names of the characters who can be equipped with the item will be displayed next to 'On Who?'.

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- H e l m e t s -
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A r m e t H e l m

Description: This helm protects both the head and the face from being crushed.

Acquire: This helmet can be bought at Venezia, Alvanista and Olive Village and Midgard (all of them in the past). It can also be bought at Olive Village in the future.

Buy: 1,320 Gald

Sell: 660 Gald

Equip: Def 5
Run 0

On Who?: Cless

B e r e t

Description: A cloth cap.

Acquire: This is Mint's initial helmet.

Buy: N/A

Sell: 150 Gald

Equip: Def 1
Run 0

On Who?: Mint and Klarth

B l u e R i b b o n

Description: A blue ribbon.

Acquire: This helmet can be bought at Alvanista and Olive Village in the past. It can also be bought at Olive Village in the future.

Buy: 840 Gald

Sell: 420 Gald

Equip: Def 5

Run 5
On Who?: Arche

F e s t i v e R i b b o n

Description: A bright red ribbon.
Acquire: This helmet can be bought at Venezia, Alvanista, Freezekill and Ary (all of them in the future).
Buy: 7,500 Gald
Sell: 3,750 Gald
Equip: Def 18
Run 20
On Who?: Arche

G o l d H e l m

Description: The gold helm of Gilgamesh of the Ishtar Legend.
Acquire: Get it from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Buy: N/A
Sell: N/A
Equip: Def 28
Run 20
On Who?: Cless
Comments: This is the best Helmet Cless for Cless.

I r o n C i r c l e t

Description: A guard's steel cap.
Acquire: This helmet can be bought at Beladum, Euclid, Harmel and Venezia (all of them in the past).
Buy: 840 Gald
Sell: 420 Gald
Equip: Def 3
Run 0
On Who?: Cless

K n i g h t H e l m

Description: A standard issue helm for knights.
Acquire: This helmet can be bought at Miguel, Euclid, Venezia, Alvanista, Freezekill and Ary (all of them in the future).
Buy: 5,000 Gald
Sell: 2,500 Gald
Equip: Def 10
Run 0
On Who?: Cless

L e a t h e r H a t

Description: A leather cap.
Acquire: This helmet can be bought at Euclid in the present and Beladum in the past.
Buy: 600 Gald

Sell: 300 Gald
Equip: Def 1
Run 0
On Who?: Cless

M a g e R i b b o n

Description: An imbued ribbon.
Acquire: Get one as a prize for beating the coliseum seven times in the future (see section 4.6 of Part I).
Buy: N/A
Sell: 100,000 Gald
Equip: Def 25
Run 0
On Who?: Arche

M i t r e

Description: A hat worn by priests and clerics.
Acquire: This helmet can be bought at Harmel and Venezia (both of them in the past).
Buy: 800 Gald
Sell: 400 Gald
Equip: Def 3
Run 5
On Who?: Mint and Klarth

P a l a d i n H e l m

Description: A helm kings give to knights who have been decorated in battle.
Acquire: You get this helmet as a ?Helm at Odin's Burning Tower and Fenrir's Ice Cavern.
Buy: N/A
Sell: 20,000 Gald
Equip: Def 19
Run 0
On Who?: Cless

P a n a m a H a t

Description: A hat for naturalists.
Acquire: This helmet can be bought at Alvanista and Olive Village in the past. It can also be bought at Olive Village in the future.
Buy: 1,420 Gald
Sell: 710 Gald
Equip: Def 5
Run 5
On Who?: Mint and Klarth

R a r e H e l m

Description: Houses the soul of Aegis, an ancient blacksmith.
Acquire: This helmet can be bought at Aegis' Workshop in the

future (see section 3.26 of Part I).

Buy: 31,000 Gald
Sell: 15,500 Gald
Equip: Def 20
Run 0
On Who?: Cless
Element: Thunder

R i b b o n

Description: A pink ribbon.
Acquire: This helmet can be bought at Venezia, Alvanista and Freezekill (all of them in the future).
Buy: 10 Gald
Sell: 5 Gald
Equip: Def 2
Run 0
On Who?: Arche

S i l k H a t

Description: A stylish, well-made hat.
Acquire: This helmet can be bought at Midgard in the past.
Buy: 3,600 Gald
Sell: 1,800 Gald
Equip: Def 12
Run 0
On Who?: Mint and Klarth

S t a r C a p

Description: An enchanted cap to protect the wearer.
Acquire: Get three as ?Helms at Odin's Burning Tower, the lower levels of the Moria Gallery and the final dungeon (sections 3.28, 4.5 and 3.31 of Part I). You also get one of these after beating the coliseum eight times in the future (see section 4.6 of Part I).
Buy: N/A
Sell: 90,000 Gald
Equip: Def 16
Run 0
On Who?: Mint and Klarth

S t a r H e l m

Description: A helm made from an unfamiliar alloy.
Acquire: Get one as a prize for beating the coliseum nine times in the future (see section 4.6 of Part I) and one as a ?Helm in the final dungeon (see section 3.31 of Part I).
Buy: N/A
Sell: 40,000 Gald
Equip: Def 26
Run 0
On Who?: Cless

Stripped Ribbon

Description: A candy cane ribbon.
Acquire: This helmet can be bought at Midgard in the past.
Buy: 4,000 Gald
Sell: 2,000 Gald
Equip: Def 9
Run 10
On Who?: Arche

=====
- A r m o r -
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Amber Cloak

Description: An amber colored amber cloth cloak.
Acquire: This cloak can be bought at Beladum, Euclid, Harmel and Venezia (all of them in the past).
Buy: 610 Gald
Sell: 305 Gald
Equip: Def 6
Run 20
On Who?: Mint, Klarth and Arche

Breast Plate

Description: A thick metal plate covering the torso of the wearer.
Acquire: This piece of armor can be bought at Alvanista (in the past) and Olive Village (past and future).
Buy: 3,600 Gald
Sell: 1,800 Gald
Equip: Def 13
Run 0
On Who?: Cless and Chester

Chain Mail

Description: Small interlocking metal rings form chain mail shirts.
Acquire: This piece of armor can be bought at Euclid (present), at Morrison's house (present & future) and at Beladum (past).
Buy: 900 Gald
Sell: 450 Gald
Equip: Def 4
Run 0
On Who?: Cless and Chester

Cloak

Description: A thick warm cloak.
Acquire: This is Mint's initial armor.
Buy: N/A
Sell: 6 Gald

Equip: Def 3
Run 0
On Who?: Mint, Klarth and Arche

D a r k R o b e

Description: The dark robe of a witch.
Acquire: This robe can be bought at the Elven Village in the future.
Buy: 10,000 Gald
Sell: 5,000 Gald
Equip: Def 50 Acy 15
Run 15
On Who?: Arche
Element: Earth, Water, Fire, Thunder and Wind
Comments: This is the best armor for Arche. Even though its defensive power is not as good as that of the Star Cloak, it absorbs five elements.

G a i a A r m o r

Description: Gilgamesh of Ishtar's golden armor.
Acquire: You get two of these as ?Armors at the final dungeon (see section 3.31 of Part I).
Buy: N/A
Sell: 400,000 Gald
Equip: Def 60
Run 0
On Who?: Cless and Chester
Element: Water, Fire, Thunder, Light, Darkness

G o l d e n A r m o r

Description: Gilgamesh of Ishtar's golden armor.
Acquire: You get this piece of armor as a ?Armor in the 19th level of the Moria Gallery in the future (see section 4.5 of Part I).
Buy: N/A
Sell: N/A
Equip: Def 65
Run 0
On Who?: Cless
Element: Fire, Thunder, Wind, Darkness
Comments: This is Cless' best armor. It has the highest defense rating of all his armors and absorbs several elements.

H o l y C l o a k

Description: This type of cloak is worn by high priests and paladins.
Acquire: This cloak can be bought at Miguel, Euclid, Venezia, Alvanista, Freezekill and Ary (all of them in the future).
Buy: 56,000 Gald
Sell: 28,000 Gald
Equip: Def 25

Run 0
On Who?: Mint and Klarth
Element: Thunder

M i t h r i l M e s h

Description: Chain mail made of Mithril, an enchanted silver.
Acquire: Two of these can be found as ?Armors at the 10th level of the Moria Gallery after defeating Maxwell, in the past (see section 3.15 of Part I). You can also buy them at Miguel, Euclid, Venezia, Alvanista, Freezekill and Ary (all of them in the future).
Buy: 30,000 Gald
Sell: 15,000 Gald
Equip: Def 18
Run 0
On Who?: Cless, Chester, Mint, Klarth and Arche
Element: Light

M i t h r i l P l a t e

Description: Plate mail made of Mithril, an enchanted silver.
Acquire: This piece of armor can be bought at Venezia, Alvanista, Freezekill and Ary (all of them in the future).
Buy: 50,000 Gald
Sell: 25,000 Gald
Equip: Def 28
Run 0
On Who?: Cless and Chester
Element: Light

P l a t e M a i l

Description: Interlocking metal plates to cover the entire body.
Acquire: This piece of armor can be bought at Midgard in the past.
Buy: 24,500 Gald
Sell: 12,250 Gald
Equip: Def 18
Run 0
On Who?: Cless

R a r e P l a t e

Description: Houses the soul of Aegis, an ancient blacksmith.
Acquire: This piece of armor can be bought at Aegis' Workshop in the future (see section 3.26).
Buy: 82,000 Gald
Sell: 41,000 Gald
Equip: Def 38
Run 0
On Who?: Cless, Chester and Klarth
Element: Fire

Reflect Plate

Description: Magically reflective armor.
Acquire: Two of these can be found as ?Armors at Odin's Burning Tower and the lower levels of the Moria Gallery (see sections 3.28 and 4.5 of Part I).
Buy: N/A
Sell: 100,000 Gald
Equip: Def 35
Run 0
On Who?: Cless and Chester
Element: Water, Thunder, Wind, Darkness

Ring Mail

Description: Discs of metal woven together provide excellent protection.
Acquire: This piece of armor can be bought at Beladum, Euclid, Harmel and Venezia (all of them in the past).
Buy: 1,200 Gald
Sell: 600 Gald
Equip: Def 7
Run 0
On Who?: Cless and Chester

Silver Cloak

Description: A cloak woven from silver threads.
Acquire: This cloak can be bought at Alvanista, Olive Village and Midgard (all of them in the past). It can also be bought at Olive Village in the future.
Buy: 2,500 Gald
Sell: 1,250 Gald
Equip: Def 12
Run 25
On Who?: Mint, Klarth and Arche

Silver Plate

Description: Plate armor made of pure silver.
Acquire: This piece of armor can be found at Fenrir's Ice Cavern in the future (see section 3.27 of Part I).
Buy: N/A
Sell: 20,000 Gald
Equip: Def 37
Run 0
On Who?: Cless and Chester

Splint Mail

Description: A shirt of plates and rings to cover the upper body.
Acquire: This piece of armor can be bought at Venezia and Alvanista (both of them in the past).
Buy: 1,900 Gald
Sell: 950 Gald
Equip: Def 9

Run 0
On Who?: Cless and Chester

S t a r C l o a k

Description: A cloak that glows like the clouds in the night sky.
Acquire: You get 4 of these as ?Armors at Volt's Cave, Fenrir's Ice Cavern, Odin's Burning Tower and the final dungeon in the future (see sections 3.25, 3.27, 3.28 and 3.31). You can also get one as a prize for beating the Coliseum eight times (see section 4.6 of Part I).
Buy: N/A
Sell: 450,000 Gald
Equip: Def 55
Run 0
On Who?: Mint, Klarth and Arche
Element: Water, Darkness

T u n i c

Description: A leather tunic.
Acquire: This piece of armor can be bought at Euclid in the present.
Buy: 120 Gald
Sell: 60 Gald
Equip: Def 2
Run 0
On Who?: Cless, Chester and Klarth

=====
- S h i e l d s -
=====

A n k h S h i e l d

Description: A paladin's shield, forged of iron blessed by priests.
Acquire: You can find two of these shields, one at Odin's Burning Tower and the other at Fenrir's Ice Cavern (see sections 3.27 and 3.28 of Part I).
Buy: N/A
Sell: 17,500 Gald
Equip: Def 5
Run 95
On Who?: Cless

B l u e L i n e S h i e l d

Description: The Blue Line Shield raises the user's courage and valor.
Acquire: You can get this shield from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Buy: N/A
Sell: 200,000 Gald
Equip: Def 25

Run 100
On Who?: Cless
Comments: This is the best shield for Cless.

F i n e S h i e l d

Description: A sturdy, yet lightweight shield.
Acquire: This shield can be bought at Midgard in the past.
Buy: 15,800 Gald
Sell: 7,900 Gald
Equip: Def 0
Run 80
On Who?: Cless

K i t e S h i e l d

Description: A practical, lightweight shield.
Acquire: This shield can be bought at Euclid, Harmel and Venezia (all of them in the past).
Buy: 600 Gald
Sell: 300 Gald
Equip: Def 0
Run 60
On Who?: Cless

K n i g h t S h i e l d

Description: A well-made soldier's shield.
Acquire: This shield can be bought at Venezia and Alvanista (both of them in the past).
Buy: 1,150 Gald
Sell: 575 Gald
Equip: Def 0
Run 70
On Who?: Cless

R a r e S h i e l d

Description: Houses the soul of Aegis, an ancient blacksmith.
Acquire: This shield can be bought at Aegis' Workshop in the future (see section 3.26 of Part I).
Buy: 48,500 Gald
Sell: 24,250 Gald
Equip: Def 15
Run 100
On Who?: Cless

R e d L i n e S h i e l d

Description: The Red Line Shield raises the user's courage and valor.
Acquire: You can get this shield from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Buy: N/A

Sell: 200,000 Gald
Equip: Def 15
Run 100
On Who?: Cless

R o u n d S h i e l d

Description: A round, metal shield.
Acquire: This shield can be bought at Euclid (present) and Morrison's house (present and future) and at Beladum (past).
Buy: 300 Gald
Sell: 150 Gald
Equip: Def 0
Run 40
On Who?: Cless

S h i e l d R i n g

Description: This magic ring creates an invisible shield around the wearer.
Acquire: There are four of these. One at Volt's Cave, another at Fenrir's Ice Cavern and two more at Odin's Burning Tower (see sections 3.25, 3.27 and 3.28 of Part I).
Buy: N/A
Sell: 150,000 Gald
Equip: Def 20
Run 100
On Who?: Chester, Mint, Klarth and Arche
Comments: This is the only shield that your non-fighting characters can wear.

S t a r S h i e l d

Description: A shield made of a strange metal taken from a fallen meteor.
Acquire: You can get one of these shields at the final dungeon (see section 3.31 of Part I) and as a prize for beating the Coliseum nine times (see section 4.6 of Part I).
Buy: N/A
Sell: 30,000 Gald
Equip: Def 23
Run 100
On Who?: Cless

W o o d e n S h i e l d

Description: A round, wooden shield.
Acquire: This shield can be bought at Euclid in the present.
Buy: 50 Gald
Sell: 25 Gald
Equip: Def 0
Run 30
On Who?: Cless

=====
- G l o v e s -
=====

C u t e M i t t e n s

Description: Pretty to keep your hands warm in the cold weather.
Acquire: There are two pairs of these. One at Fenrir's Ice Cavern and the other one at Odin's Burning Tower (see sections 3.27 and 3.28 of Part I).
Buy: N/A
Sell: 25,250 Gald
Equip: Def 15
Run 0
On Who?: Mint and Arche
Comments: These are the only gloves that Mint and Arche can equip.

G a u n t l e t

Description: Iron plated gloves.
Acquire: These gloves can be bought at Alvanista, Olive Village and Midgard (all of them in the past). It can also be bought at Olive Village in the past.
Buy: 1,200 Gald
Sell: 600 Gald
Equip: Def 4 Attack 5
Run 0 Acy 5
On Who?: Cless and Chester

H y p e r G a u n t l e t

Description: These gauntlets give your hands a life of their own.
Acquire: You can get these gauntlets from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Buy: N/A
Sell: N/A
Equip: Def 26
Run 0
On Who?: Cless
Comments: These are the best gloves for Cless.

I r o n G l o v e s

Description: Mesh gloves to protect hands.
Acquire: These gloves can be bought at Venezia in the past.
Buy: 600 Gald
Sell: 300 Gald
Equip: Def 2
Run 0
On Who?: Cless and Chester

L e a t h e r G l o v e s

Description: A pair of leather work gloves.
Acquire: These gloves can be bought at Euclid (present and past), Morrison' House (present and future), Beladum (past), Harmel (past) and Venezia (past).
Buy: 150 Gald
Sell: 75 Gald
Equip: Def 1
Run 0
On Who?: Cless

M i t h r i l G l o v e s

Description: Gauntlets made from Mithril, an enchanted silver.
Acquire: These gloves can be bought at Venezia, Alvanista, Freezekill and Ary (all of them in the future).
Buy: 10,000 Gald
Sell: 5,000 Gald
Equip: Def 10
Run 0
On Who?: Cless and Chester

R a r e G a u n t l e t

Description: Houses the soul of Aegis, an ancient blacksmith.
Acquire: These gloves can be bought at Aegis' Workshop in the future (see section 3.26 of Part I).
Buy: 59,400 Gald
Sell: 29,700 Gald
Equip: Def 15
Run 0
On Who?: Cless and Chester
Element: Earth

S t a r G l o v e s

Description: Gloves made from a strange alloy.
Acquire: These gloves can be found at the final dungeon. You also get a pair of these as a prize for beating the Coliseum nine times (see section 4.6 of Part I).
Buy: N/A
Sell: 15,000 Gald
Equip: Def 24
Run 0
On Who?: Cless and Chester

II.5- Accessory List

NOTE: · Next to 'Equip' will be displayed the characteristics of the accessory (i.e. how much it adds to certain stats).
· Next to 'Equip' will be displayed the special characteristics of the accessory.
· The easiest way to get the accessories will be displayed next

- to 'Acquire'.
- 'Buy' and 'Sell' show the price of the item when (guess what) buying and selling.
- 'Transforms' refers to what you get by using a Rune Bottle on the accessory.
- The names of the characters who can be equipped with the accessory will be displayed next to 'On Who?'.

A m e t h y s t R i n g

Description: A Summoner's ring. The wearer is shielded from earth.

Acquire: You find this ring in a chest at Long Valley in the future (see section 3.26 of Part I).

Buy: N/A

Sell: N/A

Special: Klarth will absorb Earth elemental damage while equipped with this ring.

On Who?: Klarth

Comments: This ring is needed to make a contract with Shadow, the Spirit of Darkness (see section 3.26 of Part I).

A q u a M a n t l e

Description: Marked with the sign of the Ocean. Water and Air are 30% absorbed.

Acquire: Use a Rune Bottle on a Leather Mantle or a Flame Mantle to get this accessory.

Buy: N/A

Sell: 800 Gald

Equip: Def 1

Special: The wearer will take less damage from Water and Wind. It also gives you a good chance of totally avoiding damage from those elements.

On Who?: Cless, Chester, Mint, Klarth and Arche

Transforms: Flame mantle

A q u a m a r i n e R i n g

Description: A Summoner's ring. The wearer is shielded from water.

Acquire: You receive this ring from Runeglom at Alvanista in the past (see section 3.11 of Part I).

Buy: N/A

Sell: N/A

Special: Klarth will absorb Water elemental damage while equipped with this ring.

On Who?: Klarth

Comments: This ring is needed to make a contract with Undine, the Spirit of Water (see section 3.12 of Part I).

A r m l e t

Description: Decreases the amount of time one is rendered unconscious by half.

Acquire: These are commonly found in chests through the game.

Buy: N/A

Sell: 12,150 Gald

Special: The wearer will recover consciousness twice as fast if stunned in battle.

On Who?: Cless, Chester, Mint, Klarth and Arche

B a t t l e R u n e

Description: Increases your attack power by 10%.

Acquire: These can be bought at Alvanista and Olive Village in the past and at most towns in the future.

Buy: 7,200 Gald

Sell: 3,600 Gald

Equip: Acy 8

Special: Attack + 10%.

On Who?: Cless, Chester, Mint, Klarth and Arche

B l a c k O n y x

Description: A jewel that increases the user's maximum HP by 30%.

Acquire: You find this accessory in chests through the game. You get the first one after defeating Jahmir at Alvanista (see section 3.11 of Part I).

Buy: N/A

Sell: 10,600 Gald

Special: The character equipped with this will be granted 30% extra HP.

On Who?: Cless, Chester, Mint, Klarth and Arche

Transforms: Moon Crystal

B l u e T a l i s m a n

Description: This magical talisman increases your defense by 10%.

Acquire: Use a Rune Bottle on a Talisman to get this accessory.

Buy: N/A

Sell: 2,100 Gald

Special: Def + 10%.

On Who?: Cless, Chester, Mint, Klarth and Arche

B o d y A m u l e t

Description: Protects the wearer from paralyzation.

Acquire: These can be bought at Alvanista in the past and at most towns in the future.

Buy: 26,200 Gald

Sell: 13,100 Gald

Special: The wearer can't be paralyzed.

On Who?: Cless, Chester, Mint, Klarth and Arche

C o m b o C o m m a n d

Description: With the right controller movements, any skill can be used in battle!

Acquire: This accessory can only be bought at Aegis' Workshop in the future (see section 3.26 of Part I).

Buy: 5,000,000 Gald

Sell: 2,500,000 Gald

Special: You will be able to use any of Cless' skills in battle by pressing the right combinations of buttons.

On Who?: Cless

D a r k S e a l

Description: This allows you to receive 50% more EXP but renders skills useless.

Acquire: You can get this from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).

Buy: N/A

Sell: 1,000 Gald

Special: Cless gets extra experience points, but he can't use his skills.

On Who?: Cless

Transforms: Demon Seal

D e d i s E m b l e m

Description: The use and origin of this item aren't known.

Acquire: You get one from a soldier in Ary and you must find another four in a certain section of the final dungeon (see section 3.31 of Part I). Note that some of the enemies in the final dungeon may drop these occasionally.

Buy: N/A

Sell: 1 Gald

Special: You can't get past a certain part of the final dungeon without one of these equipped on each character.

On Who?: Cless, Chester, Mint, Klarth and Arche

D e f l e c t R i n g

Description: This ring absorbs magic attacks, but has a 50% chance of disintegrating.

Acquire: Use a Rune Bottle on a Resist Ring or a Force Ring.

Buy: N/A

Sell: 1,030 Gald

Special: Protects the user from magical attacks, but has a 50% chance of breaking after negating a spell.

On Who?: Cless, Chester, Mint, Klarth and Arche

Transforms: Force Ring

D e m o n S e a l

Description: Doubles the EXP you gain in battle but prevents you from using skills.

Acquire: Use a Rune Bottle on the Dark Seal to get this accessory.

Buy: N/A

Sell: 5,150 Gald

Special: Cless gets extra experience points, but he can't use his skills and his defense drops to zero.

On Who?: Cless

D i a m o n d R i n g

Description: A Summoner's ring. The wearer is shielded from magic.
Acquire: You get this ring at Thor in the past, after beating a boss (see section 3.23 of Part I).
Buy: N/A
Sell: N/A
Equip: Attack 100 Acy 40
 Def 200 Run 40
Special: Klarth won't take damage from certain elements while equipped with this ring.
On Who?: Klarth
Comments: This ring is needed to make a contract with Origin, the Spirit of Creation (see section 3.29 of Part I).

E l v e n B o o t s

Description: Elven boots are made to increase your speed by 20%.
Acquire: One pair of these can be found at the final dungeon and other two pairs can be gotten from the 'Ayflite's Treasure' quest (see sections 3.31 and 4.4 of Part I).
Buy: N/A
Sell: 6,200 Gald
Special: Battle Speed + 20%.
On Who?: Cless, Chester, Mint and Klarth
Transforms: Nightmare Boots

E l v e n M a n t l e

Description: Allows you to escape battles 10% faster.
Acquire: These can be bought at the Elven Village in the future.
Buy: 9,560 Gald
Sell: 4,780 Gald
Equip: Def 12
Special: Run + 10%
On Who?: Cless, Chester, Mint, Klarth and Arche

E m e r a l d R i n g

Description: A Summoner's ring. The wearer is granted bonus HP.
Acquire: You find this ring inside a chest at the Cave of Spirits in the future (see section 3.26 of Part I).
Buy: N/A
Sell: N/A
Special: Klarth's maximum HP will be increased by 30% while he he is equipped with this ring.
On Who?: Klarth
Comments: This ring is needed to make a contract with Chameleon, the Spirit of Death (see section 4.5 of Part I).

E v i l R u n e

Description: Makes you immune to the effects of the Death Cloud spell.
Acquire: There appears to be no way to get this accessory

through normal gameplay. It was found using cheats.

Buy: N/A
Sell: 1,000 Gald
Special: The character equipped with this should be immune to the Death Cloud spell, but there are no enemies that use that spell, so it remains unconfirmed.
On Who?: Cless, Chester, Mint, Klarth and Arche

F a i r y R i n g

Description: Decreases the TP needed to use magic by half.
Acquire: Use a Rune Bottle on a Jade Ring to get this accessory.
Buy: N/A
Sell: 38,410 Gald
Special: Reduces the TP cost of spells by a third.
On Who?: Mint, Klarth and Arche

F i g h t R u n e

Description: A rune to summon a monster.
Acquire: There appears to be no way to get this accessory through normal gameplay. It was found using cheats.
Buy: N/A
Sell: 1,000 Gald
Special: The use of this accessory is unknown, but there's probably no use for it anyway.
On Who?: Cless, Chester, Mint, Klarth and Arche

F l a m e M a n t l e

Description: Marked with the sign of Magma. Fire and earth are 30% absorbed.
Acquire: Use a Rune Bottle on a Mantle or an Aqua Mantle to get this accessory.
Buy: N/A
Sell: 750 Gald
Equip: Def 1
Special: The wearer will take less damage from Fire and Earth. It also gives you a good chance of totally avoiding damage from those elements.
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Aqua mantle

F o r c e R i n g

Description: This ring absorbs melee attacks, but has a 50% chance of disintegrating.
Acquire: Use a Rune Bottle on a Protect Ring or a Deflect Ring to get this accessory.
Buy: N/A
Sell: 1,030 Gald
Special: Protects the user from physical attacks, but has a 50% chance of breaking after taking a hit.
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Deflect Ring

G a r n e t R i n g

Description: A Summoner's ring. The wearer is shielded from fire.
Acquire: You receive this ring from Runeglom at Alvanista in the past (see section 3.11 of Part I).
Buy: N/A
Sell: N/A
Special: Klarth will absorb Fire elemental damage while equipped with this ring.
On Who?: Klarth
Comments: This ring is needed to make a contract with Ifrit, the Spirit of Fire (see section 3.13 of Part I).

G o r g o n A m u l e t

Description: Protects the wearer from petrification.
Acquire: These can be bought at Alvanista in the future.
Buy: 46,200 Gald
Sell: 23,100 Gald
Special: The wearer can't be petrified.
On Who?: Cless, Chester, Mint, Klarth and Arche

H e a v y S t o n e

Description: Makes you immune to the effects of the Tractor Beam spell.
Acquire: You can get a few of these from chests and enemies through the game. You get the first one at Morrison's house in the present.
Buy: N/A
Sell: 1 Gald
Special: The wearer will be immune to the Tractor Beam spell.
On Who?: Cless, Chester, Mint, Klarth and Arche

H o l y R u n e

Description: Increases your max HP by 5%.
Acquire: This accessory can be bought at most shops in the past and the future.
Buy: 10,000 Gald
Sell: 5,000 Gald
Special: The character equipped with this will be granted 5% extra HP.
On Who?: Cless, Chester, Mint, Klarth and Arche

I r o n B o o t s

Description: Iron Boots make you heavier, decreasing your speed by half.
Acquire: These can be bought at Euclid (present and past), Harmel (past), Venezia (past and future) and Ary (future).
Buy: 1,010 Gald
Sell: 505 Gald

Special: Halves your Battle Speed.
On Who?: Cless, Chester and Klarth
Transforms: Persian Boots
Comments: This accessory seems to be useless by itself. Its true purpose seems to be becoming a pair of Persian Boots when you use a Rune Bottle on it.

J a d e R i n g

Description: Reduces your TP costs by a third.
Acquire: You get these at certain dungeons and from some bosses. You get your first one from Dhaos in the past.
Buy: N/A
Sell: 3,500 Gald
Special: Reduces the TP cost of skills by a third.
On Who?: Cless, Mint, Klarth and Arche
Transforms: Fairy Ring

J e t B o o t s

Description: You can run faster by pressing and holding the 'Cancel' button.
Acquire: These can be bought at most towns through the game.
Buy: 210 Gald
Sell: 105 Gald
Special: While one of your characters is equipped with these, you can sprint by pressing the 'Cancel' button.
On Who?: Cless, Chester, Mint, Klarth and Arche

L e a t h e r M a n t l e

Description: Leather mantles are waterproof.
Acquire: These can be bought at most stores in the past and future.
Buy: 100 Gald
Sell: 50 Gald
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Aqua mantle
Comments: This accessory seems to be useless by itself. Its true purpose seems to be becoming an Aqua Mantle when you use a Rune Bottle on it.

M a g i c P o u c h

Description: A pouch that will spout items while you are walking!
Acquire: You can get this at the final dungeon (see section 3.31 of Part I).
Buy: N/A
Sell: 6,000 Gald
Special: Random items will appear in your inventory while you walk with this equipped.
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Magical Pouch

M a g i c a l P o u c h

Description: When walking, this pouch may add random items to your inventory!

Acquire: You get this as a prize for beating the Coliseum seven times (see section 4.6 of Part I). You can also get it by using a Rune Bottle on the Magic Pouch.

Buy: N/A

Sell: 40,000 Gald

Special: Random items will appear in your inventory while you walk with this equipped.

On Who?: Cless, Chester, Mint, Klarth and Arche

Mana Earring

Description: The unicorn symbolizes Mana. Enhances one's Mana powers.

Acquire: You get this accessory after a special scene at Ary in the future, right before entering the final dungeon (see section 3.30 of Part I).

Buy: N/A

Sell: N/A

Equip:

| | | | |
|--------|-----|-----|----|
| Attack | 100 | Acy | 50 |
| Def | 20 | Run | 50 |

On Who?: Mint

Mantle

Description: A plain traveler's mantle.

Acquire: These can be bought at Euclid in the present and Beladum and Euclid in the past.

Buy: 20 Gald

Sell: 10 Gald

On Who?: Cless, Chester, Mint, Klarth and Arche

Transforms: Flame mantle

Comments: This accessory seems to be useless by itself. Its true purpose seems to be becoming a Flame Mantle when you use a Rune Bottle on it.

Mental Ring

Description: Gradually restores TP in battle.

Acquire: You get one of these from a mini-game in Alvanista (see section 4.2 of Part I). You also find some of these in dungeons.

Buy: N/A

Sell: 16,000 Gald

Equip:

| | |
|--------|---|
| Attack | 5 |
| Run | 5 |

Special: The character equipped with this will recover 1 TP every a few seconds in battle.

On Who?: Cless, Mint, Klarth and Arche

Mist Rune

Description: Allows you to escape battles 50% faster.

Acquire: Use a Rune Bottle on a White Mist to get this

accessory.

Buy: N/A
Sell: 2,500 Gald
Special: Halves the time needed to escape battles.
On Who?: Cless, Chester, Mint, Klarth and Arche

M o o n C r y s t a l

Description: A jewel that increases the user's maximum TP by 30%.
Acquire: Use a Rune Bottle on a Black Onyx to get this accessory. You can also get one at Odin's Tower and from the 'Aiflite's Treasure' quest.
Buy: N/A
Sell: 10,600 Gald
Special: The character equipped with this will be granted 30% extra TP.
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Black Onyx

M o o n s t o n e R i n g

Description: A Summoner's ring. The wearer is shielded from light.
Acquire: You get this ring in the Treant's Forest, at the Heimdall stone (see section 3.17 of Part I).
Buy: N/A
Sell: N/A
Special: Klarth will absorb Light elemental damage while equipped with this ring.
On Who?: Klarth
Comments: This ring is needed to make a contract with Luna, the Spirit of the Moon (see section 3.19 of Part I).

M y s t i c a l R u n e

Description: Halves the time needed to cast a magic spell.
Acquire: These can be bought at Alvanista, Olive Village and the Elven Village in the past and at most towns in the future.
Buy: 65,800 Gald
Sell: 32,900 Gald
Special: Reduces spell-casting time by half.
On Who?: Mint, Klarth and Arche

N i g h t m a r e B o o t s

Description: This pair of boots is enchanted by dream magic. Ups speed by 50%.
Acquire: Use a Rune Bottle on a pair of Elven Boots or Persian Boots.
Buy: N/A
Sell: 1,550 Gald
Special: Battle Speed + 50%.
On Who?: Cless, Chester, Mint and Klarth
Transforms: Persian Boots

N y m p h ' s R i n g

Description: A ring with a watery stone. Renders the bearer immune to heat.

Acquire: Use a Rune Bottle on a Salamander's Ring.

Buy: N/A

Sell: 1 Gald

Special: The wearer becomes immune to fire, even the magma on the floor of some rooms at Odin's Tower won't hurt him/her.

On Who?: Cless, Chester, Mint, Klarth and Arche

Transforms: Salamander's Ring

O p a l R i n g

Description: A Summoner's ring. The wearer is granted extra defense.

Acquire: You get this ring from Bart at Long valley (see section 3.7 of Part I).

Buy: N/A

Sell: N/A

Equip: Def 15

On Who?: Klarth

Comments: This ring is needed to make a contract with Sylph, the Spirit of Wind (see section 3.7 of Part I).

P e r s i a n B o o t s

Description: This pair of boots looks like cat paws. Increases defense by 30%.

Acquire: Use a Rune Bottle on a pair of Iron Boots or Nightmare Boots.

Buy: N/A

Sell: 1,400 Gald

Special: Decreases damage taken by 30%.

On Who?: Cless, Chester, Mint and Klarth

Transforms: Nightmare Boots

P o i s o n A m u l e t

Description: Protects the wearer from poison.

Acquire: These can be bought at Alvanista in the past and at most towns in the future.

Buy: 6,200 Gald

Sell: 3,100 Gald

Special: The wearer is immune to poison.

On Who?: Cless, Chester, Mint, Klarth and Arche

P r i n c e s s C a p e

Description: This translucent silk hood has a 50% chance to negate fire.

Acquire: Use a Rune Bottle on a Silver Cape to get this accessory.

Buy: N/A

Sell: 2,025 Gald

Equip: Def 8
Run 15
Special: The wearer will take less damage from Fire. It also gives you a good chance of totally avoiding Fire damage.
On Who?: Mint and Arche

P r o t e c t R i n g

Description: This ring absorbs melee attacks, but has a 99% chance of disintegrating.
Acquire: These are commonly found in chests in dungeons.
Buy: N/A
Sell: 600 Gald
Special: Protects the user from physical attacks, but has a 99% chance of breaking after taking a hit.
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Force Ring

R a b b i t ' s F o o t

Description: Increases the bearer's luck.
Acquire: This accessory can be bought at most towns in the past and the future.
Buy: 200 Gald
Sell: 100 Gald
Special: Luck + 10%.
On Who?: Cless, Chester, Mint, Klarth and Arche

R e s i s t R i n g

Description: This ring absorbs magic attacks, but has a 99% chance of disintegrating.
Acquire: These are commonly found in chests in dungeons.
Buy: N/A
Sell: 600 Gald
Special: Protects the user from magical attacks, but has a 99% chance of breaking after negating a spell.
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Deflect Ring

R e v e r s e D o l l

Description: Revives you if knocked out, but has a 99% chance of disintegrating.
Acquire: These are commonly found in chests through the game.
Buy: N/A
Sell: 1,000 Gald
Special: The wearer is revived with 25% of his/her HP immediately after being killed, but the accessory has a 99% chance of breaking.
On Who?: Cless, Chester, Mint, Klarth and Arche

R u b y R i n g

Description: A Summoner's ring. The wearer becomes a stronger fighter.
Acquire: Arche gives you this ring when she joins the party (see section 3.9 of Part I).
Buy: N/A
Sell: N/A
Equip: Attack 50
On Who?: Klarth
Comments: This ring is needed to make a contract with Gnome, the Spirit of Earth (see section 3.14 of Part I).

S a l a m a n d e r ' s R i n g

Description: A ring with a fiery stone. Renders the bearer immune to cold.
Acquire: This accessory is dropped by the Karys at Odin's Tower. You can also get it by using a Rune Bottle on a Nymph's Ring.
Buy: N/A
Sell: 1 Gald
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Nymph's Ring
Comments: This accessory seems to have no effect by itself. Its true purpose is becoming a Nymph's Ring when you use a Rune Bottle on it.

S a r d o n y x R i n g

Description: A Summoner's ring. The wearer is shielded from wind.
Acquire: You get this ring from doctor Stanley at future Euclid (see section 3.24 of Part I).
Buy: N/A
Sell: N/A
Special: Klarth will absorb Wind elemental damage while equipped with this ring.
On Who?: Klarth
Comments: This ring is needed to make a contract with Volt, the Spirit of Electricity (see section 3.25 of Part I).

S a p p h i r e R i n g

Description: A Summoner's ring. The wearer is shielded from thunder.
Acquire: You get this ring from a chest at Undine's Cavern in the future (see section 3.26 of Part I).
Buy: N/A
Sell: N/A
Special: Klarth will absorb Thunder elemental damage while equipped with this ring.
On Who?: Klarth
Comments: This ring is needed to make a contract with Gremlin, the Spirit of Pain and Panic (see section 4.5 of Part I).

S i l v e r C a p e

Description: This girl's mantle has a 30% chance of negating fire attacks.
Acquire: These can be bought at Alvanista and Olive Village in the past and at most towns in the future.
Buy: 3,300 Gald
Sell: 1,650 Gald
Special: The wearer will take less damage from Fire. It also gives you a good chance of totally avoiding Fire damage.
On Who?: Mint and Arche
Transforms: Princess cape

S i l v e r M a t t o c k

Description: Renders the wearer immune to many common magic spells.
Acquire: Choose as your prize after beating the racing kid in Alvanista in the future (see section 4.1 of Part I). You can also get one from the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
Buy: N/A
Sell: 1,000 Gald
Special: The wearer will be immune to the Ice Wall, Stone Wall and Fire Wall spells.
On Who?: Cless, Chester, Mint, Klarth and Arche

S o r c e r e r ' s R i n g

Description: This ring shoots sparks! Use it with the 'Target' button.
Acquire: This ring is found at the Molten Cavern in the past (see section 3.13 of Part I).
Buy: N/A
Sell: N/A
Special: While one of your characters is equipped with the Sorcerer's Ring, you can press the 'Y' button to shoot sparks in the field screen.
On Who?: Cless, Chester, Mint, Klarth and Arche

T a l i s m a n

Description: A magic charm to raise all your resistances by 5%.
Acquire: This accessory can be bought at most towns in the past and the future.
Buy: 2,000 Gald
Sell: 1,000 Gald
Special: Def + 5%.
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Blue Talisman

T h i e f ' s M a n t l e

Description: Wool mantles help you run away 5% faster.
Acquire: These can be bought at Alvanista, Olive Village and Midgard in the past and at most towns in the future.
Buy: 2,000 Gald
Sell: 1,000 Gald

Special: Run + 5%
On Who?: Cless, Chester, Mint, Klarth and Arche

T o p a z R i n g

Description: A Summoner's ring. The wearer becomes a smarter fighter.
Acquire: You get this ring in the Treant's Forest, at the Heimdall stone (see section 3.17 of Part I).
Buy: N/A
Sell: N/A
Special: Klarth's critical hit rate increases.
On Who?: Klarth
Comments: This ring is needed to make a contract with Aska, the Spirit of Light (see section 3.26 of Part I).

T u r q u o i s e R i n g

Description: A Summoner's ring. The wearer is granted bonus TP.
Acquire: You find this ring in a chest at the Moria Gallery in the past (see section 3.15 of Part I).
Buy: N/A
Sell: N/A
Special: Klarth's maximum TP will be increased by 30% while he is equipped with this ring.
On Who?: Klarth
Comments: This ring is needed to make a contract with Maxwell, the Spirit of Judgement (see section 3.15 of Part I).

W h i t e M i s t

Description: Allows you to escape battles 30% faster.
Acquire: These can be bought at Venezia, Alvanista, Olive Village and the Elven Village in the past and at most towns in the future.
Buy: 5,100 Gald
Sell: 2,550 Gald
Special: Reduces the time needed to escape battles by 30%.
On Who?: Cless, Chester, Mint, Klarth and Arche
Transforms: Mist Rune

II.6- Treasure List

P e n d a n t

Description: The pendant Miguel gave you for your fifteenth birthday.
Acquire: You start the game with this in your 'Treasure List'.
Use: Malice takes it from you at Euclid and uses it to release Dhaos.

E a r r i n g

Description: The mysterious earring from the Euclid dungeon.
Acquire: You receive the Earring while you are in jail at Euclid (see section 3.3 of Part I).
Use: The Earring helps Cless escape from jail. You lose it soon after that, at Morrison's House.

L a c e R u b y

Description: A living gem. It is used as a key for enchanted doors.
Acquire: You find the Lace Ruby at the mausoleum near the beginning of the game (see section 3.4 of Part I).
Use: This is used to open some doors in the mausoleum near the beginning of the game (see section 3.4 of Part I).

T o r n i x ' s B o o k

Description: The book given to you by Tornix D. Morrison.
Acquire: You receive this from Tornix at the mausoleum after Dhaos' revival (see section 3.4 of Part I).
Use: By reading this book, Cless and Mint learn that their parents and Tornix had sealed Dhaos.

B r o k e n B o w

Description: The broken bow that belonged to your best friend.
Acquire: Cless finds Chester's bow on the ground after he and Mint are sent to the past by Tornix D. Morrison (see section 3.5 of Part I).
Use: By paying 20,000 Gald at the Ninja Village in the future, you can have this transformed into the powerful Elven Bow (see section 3.26 of Part I).

E l e m e n t a l O r b

Description: A magic orb that enables one to speak to Mana Spirits.
Acquire: You get the Elemental Orb from Sylph at Long Valley, before forging a contract (see section 3.7 of Part I).
Use: This allows you to talk to Martel, the Spirit of the Tree of Life.

M a g i c K e y

Description: A key from Demitel's castle.
Acquire: You get the Magic Key at Demitel's castle (see section 3.9 of Part I).
Use: This key is used to open a door at Demitel's castle (see section 3.9 of Part I).

M o r i a P a s s

Description: A permit from Alvanista's King to enter the Moria Gallery.
Acquire: You get the Moria Pass at the Adventurer's Guild in Alvanista (see section 3.11 of Part I).
Use: This pass is needed to enter the Moria Gallery.

R o y a l E m b l e m

Description: A permit from Alvanista's King to enter the Ymir

Forest.

Acquire: You get the Royal Emblem from Runeglom at Alvanista, after you meet Edward (see section 3.17 of Part I).

Use: This is needed to enter the Ymir Forest.

S m a l l S a c k

Description: A food sack. It can hold a maximum of 200 food units.

Acquire: You start the game with this in your 'Treasure List'.

Use: If you put food in this sack, your party will regain HP by eating from it while walking.

M e d i u m S a c k

Description: A food sack. It can hold a maximum of 2000 food units.

Acquire: You get this from Lenios' wife at Beladum (see section 3.5 of Part I).

Use: If you put food in this sack, your party will regain HP by eating from it while walking.

L a r g e S a c k

Description: A food sack. It can hold a maximum of 20,000 food units.

Acquire: You can buy this from a woman at Miguel in the future for 30,000 Gald (see section 3.24 of Part I).

Use: If you put food in this sack, your party will regain HP by eating from it while walking.

L e t t e r

Description: A letter from Runeglom to Edward.

Acquire: You get this from Runeglom at Alvanista after visiting the Moria Gallery (see section 3.16 of Part I).

Use: This is needed to speak to Edward's wife, Lilith.

B r o k e n R i n g s

Description: Two broken contract rings found in the Moria Gallery.

Acquire: You get these at the Treasure Room of the Moria Gallery (see section 3.15 of Part I).

Use: With Rambard's help, these are to be transformed into the Moonstone and Topaz Rings at the Heimdall Stone (see section 3.17 of Part I).

M a g m a K e y

Description: A key found in the Molten Cavern.

Acquire: You get this at the Molten Cavern in Freland (see section 3.13 of Part I).

Use: The Magma Key is used to open a locked door in the Molten Cavern.

M a g n e t i c C a r d

Description: A magnetic card found in a building in the city of Thor.

Acquire: You get this at Thor in the past (see section 3.23 of Part I).

Use: The Magnetic Card is used to open a special door at

Thor.

M a g i c M i r r o r

Description: This mirror feels like it can pull you into another world.
 Acquire: You get this at Dhaos' castle in the past (see section 3.21 of Part I).
 Use: The Magic Mirror is used to go through certain mirrors at Dhaos castle.

G o l d K e y

Description: A golden key from Dhaos' castle.
 Acquire: You get this at Dhaos' castle in the past (see section 3.21 of Part I).
 Use: The Gold Key is used to open several doors in Dhaos' castle.

W i n g P a c k

Description: A pack containing the Airbirds.
 Acquire: You get this from Stanley at Euclid in the future after you forge a contract with Volt (see section 3.25 of Part I).
 Use: This allows you to fly on the world map by pressing the 'A' button.

A y f l i t e ' s N o t e s

Description: A book of pirate treasure.
 Acquire: You get this from Graham at Freezekill in the future (see section 4.4 of Part I).
 Use: Once you have this, you can find Ayflite's Treasure (see section 4.4 of Part I).

R o s a ' s D r e s s

Description: Ayflite the Pirate King's wife's dress.
 Acquire: You find this as part of the 'Ayflite's Treasure' quest (see section 4.4 of Part I).
 Use: There's no real use to this. You can give it to Graham, but you won't get anything in exchange.

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III.- SHOPS LIST

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III.1- Shops in the Present

| Mountain Pass: Variety Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Remedy Bottle | Restores all status ailments | 105 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |

=====
- EUCLID -
=====

| Euclid: Variety Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|-------------------------------------|-----------|
| Longsword | Sword for Cless (Slice 5, Stab 5) | 140 |
| Sabre | Sword for Cless (Slice 8, Stab 5) | 200 |
| Rapier | Sword for Cless (Slice 2, Stab 9) | 180 |
| Shortbow | Bow for Chester (Attack 8, Acy 8) | 50 |
| Longbow | Bow for Chester (Attack 20, Acy 10) | 200 |
| Rod | Rod for Mint (Attack 2, Acy 10) | 10 |
| Chain Mail | Armor for Cless and Chester (Def 4) | 900 |
| Leather Gloves | Gloves for Cless (Def 1) | 150 |
| Round Shield | Shield for Cless (Run 40) | 300 |
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Mantle | Accessory (useless by itself) | 20 |
| Iron Boots | Accessory (halves your speed) | 1,010 |

| Euclid: Items Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Remedy Bottle | Restores all status ailments | 105 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |

| Euclid: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-----------------------------------|-----------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |

| Euclid: Armor Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------|-----------------------------------|-----------|
|---------|-----------------------------------|-----------|

| | | |
|----------------|-------------------------------------|-----|
| Tunic | Armor for male characters (Def 2) | 120 |
| Chain Mail | Armor for Cless and Chester (Def 4) | 900 |
| Leather Hat | Helmet for Cless (Def 1) | 600 |
| Leather Gloves | Gloves for Cless (Def 1) | 150 |
| Wooden Shield | Shield for Cless (Run 30) | 50 |
| Round Shield | Shield for Cless (Run 40) | 300 |
| Jet Boots | Accessory (allows sprinting) | 210 |

Euclid: Weapons Shop \

| Item | Short Description | Price |
|-----------|-------------------------------------|-------|
| Longsword | Sword for Cless (Slice 5, Stab 5) | 140 |
| Sabre | Sword for Cless (Slice 8, Stab 5) | 200 |
| Rapier | Sword for Cless (Slice 2, Stab 9) | 180 |
| Shortbow | Bow for Chester (Attack 8, Acy 8) | 50 |
| Longbow | Bow for Chester (Attack 20, Acy 10) | 200 |

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- MORRISON'S HOUSE -
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Morrison's House: Variety Store \

| Item | Short Description | Price |
|----------------|-------------------------------------|-------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Remedy Bottle | Restores all status ailments | 105 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Sabre | Sword for Cless (Slice 8, Stab 5) | 200 |
| Rapier | Sword for Cless (Slice 2, Stab 9) | 180 |
| Longbow | Bow for Chester (Attack 20, Acy 10) | 200 |
| Chain Mail | Armor for Cless and Chester (Def 4) | 900 |
| Leather Gloves | Gloves for Cless (Def 1) | 150 |
| Round Shield | Shield for Cless (Run 40) | 300 |
| Rod | Rod for Mint (Attack 2, Acy 10) | 10 |
| Jet Boots | Accessory (allows sprinting) | 210 |

III.2- Shops in the Past

=====
- BELADUM -
=====

Beladum: Items Shop \

| Item | Short Description | Price |
|--------------|----------------------------------|-------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |

| | | |
|-----------------|---------------------------------------|-------|
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Life Bottle | Revives a slain ally | 300 |
| Medicine Bottle | Prevents and cures poisoning | 60 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Mantle | Accessory (useless by itself) | 20 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Jet Boots | Accessory (allows sprinting) | 210 |

| Beladum: Weapons Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|--|-----------|
| Longsword | Sword for Cless (Slice 5, Stab 5) | 140 |
| Sabre | Sword for Cless (Slice 8, Stab 5) | 200 |
| Sharp Sabre | Sword for Cless (Slice 25, Stab 18) | 700 |
| Rapier | Sword for Cless (Slice 2, Stab 9) | 180 |
| Verdan | Sword for Cless (Slice 4, Stab 28) | 700 |
| Battle Axe | Axe for Cless (Slice 35, Stab 2) | 700 |
| Chain Mail | Armor for Cless and Chester (Def 4) | 900 |
| Ring Mail | Armor for Cless and Chester (Def 7) | 1,200 |
| Leather Hat | Helmet for Cless (Def 1) | 600 |
| Iron Circlet | Helmet for Cless (Def 3) | 840 |
| Leather Gloves | Gloves for Cless (Def 1) | 150 |
| Round Shield | Shield for Cless (Run 40) | 300 |
| Amber Cloak | Armor for Mint, Klarth and Arche (Def 6) | 610 |

=====
- EUCLID -
=====

| Euclid: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-----------------------------------|-----------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |

| Euclid: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|--|-----------|
| Sharp Sabre | Sword for Cless (Slice 25, Stab 18) | 700 |
| Verdan | Sword for Cless (Slice 4, Stab 28) | 700 |
| Battle Axe | Axe for Cless (Slice 35, Stab 2) | 700 |
| Ring Mail | Armor for Cless and Chester (Def 7) | 1,200 |
| Iron Circlet | Helmet for Cless (Def 3) | 840 |
| Leather Gloves | Gloves for Cless (Def 1) | 150 |
| Kite Shield | Shield for Cless (Run 60) | 600 |
| Amber Cloak | Armor for Mint, Klarth and Arche (Def 6) | 610 |
| Jet Boots | Accessory (allows sprinting) | 210 |

| Euclid: Item Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Mantle | Accessory (useless by itself) | 20 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Iron Boots | Accessory (halves your speed) | 1,010 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |

=====
- HARMEL -
=====

| Harmel: Item Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Iron Boots | Accessory (halves your speed) | 1,010 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| Pick-axe | Used to break certain rocks | 150 |
| Rope | Used to go down into certain holes | 100 |

| Harmel: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-------------------------------------|-----------|
| Sharp Sabre | Sword for Cless (Slice 25, Stab 18) | 700 |
| Warrior Sword | Sword for Cless (Slice 50, Stab 50) | 1,600 |
| Verdan | Sword for Cless (Slice 4, Stab 28) | 700 |
| Battle Axe | Axe for Cless (Slice 35, Stab 2) | 700 |
| Crescent Axe | Axe for Cless (Slice 64, Stab 10) | 1,800 |

| Harmel: Armor Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|--------------|-------------------------------------|-----------|
| Ring Mail | Armor for Cless and Chester (Def 7) | 1,200 |
| Iron Circlet | Helmet for Cless (Def 3) | 840 |

| | | |
|----------------|--|-----|
| Leather Gloves | Gloves for Cless (Def 1) | 150 |
| Kite Shield | Shield for Cless (Run 60) | 600 |
| Amber Cloak | Armor for Mint, Klarth and Arche (Def 6) | 610 |
| Mitre | Helmet for Mint and Klarth (Def 3) | 210 |

=====
- VENEZZIA -
=====

| Venezia: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------|-----------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |
| Twinkie | Food Item (Food Value 150) | 100 |
| Seafood | Food Item (Food Value 300) | 60 |

| Venezia: Item Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Iron Boots | Accessory (halves your speed) | 1,010 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |

| Venezia: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|--------------------------------------|-----------|
| Sharp Sabre | Sword for Cless (Slice 25, Stab 18) | 700 |
| Warrior Sword | Sword for Cless (Slice 50, Stab 50) | 1,600 |
| Verdan | Sword for Cless (Slice 4, Stab 28) | 700 |
| Corsesque | Spear for Cless (Slice 50, Stab 156) | 2,400 |
| Battle Axe | Axe for Cless (Slice 35, Stab 2) | 700 |
| Crescent Axe | Axe for Cless (Slice 64, Stab 10) | 1,800 |
| Gem Rod | Rod for Mint (Attack 15, Acy 10) | 600 |

| Venezia: Armor Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|--|-----------|
| Ring Mail | Armor for Cless and Chester (Def 7) | 1,200 |
| Splint Mail | Armor for Cless and Chester (Def 9) | 1,900 |
| Iron Circlet | Helmet for Cless (Def 3) | 840 |
| Armet Helm | Helmet for Cless (Def 5) | 1,320 |
| Leather Gloves | Gloves for Cless (Def 1) | 150 |
| Iron Gloves | Gloves for Cless and Chester (Def 2) | 600 |
| Kite Shield | Shield for Cless (Run 60) | 600 |
| Knight Shield | Shield for Cless (Run 70) | 1,150 |
| Amber Cloak | Armor for Mint, Klarth and Arche (Def 6) | 610 |
| Mitre | Helmet for Mint and Klarth (Def 3) | 210 |
| Jet Boots | Accessory (allows sprinting) | 210 |

Vendor in the Ship at Demitel's Island: Variety Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |

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- ALVANISTA -
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Alvanista: Pharmacy \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |

Alvanista: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-----------------------------------|-----------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |
| Twinkie | Food Item (Food Value 150) | 100 |
| Mackerel | Food Item (Food Value 2,000) | 3,400 |

| Alvanista: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------------|-----------|
| Warrior Sword | Sword for Cless (Slice 50, Stab 50) | 1,600 |
| Corsesque | Spear for Cless (Slice 50, Stab 156) | 2,400 |
| Crescent Axe | Axe for Cless (Slice 64, Stab 10) | 1,800 |
| Halberd | Spear for Cless (Slice 105, Stab 105) | 4,000 |
| Epee | Sword for Cless (Slice 8, Stab 26) | 1,400 |
| Bardish | Axe for Cless (Slice 115, Stab 15) | 2,980 |
| Gem Rod | Rod for Mint (Attack 15, Acy 10) | 600 |
| Ruby Rod | Rod for Mint (Attack 30, Acy 10) | 1,240 |

| Alvanista: Armor Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---|-----------|
| Splint Mail | Armor for Cless and Chester (Def 9) | 1,900 |
| Breast Plate | Armor for Cless and Chester (Def 13) | 3,600 |
| Armet Helm | Helmet for Cless (Def 5) | 1,320 |
| Gauntlet | Gloves for Cless and Chester (Def 4) | 1,200 |
| Knight Shield | Shield for Cless (Run 70) | 1,150 |
| Silver Cloak | Armor for Mint, Klarth and Arche (Def 12) | 2,500 |
| Panama Hat | Helmet for Mint and Klarth (Def 5) | 1,420 |
| Blue Ribbon | Helmet for Arche (Def 5) | 840 |
| Jet Boots | Accessory (allows sprinting) | 210 |

| Alvanista: Supply Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|---------------------------------------|-----------|
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Thief's Mantle | Accessory (increases Run by 5%) | 2,000 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 |
| Battle Rune | Accessory (increases Attack by 10%) | 7,200 |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 |
| Silver Cape | Accessory (may annul fire attacks) | 3,300 |
| Pick-axe | Used to break certain rocks | 150 |
| Rune Bottle | Used to transform certain items | 3,500 |
| Poison Amulet | Accessory (prevents poisoning) | 6,200 |
| Body Amulet | Accessory (prevents paralyzation) | 26,200 |

| Vendor in the Ship at Glaciated Cavern: Variety Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |

| | | |
|---------------|--------------------------------------|-------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Warrior Sword | Sword for Cless (Slice 50, Stab 50) | 1,600 |
| Corsesque | Spear for Cless (Slice 50, Stab 156) | 2,400 |
| Crescent Axe | Axe for Cless (Slice 64, Stab 10) | 1,800 |
| Gem Rod | Rod for Mint (Attack 15, Acy 10) | 600 |

=====
- OLIVE VILLAGE -
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| Olive Village: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-----------------------------------|-----------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Steak | Food Item (Food Value 260) | 180 |

| Olive Village: Pharmacy \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |

| Olive Village: Supply Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|---------------------------------------|-----------|
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Thief's Mantle | Accessory (increases Run by 5%) | 2,000 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 |
| Battle Rune | Accessory (increases Attack by 10%) | 7,200 |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 |
| Silver Cape | Accessory (may annul fire attacks) | 3,300 |

| Olive Village: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------|-----------------------------------|-----------|
|---------|-----------------------------------|-----------|

| | | |
|--------------|---|-------|
| Corsesque | Spear for Cless (Slice 50, Stab 156) | 2,400 |
| Halberd | Spear for Cless (Slice 105, Stab 105) | 4,000 |
| Bardish | Axe for Cless (Slice 115, Stab 15) | 2,980 |
| Ruby Rod | Rod for Mint (Attack 30, Acy 10) | 1,240 |
| Breast Plate | Armor for Cless and Chester (Def 13) | 3,600 |
| Armet Helm | Helmet for Cless (Def 5) | 1,320 |
| Gauntlet | Gloves for Cless and Chester (Def 4) | 1,200 |
| Silver Cloak | Armor for Mint, Klarth and Arche (Def 12) | 2,500 |
| Panama Hat | Helmet for Mint and Klarth (Def 5) | 1,420 |
| Blue Ribbon | Helmet for Arche (Def 5) | 840 |

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- ELVEN VILLAGE -
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| Elven Village: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-----------------------------------|-----------|
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |

| Elven Village: Pharmacy \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |

| Elven Village: Supply Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------------|-----------|
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 |

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- MIDGARD -
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| Midgard: Pharmacy \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |

Midgard: Supply Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|--------------------------------------|-----------|
| Leather Mantle | Accessory (useless by itself) | 100 |
| Thief's Mantle | Accessory (increases Run by 5%) | 2,000 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |

Midgard: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-----------------------------------|-----------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |
| Twinkie | Food Item (Food Value 150) | 100 |
| Mackerel | Food Item (Food Value 2,000) | 3,400 |

Midgard: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------------|-----------|
| Mecha-Halberd | Spear for Cless (Slice 200, Stab 210) | 22,000 |
| Halberd | Spear for Cless (Slice 105, Stab 105) | 4,000 |

Midgard: Armor Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---|-----------|
| Plate Mail | Armor for Cless (Def 18) | 24,000 |
| Fine Shield | Shield for Cless (Run 80) | 15,800 |
| Armet Helm | Helmet for Cless (Def 5) | 1,320 |
| Gauntlet | Gloves for Cless and Chester (Def 4) | 1,200 |
| Silver Cloak | Armor for Mint, Klarth and Arche (Def 12) | 2,500 |
| Silk Hat | Helmet for Mint and Klarth (Def 12) | 3,600 |
| Stripped Ribbon | Helmet for Arche (Def 9) | 4,000 |
| Jet Boots | Accessory (allows sprinting) | 210 |

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- MIGUEL -
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Miguel: Supply Store \

| Item | Short Description | Price |
|----------------|---------------------------------------|--------|
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Thief's Mantle | Accessory (increases Run by 5%) | 2,000 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 |
| Battle Rune | Accessory (increases Attack by 10%) | 7,200 |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 |
| Silver Cape | Accessory (may annul fire attacks) | 3,300 |
| Pick-axe | Used to break certain rocks | 150 |
| Rune Bottle | Used to transform certain items | 3,500 |
| Poison Amulet | Accessory (prevents poisoning) | 6,200 |
| Body Amulet | Accessory (prevents paralyzation) | 26,200 |

Miguel: Weapon Shop \

| Item | Short Description | Price |
|---------------|---------------------------------------|--------|
| Damascus | Sword for Cless (Slice 350, Stab 315) | 22,700 |
| Glaive | Spear for Cless (Slice 210, Stab 424) | 22,500 |
| Composite Bow | Bow for Chester (Attack 500, Acy 10) | 3,000 |
| Mithril Mesh | Armor for anyone (Def 18) | 30,000 |
| Knight Helm | Helmet for Cless (Def 10) | 5,000 |
| Holy Cloak | Armor for Mint and Klarth (Def 25) | 56,000 |

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- EUCLID -
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Euclid: Grocery Market \

| Item | Short Description | Price |
|---------------|------------------------------|--------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |
| Twinkie | Food Item (Food Value 150) | 100 |
| Mackerel | Food Item (Food Value 2,000) | 3,400 |
| Radish | Food Item (Food Value 100) | 20,000 |

| Euclid: Pharmacy \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |

| Euclid: Supply Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|---------------------------------------|-----------|
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Thief's Mantle | Accessory (increases Run by 5%) | 2,000 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 |
| Battle Rune | Accessory (increases Attack by 10%) | 7,200 |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 |
| Silver Cape | Accessory (may annul fire attacks) | 3,300 |
| Pick-axe | Used to break certain rocks | 150 |
| Rune Bottle | Used to transform certain items | 3,500 |
| Poison Amulet | Accessory (prevents poisoning) | 6,200 |
| Body Amulet | Accessory (prevents paralyzation) | 26,200 |

| Euclid: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------------|-----------|
| Damascus | Sword for Cless (Slice 350, Stab 315) | 22,700 |
| Glaive | Spear for Cless (Slice 210, Stab 424) | 22,500 |
| Composite Bow | Bow for Chester (Attack 500, Acy 10) | 3,000 |

| Euclid: Armor Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|--------------|------------------------------------|-----------|
| Mithril Mesh | Armor for anyone (Def 18) | 30,000 |
| Knight Helm | Helmet for Cless (Def 10) | 5,000 |
| Holy Cloak | Armor for Mint and Klarth (Def 25) | 56,000 |
| Jet Boots | Accessory (allows sprinting) | 210 |

| Venezia: Supply Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Iron Boots | Accessory (halves your speed) | 1,010 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |

| Venezia: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|-----------------------------------|-----------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |
| Twinkie | Food Item (Food Value 150) | 100 |
| Seafood | Food Item (Food Value 300) | 60 |
| Seaweed | Food Item (Food Value 2) | 1,580 |

| Venezia: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------------|-----------|
| Damascus | Sword for Cless (Slice 350, Stab 315) | 22,700 |
| Glaive | Spear for Cless (Slice 210, Stab 424) | 22,500 |
| Sinclair | Sword for Cless (Slice 424, Stab 220) | 23,700 |
| Hard Cleaver | Axe for Cless (Slice 500, Stab 100) | 32,000 |
| Composite Bow | Bow for Chester (Attack 500, Acy 10) | 3,000 |

| Venezia: Armor Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|----------------|---------------------------------------|-----------|
| Mithril Mesh | Armor for anyone (Def 18) | 30,000 |
| Mithril Plate | Armor for Cless and Chester (Def 28) | 50,000 |
| Mithril Gloves | Gloves for Cless and Chester (Def 10) | 10,000 |
| Knight Helm | Helmet for Cless (Def 10) | 5,000 |
| Festive Ribbon | Helmet for Arche (Def 18) | 7,500 |
| Holy Cloak | Armor for Mint and Klarth (Def 25) | 56,000 |
| Jet Boots | Accessory (allows sprinting) | 210 |
| Ribbon | Helmet for Arche (Def 2) | 10 |

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- MORRISON'S HOUSE -

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Morrison's House: Variety Store \

| Item | Short Description | Price |
|----------------|-------------------------------------|-------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Remedy Bottle | Restores all status ailments | 105 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Sabre | Sword for Cless (Slice 8, Stab 5) | 200 |
| Rapier | Sword for Cless (Slice 2, Stab 9) | 180 |
| Longbow | Bow for Chester (Attack 20, Acy 10) | 200 |
| Chain Mail | Armor for Cless and Chester (Def 4) | 900 |
| Leather Gloves | Gloves for Cless (Def 1) | 150 |
| Round Shield | Shield for Cless (Run 40) | 300 |
| Rod | Rod for Mint (Attack 2, Acy 10) | 10 |
| Jet Boots | Accessory (allows sprinting) | 210 |

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- ALVANISTA -

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Alvanista: Grocery Market \

| Item | Short Description | Price |
|---------------|------------------------------|-------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |
| Twinkie | Food Item (Food Value 150) | 100 |
| Mackerel | Food Item (Food Value 2,000) | 3,400 |

Alvanista: Pharmacy \

| Item | Short Description | Price |
|-----------------|---------------------------------------|-------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |

Alvanista: Supply Store \

| Item | Short Description | Price |
|-------------|----------------------------------|-------|
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |

| | | | |
|----------------|---------------------------------------|--------|--|
| Leather Mantle | Accessory (useless by itself) | 100 | |
| Thief's Mantle | Accessory (increases Run by 5%) | 2,000 | |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 | |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 | |
| Talisman | Accessory (increases Defense by 5%) | 2,000 | |
| White Mist | Accessory (escape battles 30% faster) | 5,100 | |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 | |
| Battle Rune | Accessory (increases Attack by 10%) | 7,200 | |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 | |
| Silver Cape | Accessory (may annul fire attacks) | 3,300 | |
| Pick-axe | Used to break certain rocks | 150 | |
| Rune Bottle | Used to transform certain items | 3,500 | |
| Poison Amulet | Accessory (prevents poisoning) | 6,200 | |
| Body Amulet | Accessory (prevents paralyzation) | 26,200 | |
| Gorgon Amulet | Accessory (prevents petrification) | 46,200 | |

| Alvanista: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e | |
|------------|--|-----------|--|
| Polearm | Spear for Cless (Slice 850, Stab 150) | 44,600 | |
| Destroyer | Sword for Cless (Slice 630, Stab 290) | 60,000 | |
| Double Bow | Bow for Chester (Attack 620, Acy 10) | 7,000 | |
| Holy Rod | Rod for Mint (Attack 180, Acy 10) | 6,000 | |
| ?Weapon | Transforms into a Holy Sword for Cless | 50,000 | |

| Alvanista: Armor Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e | |
|----------------|---------------------------------------|-----------|--|
| Mithril Mesh | Armor for anyone (Def 18) | 30,000 | |
| Mithril Plate | Armor for Cless and Chester (Def 28) | 50,000 | |
| Mithril Gloves | Gloves for Cless and Chester (Def 10) | 10,000 | |
| Knight Helm | Helmet for Cless (Def 10) | 5,000 | |
| Festive Ribbon | Helmet for Arche (Def 18) | 7,500 | |
| Holy Cloak | Armor for Mint and Klarth (Def 25) | 56,000 | |
| Jet Boots | Accessory (allows sprinting) | 210 | |
| Ribbon | Helmet for Arche (Def 2) | 10 | |

| Store at the Moria Gallery - Ninth Level: Variety Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e | |
|-----------------|---------------------------------------|-----------|--|
| Apple Gummy | Restores 30% of a character's HP | 60 | |
| Orange Gummy | Restores 30% of a character's MP | 200 | |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 | |
| Remedy Bottle | Restores all status ailments | 105 | |
| Life Bottle | Revives a slain ally | 300 | |
| Flare Bottle | Temporarily increases attack by 30% | 150 | |
| Medicine Bottle | Prevents and cures poisoning | 60 | |
| Bread | Food Item (Food Value 10) | 5 | |
| Creamy Cheese | Food Item (Food Value 20) | 10 | |
| Sirloin Steak | Food Item (Food Value 80) | 40 | |
| Seafood | Food Item (Food Value 300) | 60 | |
| Veggies | Food Item (Food Value 220) | 340 | |
| Rune Bottle | Used to transform certain items | 3,500 | |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 | |

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- ELVEN VILLAGE -

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Elven Village: Grocery Market \

| Item | Short Description | Price |
|---------------|----------------------------|-------|
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |

Elven Village: Pharmacy \

| Item | Short Description | Price |
|-----------------|---------------------------------------|-------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |

Elven Village: Variety Store \

| Item | Short Description | Price |
|---------------|---------------------------------------|--------|
| Elven Mantle | Accessory (Run +10%, Def +12) | 9,560 |
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 |
| Witch Broom | Broom for Arche (Attack 500, Acy 10) | 1,980 |
| Dark Robe | Armor for Arche (Def 50) | 10,000 |

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- NINJA VILLAGE -

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Ninja Village: Variety Store \

| Item | Short Description | Price |
|----------------|---------------------------------------|---------|
| Naginata | Spear for Cless (Slice 600, Stab 900) | 180,000 |
| Tuna | Food Item (Food Value 3,000) | 2,100 |
| Japanese Apple | Food Item (Food Value 1,000) | 600 |
| Butter | Food Item (Food Value 2,000) | 900 |
| Miso | Food Item (Food Value 1,000) | 80,000 |

| | | | |
|-----------------|----------------------------------|--------|--|
| Pudding | Food Item (Food Value 60) | 10,030 | |
| Apple Gummy | Restores 30% of a character's HP | 60 | |
| Life Bottle | Revives a slain ally | 300 | |
| Medicine Bottle | Prevents and cures poisoning | 60 | |
| Holy Bottle | Diminishes random encounter rate | 80 | |

=====
- OLIVE VILLAGE -
=====

| Olive Village: Grocery Market \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e | |
|---------------|---------------------------------|-----------|--|
| Bread | Food Item (Food Value 10) | 5 | |
| Creamy Cheese | Food Item (Food Value 20) | 10 | |
| Sirloin Steak | Food Item (Food Value 80) | 40 | |
| Steak | Food Item (Food Value 260) | 180 | |

| Olive Village: Pharmacy \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e | |
|-----------------|---------------------------------------|-----------|--|
| Apple Gummy | Restores 30% of a character's HP | 60 | |
| Orange Gummy | Restores 30% of a character's MP | 200 | |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 | |
| Remedy Bottle | Restores all status ailments | 105 | |
| Life Bottle | Revives a slain ally | 300 | |
| Flare Bottle | Temporarily increases attack by 30% | 150 | |
| Medicine Bottle | Prevents and cures poisoning | 60 | |

| Olive Village: Supply Store \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e | |
|----------------|---------------------------------------|-----------|--|
| Holy Bottle | Diminishes random encounter rate | 80 | |
| Dark Bottle | Augments random encounter rate | 82 | |
| Leather Mantle | Accessory (useless by itself) | 100 | |
| Thief's Mantle | Accessory (increases Run by 5%) | 2,000 | |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 | |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 | |
| Talisman | Accessory (increases Defense by 5%) | 2,000 | |
| White Mist | Accessory (escape battles 30% faster) | 5,100 | |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 | |
| Battle Rune | Accessory (increases Attack by 10%) | 7,200 | |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 | |
| Silver Cape | Accessory (may annul fire attacks) | 3,300 | |
| Pick-axe | Used to break certain rocks | 150 | |
| Rune Bottle | Used to transform certain items | 3,500 | |
| Poison Amulet | Accessory (prevents poisoning) | 6,200 | |
| Body Amulet | Accessory (prevents paralyzation) | 26,200 | |

| Olive Village: Weapon Shop \

| I t e m | S h o r t D e s c r i p t i o n | P r i c e | |
|---------|---------------------------------|-----------|--|
|---------|---------------------------------|-----------|--|

| | | |
|--------------|---|---------|
| Corsesque | Spear for Cless (Slice 50, Stab 156) | 2,400 |
| Halberd | Spear for Cless (Slice 105, Stab 105) | 4,000 |
| Bardish | Axe for Cless (Slice 115, Stab 15) | 2,980 |
| Ruby Rod | Rod for Mint (Attack 30, Acy 10) | 1,240 |
| Breast Plate | Armor for Cless and Chester (Def 13) | 3,600 |
| Armet Helm | Helmet for Cless (Def 5) | 1,320 |
| Gauntlet | Gloves for Cless and Chester (Def 4) | 1,200 |
| Silver Cloak | Armor for Mint, Klarth and Arche (Def 12) | 2,500 |
| Panama Hat | Helmet for Mint and Klarth (Def 5) | 1,420 |
| Blue Ribbon | Helmet for Arche (Def 5) | 840 |
| ?Weapon | Transforms into a Flaming Sword | 100,000 |

=====
- AEGIS' WORKSHOP -
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| Aegis' Workshop: Sammy \
|-----|

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---|-----------|
| Rare Plate | Armor for male characters (Def 38) | 82,000 |
| Rare Shield | Shield for Cless (Run 100) | 48,500 |
| Rare Helm | Helmet for Cless (Def 20) | 31,000 |
| Rare Gauntlet | Gauntlet for Cless and Chester (Def 15) | 59,400 |
| Crescent Bow | Bow for Chester (Attack 1320, Acy 10) | 74,000 |

| Aegis' Workshop: Ten \
|-----|

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|---------------|---------------------------------|-----------|
| Combo Command | Accessory for Cless only | 5,000,000 |

NOTE: You can't have more than one Combo Command at the same time.
That means that once you buy it, you can't buy another one
until you sell the last one.

=====
- FREEZEKILL -
=====

| Freezekill: Pharmacy \
|-----|

| I t e m | S h o r t D e s c r i p t i o n | P r i c e |
|-----------------|---------------------------------------|-----------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |

| Freezekill: Grocery Market \
|-----|

| Item | Short Description | Price |
|---------------|------------------------------|-------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |
| Twinkie | Food Item (Food Value 150) | 100 |
| Mackerel | Food Item (Food Value 2,000) | 3,400 |

Freezekill: Supply Store \

| Item | Short Description | Price |
|----------------|---------------------------------------|--------|
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Thief's Mantle | Accessory (increases Run by 5%) | 2,000 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |
| Holy Rune | Accessory (increases MAX HP by 5%) | 10,000 |
| Battle Rune | Accessory (increases Attack by 10%) | 7,200 |
| Mystical Rune | Accessory (halves spell-casting time) | 65,800 |
| Silver Cape | Accessory (may annul fire attacks) | 3,300 |
| Pick-axe | Used to break certain rocks | 150 |
| Rune Bottle | Used to transform certain items | 3,500 |
| Poison Amulet | Accessory (prevents poisoning) | 6,200 |
| Body Amulet | Accessory (prevents paralyzation) | 26,200 |

Freezekill: Weapon Shop \

| Item | Short Description | Price |
|----------------|---------------------------------------|---------|
| Laser Blade | Sword for Cless (Slice 850, Stab 650) | 200,010 |
| Destroyer | Sword for Cless (Slice 630, Stab 290) | 60,000 |
| Crescent Bow | Bow for Chester (Attack 1320, Acy 10) | 74,000 |
| Holy Rod | Rod for Mint (Attack 180, Acy 10) | 6,000 |
| Mithril Mesh | Armor for anyone (Def 18) | 30,000 |
| Mithril Plate | Armor for Cless and Chester (Def 28) | 50,000 |
| Mithril Gloves | Gloves for Cless and Chester (Def 10) | 10,000 |
| Knight Helm | Helmet for Cless (Def 10) | 5,000 |
| Festive Ribbon | Helmet for Arche (Def 18) | 7,500 |
| Holy Cloak | Armor for Mint and Klarth (Def 25) | 56,000 |
| Jet Boots | Accessory (allows sprinting) | 210 |
| Ribbon | Helmet for Arche (Def 2) | 10 |

=====
- ARY -
=====

Ary: Grocery Market \

| Item | Short Description | Price |
|---------------|------------------------------|-------|
| Bread | Food Item (Food Value 10) | 5 |
| Creamy Cheese | Food Item (Food Value 20) | 10 |
| Sirloin Steak | Food Item (Food Value 80) | 40 |
| Apple | Food Item (Food Value 60) | 1 |
| Steak | Food Item (Food Value 260) | 180 |
| Twinkie | Food Item (Food Value 150) | 100 |
| Mackerel | Food Item (Food Value 2,000) | 3,400 |

Ary: Variety Store \

| Item | Short Description | Price |
|-----------------|---------------------------------------|-------|
| Apple Gummy | Restores 30% of a character's HP | 60 |
| Orange Gummy | Restores 30% of a character's MP | 200 |
| Mixed Gummy | Restores 30% of a character's HP & MP | 2,000 |
| Remedy Bottle | Restores all status ailments | 105 |
| Life Bottle | Revives a slain ally | 300 |
| Flare Bottle | Temporarily increases attack by 30% | 150 |
| Medicine Bottle | Prevents and cures poisoning | 60 |
| Leather Mantle | Accessory (useless by itself) | 100 |
| Iron Boots | Accessory (halves your speed) | 1,010 |
| Spy Lens | Shows an enemy's HP, TP and weakness | 10 |
| Rabbit's Foot | Accessory (increases Luck by 10%) | 200 |
| Talisman | Accessory (increases Defense by 5%) | 2,000 |
| Holy Bottle | Diminishes random encounter rate | 80 |
| Dark Bottle | Augments random encounter rate | 82 |
| White Mist | Accessory (escape battles 30% faster) | 5,100 |

Ary: Weapon Shop \

| Item | Short Description | Price |
|----------------|--|---------|
| Destroyer | Sword for Cless (Slice 630, Stab 290) | 60,000 |
| ?Weapon | Transforms into an Ice Coffin sword | 100,000 |
| ?Weapon | Transforms into a Longsword for Cless | 150 |
| ?Bow | Transforms into a Wave Spread bow | 100,000 |
| ?Bow | Transforms into a Shortbow for Chester | 50 |
| Mithril Mesh | Armor for anyone (Def 18) | 30,000 |
| Mithril Plate | Armor for Cless and Chester (Def 28) | 50,000 |
| Mithril Gloves | Gloves for Cless and Chester (Def 10) | 10,000 |
| Knight Helm | Helmet for Cless (Def 10) | 5,000 |
| Festive Ribbon | Helmet for Arche (Def 18) | 7,500 |
| Holy Cloak | Armor for Mint and Klarth (Def 25) | 56,000 |
| Jet Boots | Accessory (allows sprinting) | 210 |

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 IV.- MONSTERS LIST
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 IV.1- List of Monsters per Location

NOTE: Bosses and enemies that only appear in special battles are denoted by a '¤'.

=====
- PRESENT -
=====

Euclid Continent:

World Map - Bugbear, Bee, Owl, Wolf
Spirit Forest - Bugbear, Bee, Owl, ¤Boar, ¤Baby Boar
Cave of Spirits - Bugbear, Bee, Wolf, Falcon
Mountain Pass - Bugbear, Bee
Sewers - Bugbear, Leech, Slime, ¤Slug, ¤Devil
Mausoleum Cave - Bugbear, Slime, Slug, ¤Skeleton, ¤Ghoul
Mausoleum - Skeleton, Ghoul, Zombie, ¤Golem, Falcon

=====
- PAST -
=====

Euclid Continent:

World Map - Bugbear, Boggle, Hornet, Falcon,
Lone Wolf
Spirit Forest - Bugbear, Bee, Owl
Cave of Spirits - Bugbear, Bee, Falcon, Clay Idol, ¤Gnome
Mountain Pass - Bugbear, Bee, Owl

Venezia Area:

World Map - Bugbear, Boggle, Lone Wolf, Falcon,
Slug, Hornet
Long Valley - Harpy, Sylph, Ghast, Hell Lord
Demitel's Manor - Harpy, ¤Oak Root, Bone, ¤Golem,
¤Lilite, ¤Demitel
Glaciated Cavern - Red Slug, Nymph, Calamari, ¤Undine
Ship to Alvanista - ¤Meia
Abyss of Thor - 3000R, 4400R, Evil Vine, ¤2SH,
¤Dhaos (2)

Alvanista Area:

World Map - Bugbear, Boggle, Osprey
Alvanista Castle - ¤Alice, ¤Jahmir
Moria Gallery - B 1-2: Bat, Midget
B 3-4: Bat, Doom Toad, Gargoyle,
Vamp Bat
B 5-6: Huge Fly, Ogre, Bat, Doom Toad
B 7: Aza, Gargoyle, Huge Fly, Ogre
B 8-9: Red Slug, Nymph, Calamari
B 10: ¤Maxwell

Ymir Forest Area:

World Map - Giant, Toad, Osprey, Boggle
Ymir Forest - Snake Man, Lily, Oak Root
Treant's Forest - Snake Man, Lily, Oak Root, Drake

Freland:

World Map - Fire Bug, Harpy, Agumi, Deela, Basilisk
Molten Cavern - Ogre, Aza, ♪Ifrit

Midgard Area:

World Map - Lily, Oak Root, Giant, Hornet, Brigand,
Coyote, Agumi
Tower of 12 Stars - Mud Golem, Dark Mage, Corpse, Brigand
Valhalla Plains - Old Oak, Chimera, Agumi, ♪Drake,
♪Ishrantu
Aerial Battle - Vultura, Charon, Demon, ♪Ishrantu
Northern World Map - Coyote, Agumi, Owl, Old Oak, Chimera
Dhaos' Fortress - Draygen, Druid, Charon, Vine, Iron Man,
Adept, Dullahan, ♪Evil Lord, ♪Dhaos(1)

=====
- FUTURE -
=====

Euclid Continent:

World Map - Mole Man, Volt Fly, Eagle, Dark Vine,
Ooze
Spirit Forest - G. Wasp, Boar, Baby Boar
Cave of Spirits - Karona, Doom Gaze, Frog Moss, Fiend,
Keese
Mountain Pass - Ooze, Dino Bug, G. Wasp, Eagle,
Mole Man
Volt's Cave - Arcane, Skull, Bone Bow, Volt Fly,
Dino Bug, ♪Aruroun, ♪Volt
Euclid's Coliseum - Bugbear, Krakken, Mandrake, Dark Vine,
Draygen, Oak Root, Fe. Golem, Gorgon,
♪Wyvern, Evil Weed, Komodo, Bear Man,
Ukdala, Big Foot, Fast Star, Blue Soup,
Solomond, Kemazotz, Mimm, ♪Dozo, ♪Okiyo

Venezia Area:

World Map - Mole Man, Volt Fly, Eagle, Dark Vine,
Ooze
Long Valley - Ghast, Vultura
Demitel's Manor - Harpy, Spectre, Fiend, Doom Gaze, Lich
Glaciated Cavern - Squid, Krakken, Karona
Abyss of Thor - Evil Vine, Krakken, 3SH, 10000R, 4400R

Alvanista Area:

World Map - Grim Rock, Foot, Troll, Bleebe, Jelly
Ymir Forest - Drake, Mandrake, Branch
Treant's Forest - Asashim, Branch, Heretic, Priest,

♂Seraphim, ♂Origin
 Moria Gallery - B 1-2: Bat, Midget
 B 3-4: Bat, Doom Toad, Gargoyle,
 Vamp Bat
 B 5-6: Huge Fly, Ogre, Bat, Doom Toad
 B 7: Aza, Gargoyle, Huge Fly, Ogre
 B 8-9: Red Slug, Nymph, Calamari
 B 11-20: Sokuram, Ishisu, Ice Child,
 Big Foot, Manticor, Beast Man,
 Hell Lord, Yuinaru, Tusk Boar,
 Wild Wolf, Banshee, D. Flower,
 Mimm, Ahlakola, Urchin,
 ♂Wyvern

Freezekill Area:

World Map - Ekim, Eagle, Branch, Sendam, Krakken,
 Warrior, Priest
 Fenrir's Cavern - Sendam, Druid, Kunoichi, Ekim,
 Karticar, ♂Fang Wolf

Ary Area:

World Map - Eagle, D. Flower, Ninja
 Final Dungeon - ♂Dark Eye, Seraphim, Komodo, Destelar,
 Asassin, Roam Eye, Cardinal, Hanzo,
 Fe. Golem, Gorgon, ♂Seal Eye, ♂Dhaos,
 ♂Neo Dhaos, ♂Dhaos Arm

Freland:

World Map - Dark Wing, Basilisk, Clyde, Neo Clyde
 Molten Cavern - Djinn, Skeleton, Aza
 Odin's Tower - D. Sword, Cerberus, Kary, Druid,
 Yochole, Djinn, ♂Flambelk

Midgard Area:

World Map - Lily, Oak Root, Giant Brigand, Coyote,
 Agumi, Hornet
 Tower of 12 Stars - Brigand, Corpse, Dark Mage, Mud Golem

 IV.2- List of Enemies

1 0 0 0 0 R

| | |
|-------|--|
| Area: | Venezia Area - Abyss of Thor (Future only) |
| HP | 10,000 Weak: Thunder |
| TP | 50 |
| EXP | 10 Items: --- |
| GALD | --- |

2 S H

Area: Venezia Area - Abyss of Thor (Past only)
Comments: This enemy only appears as a boss.
HP 18,600 Weak: Fire, Thunder
TP 0
EXP 6,000 Items: ---
GALD ---

3 0 0 0 R

Area: Venezia Area - Abyss of Thor (Past only)
HP 3,000 Weak: Thunder
TP 0
EXP 1,800 Items: ---
GALD ---

3 S H

Area: Venezia Area - Abyss of Thor (Future only)
HP 15,600 Weak: Thunder
TP 0
EXP 6,000 Items: ---
GALD ---

4 4 0 0 R

Area: Venezia Area - Abyss of Thor
HP 4,400 Weak: Thunder
TP 0
EXP 2,000 Items: ---
GALD ---

A d e p t

Area: Midgard Area - Dhaos' Fortress (Past only)
HP 3,600 Weak: Light
TP 150
EXP 1,300 Items: ---
GALD 680

A g u m i

Area: Freland - Overworld Map (Past only)
Midgard Area - Overworld Map
Midgard Area - Valhalla Plains (Past only)
HP 860 Weak: Earth, Air
TP 2
EXP 230 Items: Sirloin Steak
GALD 61

A h l a k o l a

Area: Moria Gallery - Lower Levels (Future only)
HP 22,150 Weak: ---
TP 0
EXP 14,000 Items: ---
GALD 9,200

A l i c e

Area: Alvanista Area - Alvanista Castle (Past only)
Comments: The individual amounts of EXP and GALD for this enemy cannot be calculated. The figures presented here correspond to Jahmir and two Alices.
HP 2,500 Weak: Fire
TP 0
EXP 3,300 Items: Verbena
GALD 10,528

A r c a n e

Area: Euclid Continent - Volt's Cave (Future Only)
Spells: Ice Wall, Ray
HP 2,420 Weak: ---
TP 135
EXP 1,630 Items: Resist Ring, Basilisk Scale
GALD 1,600

A r u r o u n

Area: Euclid Continent - Volt's Cave (Future Only)
Comments: This enemy only appears in the boss fight against Volt, hence the amount of EXP and GALD it gives by itself cannot be calculated. The figures presented here correspond to Volt plus 3 Arurouns.
HP 2,200 Weak: ---
TP 100
EXP 23,000 Items: Protect Ring
GALD 32,767

A s a s h i m

Area: Ymir Forest Area - Treant's Forest (Future only)
Comments: This enemies give a total of 32,767 EXP points when in groups of four.
HP 5,580 Weak: ---
TP 0
EXP 4,000 Items: ---
GALD 9,000

A s a s s i n

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)
HP 8,500 Weak: Light
TP 0
EXP 8,000 Items: Twinkie, Battle Rune

GALD 5,000

A z a

Area: Freland - Molten Cavern
Moria Gallery - Floor 7
Spells: Fireball, Eruption, Tractor Beam
HP 1,200 Weak: Water
TP 55
EXP 150 Items: Heavy Stone
GALD 100

B a b y B o a r

Area: Euclid Continent - Spirit Forest (Present and Future)
Comments: You meet this enemy as a boss in the Present.
HP 30 Weak: ---
TP 0
EXP 2 Items: Veal
GALD 1

B a n s h e e

Area: Moria Gallery - Lower Levels (Future only)
HP 20,000 Weak: Light, Earth
TP 150
EXP 10,000 Items: ?Bow [Sand Spread]
GALD 2,000

B a s i l i s k

Area: Freland - Overworld Map
HP 4,850 Weak: Water
TP 0
EXP 2,150 Items: Basilisk Scale
GALD 520

B a t

Area: Moria Gallery - Floors 1 to 6
HP 420 Weak: Fire, Light
TP 0
EXP 100 Items: ---
GALD 71

B e a r M a n

Area: Euclid Coliseum - 2nd, 4th and 7th to 9th rounds
HP 24,160 Weak: Fire, Thunder
TP 2
EXP 8,230 Items: ---
GALD 3,150

B e a s t M a n

Area: Moria Gallery - Lower Levels (Future only)
Comments: The individual amounts of EXP and GALD for this enemy cannot be calculated. The figures presented here correspond to a Manticor and a Beast Man together and a Beast Man with 3 Tusk Boars.

HP 20,700 Weak: ---
TP 0
EXP 34,000-65,535 Items: ?Bow [Shortbow]
GALD 11,270-12,020 ?Bow [Berserker Bow]

B e e

Area: Euclid Continent - Almost everywhere! (Present and Past)
HP 10 Weak: ---
TP 0
EXP 3 Items: Apple Gummy
GALD 2

B i g F o o t

Area: Euclid Coliseum - 3rd, 7th, 8th and 9th rounds
Moria Gallery - Lower Levels (Future only)
HP 36,000 Weak: Fire
TP 100
EXP 20,000 Items: Ivory Tusk
GALD 12,000

B l e e b

Area: Alvanista Area - Overworld Map (Future only)
HP 3,120 Weak: ---
TP 0
EXP 1,200 Items: Remedy Bottle
GALD 1,200

B l u e S o u p

Area: Euclid Coliseum - 5th and 7th rounds
HP 33,250 Weak: Fire
TP 0
EXP 6,000 Items: ---
GALD 4,500

B o a r

Area: Euclid Continent - Spirit Forest (Present and Future)
Comments: You meet this enemy as a boss in the Present.
HP 200 Weak: ---
TP 0
EXP 20 Items: ---
GALD 60

B o g g l e

Area: Euclid Continent - Overworld Map (Past only)
Venezia Area - Overworld Map (Past only)
Alvanista Area - Overworld Map (Past only)
Ymir Forest Area - Overworld Map (Past only)

| | | | |
|------|-----|--------|---------------|
| HP | 160 | Weak: | Fire, Thunder |
| TP | 2 | | |
| EXP | 30 | Items: | Spy Lens |
| GALD | 150 | | |

B o n e

Area: Venezia Area - Demitel's Manor (Past only)

| | | | |
|------|-----|--------|-----|
| HP | 450 | Weak: | --- |
| TP | 0 | | |
| EXP | 120 | Items: | --- |
| GALD | 212 | | |

B o n e B o w

Area: Euclid Continent - Volt's Cave (Future Only)

| | | | |
|------|-------|--------|-----------------|
| HP | 3,150 | Weak: | --- |
| TP | 0 | | |
| EXP | 1,230 | Items: | ?Bow [Shortbow] |
| GALD | 1,200 | | |

B r a n c h

Area: Ymir Forest Area - Ymir Forest (Future only)
Ymir Forest Area - Treant's Forest (Future only)
Freezekill Area - Overworld Map (Future only)

| | | | |
|------|--------|--------|------|
| HP | 16,451 | Weak: | Fire |
| TP | 0 | | |
| EXP | 6,000 | Items: | --- |
| GALD | 2,000 | | |

B r i g a n d

Area: Midgard Area - Overworld Map
Midgard Area - Tower of Twelve Stars

| | | | |
|------|-------|--------|------------------------|
| HP | 1,800 | Weak: | --- |
| TP | 0 | | |
| EXP | 300 | Items: | ?Weapon [Longsword] |
| GALD | 200 | | ?Weapon [Slayer Sword] |

B u g b e a r

Area: Euclid Continent - Everywhere! (Present and Past only)
Venezia Area - Overworld Map (Past only)
Alvanista Area - Overworld Map (Past only)
Euclid Coliseum - 1st, 2nd and 4th rounds

| | | | |
|-----|----|--------|---------------|
| HP | 70 | Weak: | Fire |
| TP | 0 | | |
| EXP | 5 | Items: | Creamy Cheese |

C a l a m a r i

Area: Venezia Area - Glaciated Cavern (Past only)
 Moria Gallery - Floors 8 and 9
 HP 2,243 Weak: Fire
 TP 0
 EXP 350 Items: Seafood
 GALD 200

C a r d i n a l

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)
 Spells: Hammer Head, Barrier, Resurrection
 HP 4,400 Weak: Thunder
 TP 350
 EXP 4,000 Items: ---
 GALD 2,000

C e r b e r u s

Area: Freland - Odin's Tower (Future only)
 HP 6,500 Weak: Water
 TP 0
 EXP 2,750 Items: ---
 GALD 2,200

C h a r o n

Area: Midgard Area - Aerial Battle (Past only)
 Midgard Area - Dhaos' Fortress (Past only)
 Spells: Thunder Blade
 HP 2,000 Weak: ---
 TP 60
 EXP 1,000 Items: Mixed Gummy
 GALD 400

C h i m e r a

Area: Midgard Area - Overworld Map (Past only)
 Midgard Area - Valhalla Plains (Past only)
 HP 2,250 Weak: Light
 TP 0
 EXP 1,350 Items: ---
 GALD 200

C l a y I d o l

Area: Euclid Continent - Cave of Spirits (Past only)
 Comments: These guys have an extremely high defense. Cless won't be able to hurt them (unless you have an absurdly high level at that point). The one way to kill the Clay Idols is to cast Tractor Beam (I still recommend avoiding

these guys, though).

| | | | |
|------|---|--------|-----|
| HP | 1 | Weak: | --- |
| TP | 1 | | |
| EXP | 1 | Items: | --- |
| GALD | 1 | | |

C l y d e

| | | | |
|-------|-------------------------|--------|-------|
| Area: | Freland - Overworld Map | | |
| HP | 7,550 | Weak: | Water |
| TP | 0 | | |
| EXP | 4,000 | Items: | --- |
| GALD | 1,225 | | |

C o r p s e

| | | | |
|-------|--------------------------------------|--------|-------------|
| Area: | Midgard Area - Tower of Twelve Stars | | |
| HP | 1,550 | Weak: | Fire |
| TP | 0 | | |
| EXP | 280 | Items: | Rune Bottle |
| GALD | 340 | | |

C o y o t e

| | | | |
|-------|------------------------------|--------|------------|
| Area: | Midgard Area - Overworld Map | | |
| HP | 1,000 | Weak: | --- |
| TP | 0 | | |
| EXP | 320 | Items: | Boar Roast |
| GALD | 51 | | |

D . F l o w e r

| | | | |
|-----------|--|--------|---------|
| Area: | Ary Area - Overworld Map (Future only) | | |
| | Moria Gallery - Lower Levels (Future only) | | |
| Comments: | This enemy uses a skill called 'Death Scream', which may kill your characters instantly. | | |
| HP | 9,200 | Weak: | Fire |
| TP | 100 | | |
| EXP | 3,250 | Items: | Veggies |
| GALD | 2,800 | | |

D . S w o r d

| | | | |
|-------|--------------------------------------|--------|-------|
| Area: | Freland - Odin's Tower (Future only) | | |
| HP | 12,280 | Weak: | Water |
| TP | 0 | | |
| EXP | 3,200 | Items: | --- |
| GALD | 2,020 | | |

D a r k E y e

| | | | |
|-----------|---|--|--|
| Area: | Final Dungeon - Dhaos' Castle (Future only ^_^) | | |
| Spells: | Tidal Wave, Resurrection | | |
| Comments: | This enemy is actually a boss. | | |

HP 56,600 Weak: ---
TP 100
EXP 24,000 Items: Gorgon Amulet
GALD 9,800

D a r k M a g e

Area: Midgard Area - Tower of Twelve Stars
Spells: Grave, Tractor Beam
HP 1,100 Weak: ---
TP 100
EXP 280 Items: Resist Ring, Heavy Rock
GALD 234

D a r k V i n e

Area: Euclid Continent - Overworld Map (Future only)
Euclid Coliseum - 1st, 3rd and 5th Rounds
Venezia Area - Overworld Map (Future only)
HP 3,250 Weak: Fire
TP 20
EXP 2,000 Items: Spy Lens, Orange Gummy
GALD 500

D a r k W i n g

Area: Freland - Overworld Map
HP 2,520 Weak: Water
TP 0
EXP 1,500 Items: Spy Lens
GALD 1,200

D e e l a

Area: Freland - Overworld Map (Past only)
HP 600 Weak: ---
TP 100
EXP 150 Items: ---
GALD 5

D e m i t e l

Area: Venezia Area - Demitel's Manor (Past only)
Comments: This enemy is actually a boss.
HP 2,700 Weak: ---
TP 0
EXP 1,512 Items: ?Book [Yellow Kings]
GALD 5,600

D e m o n

Area: Midgard Area - Aerial Battle (Past only)
HP 1,150 Weak: ---
TP 0

EXP 1,030 Items: Life Bottle
GALD 1,000

D e s t e l a r

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)
HP 9,950 Weak: ---
TP 0
EXP 4,000 Items: Life Bottle
GALD 2,800

D e v i l

Area: Euclid Continent - Sewers (Present only)
Comments: This enemy is actually a boss.
HP 250 Weak: ---
TP 0
EXP 60 Items: ---
GALD 500

D i n o B u g

Area: Euclid Continent - Mountain Pass (Future only)
Euclid Continent - Volt's Cave (Future Only)
HP 950 Weak: ---
TP 50
EXP 10 Items: Holy Bottle, Dark Bottle
GALD 620

D j i n n

Area: Freland - Molten Cavern (Future only)
Freland - Odin's Tower (Future only)
Spells: Explode
HP 11,200 Weak: Water
TP 40
EXP 2,550 Items: ?Bow [Shortbow]
GALD 1,900 ?Bow [Flare Spread]

D h a o s (1)

Area: Midgard Area - Dhaos' Fortress (Past only)
Spells: God Breath, Fire Storm, Thunder Blade
Comments: These are the stats of Dhaos when you first fight him.
He only appears as a boss, of course.
HP 49,900 Weak: Thunder, Light
TP 1,000
EXP 9,000 Items: Jade Ring
GALD 9,000

D h a o s (2)

Area: Euclid Continent - Mausoleum (Present only)
Spells: God Breath, Fire Storm, Thunder Blade, Explode

Comments: These are the stats of Dhaos when you fight him the second time (after your return from the Past). He only appears as a boss, of course.

| | | | |
|------|---------------|--------|-----|
| HP | 16,250/65,000 | Weak: | --- |
| TP | 1,000 | | |
| EXP | 25,000 | Items: | --- |
| GALD | 25,000 | | |

D h a o s (3)

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)

Spells: God Breath, Fire Storm, Thunder Blade, Explode

Comments: These are the stats of Dhaos when you fight him the third time. He only appears as a boss, of course.

| | | | |
|------|--------|--------|-----|
| HP | 56,000 | Weak: | --- |
| TP | 1,000 | | |
| EXP | 50,000 | Items: | --- |
| GALD | 32,000 | | |

D h a o s A r m

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)

Comments: These are the stats of Dhaos when you fight him the fourth (and final) time. The individual EXP and GALD ratings for this boss cannot be calculated. The figures detailed here correspond to Neo Dhaos and Dhaos Arm.

| | | | |
|------|--------|--------|-----|
| HP | 40,765 | Weak: | --- |
| TP | 1,765 | | |
| EXP | 30,765 | Items: | --- |
| GALD | 30,765 | | |

D o o m G a z e

Area: Euclid Continent - Cave of Spirits (Future only)

Venezia Area - Demitel's Manor (Future only)

Comments: This enemy's attacks may induce poison or paralysis. Its 'Doom Gaze' attack can kill you automatically if you are within range.

| | | | |
|------|--------|--------|-------|
| HP | 42,500 | Weak: | Light |
| TP | 0 | | |
| EXP | 20,000 | Items: | --- |
| GALD | 6,800 | | |

D o o m T o a d

Area: Moria Gallery - Floors 3 to 6

| | | | |
|------|-----|--------|-----|
| HP | 820 | Weak: | --- |
| TP | 0 | | |
| EXP | 110 | Items: | --- |
| GALD | 100 | | |

D o z o

Area: Euclid Coliseum - First time you finish the coliseum after visiting the Ninja Village.

Comments: This enemy is actually a boss. Since Dozo only appears with Okiyo, his individual EXP and GALD cannot be calculated. The figures included here correspond to Dozo and Okiyo together.

| | | | |
|------|--------|--------|----------------|
| HP | 28,500 | Weak: | Light |
| TP | 0 | | |
| EXP | 16,500 | Items: | Sake, Painting |
| GALD | 11,000 | | |

D r a k e

| | | | |
|-------|--|--------|---------------|
| Area: | Ymir Forest Area - Treant's Forest (Past only) | | |
| | Midgard Area - Valhalla Plains (Past only) | | |
| | Ymir Forest Area - Ymir Forest (Future only) | | |
| HP | 1,500 | Weak: | Fire, Thunder |
| TP | 0 | | |
| EXP | 600 | Items: | --- |
| GALD | 201 | | |

D r a y g e n

| | | | |
|-------|--|--------|----------------------|
| Area: | Midgard Area - Dhaos' Fortress (Past only) | | |
| | Euclid Coliseum - 1st, 4th and 6th Rounds | | |
| HP | 2,000 | Weak: | Fire, Light |
| TP | 5 | | |
| EXP | 1,200 | Items: | ?Weapon [Longsword] |
| GALD | 600 | | ?Weapon [Moon Falux] |

D r u i d (1)

| | | | |
|-------|--|--------|-----|
| Area: | Midgard Area - Dhaos' Fortress (Past only) | | |
| HP | 3,300 | Weak: | --- |
| TP | 80 | | |
| EXP | 1,000 | Items: | --- |
| GALD | 300 | | |

D r u i d (2)

| | | | |
|-------|---|--------|-------------|
| Area: | Freezekill Area - Fenrir's Cavern (Future only) | | |
| | Freland - Odin's Tower (Future only) | | |
| HP | 8,300 | Weak: | Water, Fire |
| TP | 60 | | |
| EXP | 2,800 | Items: | Apple Gummy |
| GALD | 1,401 | | |

D u l l a h a n

| | | | |
|-------|--|--------|-------|
| Area: | Midgard Area - Dhaos' Fortress (Past only) | | |
| HP | 3,550 | Weak: | Light |
| TP | 0 | | |
| EXP | 1,660 | Items: | --- |
| GALD | 400 | | |

E a g l e

Area: Euclid Continent - Overworld Map (Future only)
Euclid Continent - Mountain Pass (Future only)
Venezia Area - Overworld Map (Future only)
Freezekill Area - Overworld Map (Future only)
Ary Area - Overworld Map (Future only)

| | | | |
|------|-------|--------|---------|
| HP | 1,800 | Weak: | Fire |
| TP | 0 | | |
| EXP | 1,200 | Items: | Chicken |
| GALD | 400 | | |

E k i m

Area: Freezekill Area - Overworld Map
Freezekill Area - Fenrir's Cavern

Spells: God Breath

| | | | |
|------|-------|--------|---------------------|
| HP | 8,000 | Weak: | Fire |
| TP | 400 | | |
| EXP | 3,200 | Items: | ?Weapon [Longsword] |
| GALD | 1,650 | | ?Weapon [Arc Wind] |

E v i l L o r d

Area: Midgard Area - Dhaos' Fortress (Past only)
Midgard Area - White Forest (Past only)

Comments: This enemy only appears as a boss.

| | | | |
|------|--------|--------|-------------|
| HP | 10,500 | Weak: | Light, Fire |
| TP | 60 | | |
| EXP | 8,000 | Items: | Rune Bottle |
| GALD | 8,000 | | |

E v i l V i n e

Area: Venezia Area - Abyss of Thor

| | | | |
|------|-------|--------|-------------|
| HP | 2,250 | Weak: | --- |
| TP | 2 | | |
| EXP | 2,000 | Items: | Mixed Gummy |
| GALD | 10 | | |

E v i l W e e d

Area: Euclid Coliseum - 2nd, 4th, 8th and 9th rounds

| | | | |
|------|--------|--------|------|
| HP | 19,200 | Weak: | Fire |
| TP | 100 | | |
| EXP | 7,250 | Items: | --- |
| GALD | 2,800 | | |

F a l c o n

Area: Euclid Continent - Cave of Spirits (Present and Past)
Euclid Continent - Mausoleum (Present only)
Euclid Continent - Overworld Map (Past only)
Venezia Area - Overworld Map (Past only)

| | | | |
|----|----|-------|-----|
| HP | 80 | Weak: | --- |
| TP | 0 | | |

EXP 25 Items: Chicken
GALD 37

F a n g W o l f

Area: Freezekill Area - Fenrir's Cavern (Future only)
Comments: This enemy is actually a boss.
HP 30,000 Weak: ---
TP 0
EXP 12,000 Items: ---
GALD 9,000

F a s t S t a r

Area: Euclid Coliseum - 4th and 7th rounds
HP 23,150 Weak: ---
TP 0
EXP 8,230 Items: ---
GALD 2,200

F e . G o l e m

Area: Euclid Coliseum - 1st to 6th, 8th and 9th rounds
Final Dungeon - Dhaos' Castle (Future only ^_^)
HP 20,250 Weak: ---
TP 0
EXP 9,000 Items: Heavy Stone
GALD 10,000

F i e n d

Area: Euclid Continent - Cave of Spirits (Future only)
Venezia Area - Demitel's Manor (Future only)
HP 5,150 Weak: Fire, Light
TP 0
EXP 1,230 Items: ---
GALD 1,200

F i r e B u g

Area: Freland - Overworld Map (Past only)
HP 900 Weak: Water
TP 20
EXP 225 Items: Flare Bottle
GALD 141

F l a m b e l k

Area: Freland - Odin's Tower (Future only)
Spells: Indignation, Explode
Comments: This enemy is actually a boss.
HP 45,700 Weak: ---
TP 300
EXP 30,000 Items: ---

GALD 19,800

F o o t

Area: Alvanista Area - Overworld Map (Future only)
HP 3,920 Weak: Fire
TP 0
EXP 1,200 Items: Life Bottle, Holy Bottle
GALD 50

F r o g M o s s

Area: Euclid Continent - Cave of Spirits (Future only)
HP 6,520 Weak: Light
TP 0
EXP 1,600 Items: ---
GALD 521

G . W a s p

Area: Euclid Continent - Spirit Forest (Future only)
Euclid Continent - Mountain Pass (Future only)
HP 884 Weak: Fire, Thunder
TP 0
EXP 1,200 Items: ---
GALD 223

G a r g o y l e

Area: Moria Gallery - Floors 3, 4 and 7
HP 1,250 Weak: ---
TP 0
EXP 180 Items: ---
GALD 81

G h a s t (1)

Area: Venezia Area - Long Valley (Past only)
HP 260 Weak: ---
TP 0
EXP 85 Items: Medicine Bottle
GALD 106

G h a s t (2)

Area: Venezia Area - Long Valley (Future only)
HP 3,050 Weak: Fire, Light
TP 0
EXP 1,000 Items: Dark Bottle
GALD 720

G h o u l

Area: Euclid Continent - Mausoleum Cave (Present only)
Euclid Continent - Mausoleum (Present only)
HP 110 Weak: ---
TP 0
EXP 15 Items: Remedy Bottle
GALD 22

G i a n t

Area: Ymir Forest Area - Overworld Map (Past only)
Midgard Area - Overworld Map
HP 1,050 Weak: Fire
TP 2
EXP 150 Items: ---
GALD 161

G n o m e

Area: Euclid Continent - Cave of Spirits (Past only)
Comments: This enemy is actually a boss.
HP 3,400 Weak: ---
TP 150
EXP 9,200 Items: ?Book [Porno Magazine]
GALD 13,003

G o l e m

Area: Euclid Continent - Mausoleum (Present only)
Venezia Area - Demitel's Manor (Past only)
HP 280 Weak: ---
TP 0
EXP 201 Items: Holy Bottle
GALD 410

G o r g o n

Area: Euclid Coliseum - 1st to 3rd and 5th to 7th Rounds
Final Dungeon - Dhaos' Castle (Future only ^_^)
HP 21,850 Weak: Water
TP 0
EXP 6,000 Items: Basilisk Scale
GALD 6,000

G r i m R o c k

Area: Alvanista Area - Overworld Map (Future only)
HP 2,555 Weak: ---
TP 0
EXP 900 Items: ?Book [Porno Magazine]
GALD 2,900 Holy Bottle

H a n z o

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)

| | | | |
|------|--------|--------|-------|
| HP | 17,500 | Weak: | Light |
| TP | 0 | | |
| EXP | 6,000 | Items: | --- |
| GALD | 8,000 | | |

H a r p y

| | | | |
|-------|--|--------|---------------|
| Area: | Venezia Area - Long Valley (Past only) | | |
| | Venezia Area - Demitel's Manor (Past and Future) | | |
| | Freland - Overworld Map (Past only) | | |
| HP | 200 | Weak: | Fire, Thunder |
| TP | 10 | | |
| EXP | 66 | Items: | Apple Gummy |
| GALD | 155 | | |

H e l l L o r d (1)

| | | | |
|-----------|--|--------|-----|
| Area: | Venezia Area - Long Valley (Past only) | | |
| Comments: | RUN! You meet this enemy randomly in the lower part of the caves at Long Valley. This guy is almost impossible to defeat at that point, since Cless' attacks won't hurt him (except for Psion Bolt). By the way, The EXP and GALD it gives suck. | | |
| HP | 4,700 | Weak: | --- |
| TP | 0 | | |
| EXP | 12 | Items: | --- |
| GALD | 6 | | |

H e l l L o r d (2)

| | | | |
|-----------|--|--------|-----|
| Area: | Moria Gallery - Lower Levels (Future only) | | |
| Comments: | The individual amounts of EXP and GALD for this enemy cannot be calculated. The figures presented here correspond to a Hell Lord and 2 Yuinarus together (which is the only way you will ever meet them anyway). | | |
| HP | 24,700 | Weak: | --- |
| TP | 0 | | |
| EXP | 34,000 | Items: | --- |
| GALD | 9,220 | | |

H e r e t i c

| | | | |
|---------|--|--------|-----|
| Area: | Ymir Forest Area - Treant's Forest (Future only) | | |
| Spells: | Grave, Explode | | |
| HP | 5,100 | Weak: | --- |
| TP | 40 | | |
| EXP | 5,520 | Items: | --- |
| GALD | 3,200 | | |

H o r n e t

| | | | |
|-------|--|-------|---------------|
| Area: | Euclid Continent - Overworld Map (Past only) | | |
| | Venezia Area - Overworld Map (Past only) | | |
| | Midgard Area - Overworld Map | | |
| HP | 120 | Weak: | Fire, Thunder |

TP 0
EXP 33 Items: ---
GALD 66

H u g e F l y

Area: Moria Gallery - Floors 5 to 7
HP 870 Weak: Water, Light
TP 50
EXP 250 Items: ---
GALD 230

I c e C h i l d

Area: Moria Gallery - Lower Levels (Future only)
Spells: Tidal Wave
HP 20,000 Weak: ---
TP 100
EXP 12,000 Items: ---
GALD 9,000

I f r i t

Area: Freland - Molten Cavern (Past only)
Comments: This enemy is actually a boss.
HP 5,500 Weak: Water
TP 0
EXP 4,000 Items: Flame Mantle
GALD 8,000

I r o n M a n

Area: Midgard Area - Dhaos' Fortress (Past only)
HP 7,150 Weak: Light
TP 0
EXP 1,750 Items: Iron Boots
GALD 820

I s h i s u

Area: Moria Gallery - Lower Levels (Future only)
Spells: Meteor
HP 20,000 Weak: Light
TP 200
EXP 30,000 Items: ?Weapon [Saint's Rapier]
GALD 8,000

I s h r a n t u

Area: Midgard Area - Valhalla Plains (Past only)
Midgard Area - Aerial Battle (Past only)
Spells: Thunder Blade, Fire Storm
Comments: This enemy is actually a boss.
HP 5,000 Weak: ---

TP 100
EXP 12,000 Items: Poison Amulet
GALD 15,000

J a h m i r

Area: Alvanista Area - Alvanista Castle (Past only)
Comments: The individual amounts of EXP and GALD for this boss cannot be calculated. The figures presented here correspond to Jahmir and two Alices.

HP 3,400 Weak: Fire, Air
TP 100
EXP 3,300 Items: Black Onyx
GALD 10,528

J e l l y

Area: Alvanista Area - Overworld Map (Future only)
HP 10,005 Weak: ---
TP 0
EXP 8,000 Items: ---
GALD 8,000

K a r o n a

Area: Euclid Continent - Cave of Spirits (Future only)
Venezia Area - Glaciated Cavern (Future only)
Spells: Fire Wall
HP 3,650 Weak: Light
TP 200
EXP 2,500 Items: ---
GALD 2,020

K a r t i c a r

Area: Freezekill Area - Fenrir's Cavern (Future only)
HP 13,150 Weak: Fire
TP 0
EXP 4,050 Items: ---
GALD 3,600

K a r y

Area: Freland - Odin's Tower (Future only)
HP 13,200 Weak: Water
TP 0
EXP 4,500 Items: Salamander's Ring
GALD 2,600

K e e s e

Area: Euclid Continent - Cave of Spirits (Future only)
HP 2,120 Weak: Light
TP 0

EXP 1,220 Items: ---
GALD 601

K e m a z o t z

Area: Euclid Coliseum - 6th, 8th and 9th rounds
Comments: This guy looks a lot like Gnome!
HP 21,000 Weak: ---
TP 400
EXP 6,200 Items: ---
GALD 6,020

K o m o d o

Area: Euclid Coliseum - 2nd to 9th rounds
Final Dungeon - Dhaos' Castle (Future only ^_^)
Comments: This enemy's attacks may poison you.
HP 12,500 Weak: ---
TP 0
EXP 6,000 Items: Apple Gummy
GALD 4,080

K r a k k e n

Area: Euclid Coliseum - 1st to 6th Rounds
Venezia Area - Glaciated Cavern (Future only)
Venezia Area - Abyss of Thor (Future only)
Freezekill Area - Overworld Map (Future only)
HP 10,250 Weak: Fire
TP 0
EXP 5,050 Items: ?Bow [Shortbow]
GALD 1,200 ?Bow [Wave Spread]

K u n o i c h i

Area: Freezekill Area - Fenrir's Cavern (Future only)
HP 3,500 Weak: Fire
TP 0
EXP 2,800 Items: Mackerel
GALD 1,200

L e e c h

Area: Euclid Continent - Sewers (Present only)
HP 60 Weak: ---
TP 0
EXP 6 Items: ---
GALD 6

L i c h

Area: Venezia Area - Demitel's Manor (Future only)
HP 7,280 Weak: ---
TP 0

EXP 4,000 Items: Mixed Gummy
GALD 4,200

L i l i t e

Area: Venezia Area - Demitel's Manor (Past only)
Spells: Storm, Stone Wall, Ice Tornado
HP 600 Weak: ---
TP 20
EXP 250 Items: Rune Bottle
GALD 10

L i l y

Area: Ymir Forest Area - Ymir Forest (Past only)
Ymir Forest Area - Treant's Forest (Past only)
Midgard Area - Overworld Map
HP 820 Weak: Fire
TP 100
EXP 200 Items: Life Bottle
GALD 181

L o n e W o l f

Area: Venezia Area - Overworld Map (Past only)
HP 280 Weak: ---
TP 0
EXP 80 Items: ---
GALD 92

M a n d r a k e

Area: Euclid Coliseum - 1st, 2nd and 3rd Rounds
Ymir Forest Area - Ymir Forest (Future only)
Comments: This enemy can use 'Drain' to make you loose TP quickly.
Also, it's attacks may cause petrification.
HP 10,200 Weak: Fire
TP 100
EXP 6,050 Items: Gorgon Amulet, Body Amulet
GALD 1,000

M a n t i c o r

Area: Moria Gallery - Lower Levels (Future only)
Comments: The individual amounts of EXP and GALD for this enemy
cannot be calculated. The figures presented here
correspond to a Manticor and a Beast Man together (which
is the only way you will ever meet this enemy, anyway).
HP 32,500 Weak: Light
TP 100
EXP 34,000 Items: ---
GALD 11,270

M a x w e l l

Area: Moria Gallery - Tenth Level (Past only)
Comments: This enemy is actually a boss.
HP 7,500 Weak: ---
TP 400
EXP 12,000 Items: Heavy Stone
GALD 25,005

M e i a

Area: Venezia Area - Ship to Alvanista (Past only)
Comments: This enemy is actually a boss.
HP 2,400 Weak: ---
TP 0
EXP 450 Items: ?Weapon [Ice Scimitar]
GALD 4,000

M i d g e t

Area: Moria Gallery - Floors 1 and 2
HP 750 Weak: Fire, Thunder, Light
TP 0
EXP 80 Items: Apple
GALD 81

M i m m

Area: Euclid Coliseum - 7th, 8th and 9th
Moria Gallery - Lower Levels (Future only)
Spells: Indignation
HP 32,300 Weak: ---
TP 100
EXP 21,500 Items: ---
GALD 8,500

M o l e M a n

Area: Euclid Continent - Overworld Map (Future only)
Euclid Continent - Mountain Pass (Future only)
Venezia Area - Overworld Map (Future only)
HP 2,150 Weak: Fire
TP 0
EXP 2,500 Items: Seafood
GALD 540

M u d G o l e m

Area: Midgard Area - Tower of Twelve Stars
HP 2,270 Weak: Water
TP 0
EXP 420 Items: ---
GALD 405

N e o C l y d e

Area: Freland - Overworld Map
HP 2,460 Weak: Water
TP 10
EXP 1,620 Items: Charm Bottle
GALD 980

Ne o D h a o s

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)
Spells: Meteor Storm, Tidal Wave, Acid Rain
Comments: These are the stats of Dhaos when you fight him the fourth (and final) time. The individual EXP and GALD ratings for this boss cannot be calculated. The figures detailed here correspond to Neo Dhaos and Dhaos Arm.

HP 64,765 Weak: ---
TP 3,765
EXP 30,765 Items: ---
GALD 30,765

N i n j a

Area: Ary Area - Overworld Map (Future only)
HP 2,000 Weak: Light
TP 0
EXP 5,000 Items: Charm Bottle
GALD 3,200

N y m p h

Area: Venezia Area - Glaciated Cavern (Past only)
Moria Gallery - Floors 8 and 9
Spells: Ice Tornado, Acid Rain
HP 1,000 Weak: Fire
TP 50
EXP 350 Items: ---
GALD 180

O a k R o o t

Area: Venezia Area - Demitel's Manor
Ymir Forest Area - Ymir Forest (Past only)
Ymir Forest Area - Treant's Forest (Past only)
Midgard Area - Overworld Map
Euclid Coliseum - 1st, 6th and 7th Rounds
HP 2,250 Weak: Fire, Thunder
TP 3
EXP 200 Items: Apple, Japanese Apple
GALD 620

O k i y o

Area: Euclid Coliseum - First time you finish the coliseum after visiting the Ninja Village.
Comments: This enemy is actually a boss. Since Okiyo only appears

with Dozo, her individual EXP and GALD cannot be calculated. The figures included here correspond to Dozo and Okiyo together.

| | | | |
|------|--------|--------|----------------|
| HP | 15,500 | Weak: | Light |
| TP | 0 | | |
| EXP | 16,500 | Items: | Sake, Painting |
| GALD | 11,000 | | |

O l d O a k

| | | | |
|-------|--|--------|-----------------------|
| Area: | Midgard Area - Overworld Map (Past only) | | |
| | Midgard Area - Valhalla Plains (Past only) | | |
| HP | 3,050 | Weak: | Fire, Thunder |
| TP | 0 | | |
| EXP | 1,550 | Items: | Apple, Japanese Apple |
| GALD | 305 | | |

O g r e

| | | | |
|-----------|-------------------------------------|--------|-------|
| Area: | Moria Gallery - Floors 5 to 7 | | |
| | Freland - Molten Cavern (Past only) | | |
| Comments: | Its attacks may produce Paralysis | | |
| HP | 1,300 | Weak: | Water |
| TP | 2 | | |
| EXP | 200 | Items: | --- |
| GALD | 251 | | |

O o z e

| | | | |
|-------|--|--------|---------------------------|
| Area: | Euclid Continent - Overworld Map (Future only) | | |
| | Euclid Continent - Mountain Pass (Future only) | | |
| | Venezia Area - Overworld Map (Future only) | | |
| HP | 2,820 | Weak: | Fire, Light |
| TP | 0 | | |
| EXP | 2,500 | Items: | Flare Bottle, Life Bottle |
| GALD | 382 | | |

O r i g i n

| | | | |
|-----------|--|--------|---------------------|
| Area: | Ymir Forest Area - Treant's Forest (Future only) | | |
| Spells: | Indignation | | |
| Comments: | This enemy is actually a boss. | | |
| HP | 45,000 | Weak: | --- |
| TP | 1,000 | | |
| EXP | 40,000 | Items: | ?Bow [Soul Stealer] |
| GALD | 9,000 | | |

O s p r e y

| | | | |
|-------|--|--------|---------------|
| Area: | Alvanista Area - Overworld Map (Past only) | | |
| | Ymir Forest Area - Overworld Map (Past only) | | |
| HP | 620 | Weak: | Fire, Thunder |
| TP | 0 | | |
| EXP | 180 | Items: | --- |
| GALD | 150 | | |

O w l

Area: Euclid Continent - Overworld Map (Present only)
Euclid Continent - Spirit Forest (Present and Past)
Euclid Continent - Mountain Pass (Past only)
Midgard Area - Overworld Map (Past only)

| | | | |
|------|----|--------|-----|
| HP | 50 | Weak: | --- |
| TP | 0 | | |
| EXP | 5 | Items: | --- |
| GALD | 16 | | |

P r i e s t

Area: Ymir Forest Area - Treant's Forest (Future only)
Freezekill Area - Overworld Map (Future only)

Spells: Acid Rain, Thunder Blade

Comments: This enemy's attacks may cause paralysis.

| | | | |
|------|-------|--------|----------------|
| HP | 7,531 | Weak: | --- |
| TP | 60 | | |
| EXP | 2,500 | Items: | Leather Mantle |
| GALD | 2,800 | | |

R e d S l u g

Area: Venezia Area - Glaciated Cavern (Past only)
Moria Gallery - Floors 8 and 9

| | | | |
|------|-----|--------|---------------|
| HP | 650 | Weak: | Fire, Thunder |
| TP | 0 | | |
| EXP | 320 | Items: | Remedy Bottle |
| GALD | 85 | | |

R o a m E y e

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)

Spells: Indignation, God Breath, Cure

| | | | |
|------|--------|--------|-----------------------------|
| HP | 30,000 | Weak: | Light |
| TP | 100 | | |
| EXP | 24,000 | Items: | Dedis Emblem, Miracle Gummy |
| GALD | 12,345 | | |

S e a l E y e

Area: Final Dungeon - Dhaos' Castle (Future only ^_^)

Spells: Meteor Storm, Cure

Comments: This enemy is actually a boss.

| | | | |
|------|--------|--------|-----|
| HP | 62,600 | Weak: | --- |
| TP | 50 | | |
| EXP | 10,000 | Items: | --- |
| GALD | 10,000 | | |

S e n d a m

Area: Freezekill Area - Overworld Map (Future only)

Freezekill Area - Fenrir's Cavern (Future only)

Comments: This enemy can absorb your HP & TP.

HP 8,350 Weak: Fire
TP 0
EXP 2,250 Items: Mixed Gummy, Apple Gummy
GALD 3,000

S e r a p h i m

Area: Ymir Forest Area - Treant's Forest (Future only)
Final Dungeon - Dhaos' Castle (Future only ^_^)

Spells: Fire Storm, God Breath

Comments: This enemy appears with Origin when you face him.

HP 12,700 Weak: ---
TP 300
EXP 9,800 Items: ---
GALD 4,280

S k e l e t o n

Area: Euclid Continent - Mausoleum (Present only)
Freland - Molten Cave (Future only)

HP 100 Weak: ---
TP 0
EXP 12 Items: Longsword, Apple Gummy
GALD 50

S k u l l

Area: Euclid Continent - Volt's Cave (Future Only)

HP 3,780 Weak: ---
TP 0
EXP 1,300 Items: ?Weapon [Longsword]
GALD 1,251 ?Weapon [Dragon Tooth]

S l i m e

Area: Euclid Continent - Sewers (Present only)
Euclid Continent - Mausoleum Cave (Present only)

HP 80 Weak: ---
TP 0
EXP 9 Items: Apple Gummy
GALD 10

S l u g

Area: Euclid Continent - Sewers (Present only)
Euclid Continent - Mausoleum Cave (Present only)
Venezia Area - Overworld Map (Past only)

HP 120 Weak: ---
TP 0
EXP 11 Items: ---
GALD 33

S n a k e M a n

Area: Ymir Forest Area - Ymir Forest (Past only)
Ymir Forest Area - Treant's Forest (Past only)
HP 1,270 Weak: Fire
TP 0
EXP 220 Items: ?Weapon [Longsword]
GALD 182 Holy Bottle

S o k u r a m

Area: Moria Gallery - Lower Levels (Future only)
Spells: Explode
HP 16,400 Weak: Light
TP 100
EXP 32,000 Items: ?Bow [Shortbow]
GALD 15,000 ?Bow [Berserker Bow]

S o l o m o n d

Area: Euclid Coliseum - 5th and 7th rounds
Comments: This guy looks a lot like Ifrit!
HP 33,900 Weak: Water
TP 0
EXP 8,200 Items: ---
GALD 9,500

S p e c t r e

Area: Venezia Area - Demitel's Manor (Future only)
Comments: This enemy's attacks may cause paralysis.
HP 6,250 Weak: ---
TP 0
EXP 3,000 Items: Remedy Bottle
GALD 2,700

S q u i d

Area: Venezia Area - Glaciated Cavern (Future only)
HP 2,550 Weak: Fire
TP 0
EXP 250 Items: ---
GALD 200

S y l p h (1)

Area: Venezia Area - Long Valley (Past only)
Comments: There are two kind of Sylphs, these being the weakest ones. They fly close to the ground and cast only the Lightning spell.
HP 100 Weak: ---
TP 20
EXP 40 Items: ---
GALD 184

S y l p h (2)

Area: Venezia Area - Long Valley (Past only)

Comments: There are two kind of Sylphs, these being the strongest ones. They fly high up and are capable of casting both the Lightning and Storm spells.

| | | | |
|------|-----|--------|-------------|
| HP | 150 | Weak: | --- |
| TP | 50 | | |
| EXP | 60 | Items: | Rune Bottle |
| GALD | 120 | | |

T o a d

Area: Ymir Forest Area - Overworld Map (Past only)

| | | | |
|------|-----|--------|------|
| HP | 620 | Weak: | Fire |
| TP | 0 | | |
| EXP | 120 | Items: | --- |
| GALD | 141 | | |

T r o l l

Area: Alvanista Area - Overworld Map (Future only)

| | | | |
|------|-------|--------|---------------|
| HP | 5,150 | Weak: | --- |
| TP | 0 | | |
| EXP | 2,000 | Items: | Sirloin Steak |
| GALD | 2,000 | | |

T u s k B o a r

Area: Moria Gallery - Lower Levels (Future only)

Comments: The individual amounts of EXP and GALD for this enemy cannot be calculated. The figures presented here correspond to a Beast Man and 3 Tusk Boars together (which is the only way you will ever meet this enemy).

| | | | |
|------|--------|--------|---------------|
| HP | 20,150 | Weak: | Fire, Thunder |
| TP | 0 | | |
| EXP | 65,535 | Items: | --- |
| GALD | 12,020 | | |

U k d a l a

Area: Euclid Coliseum - 3rd, 6th, 8th and 9th rounds

| | | | |
|------|--------|--------|---------------|
| HP | 32,250 | Weak: | Fire, Thunder |
| TP | 0 | | |
| EXP | 12,200 | Items: | --- |
| GALD | 12,620 | | |

U n d i n e

Area: Alvanista Area - Glaciated Cavern (Past only)

Comments: This enemy is actually a boss.

| | | | |
|-----|-------|--------|------------------|
| HP | 6,450 | Weak: | Fire |
| TP | 300 | | |
| EXP | 9,800 | Items: | ?Book [Rabionis] |

GALD 8,600

U r c h i n

Area: Moria Gallery - Lower Levels (Future only)

Comments: There is no way to kill this enemy (at least to my knowledge). Touching it results in immediate death, no matter your level or equipment. Attack spells do zero damage and death spells don't work... My only advice here is: RUN!

| | | | |
|------|-----|--------|-----|
| HP | 765 | Weak: | --- |
| TP | 765 | | |
| EXP | N/A | Items: | --- |
| GALD | N/A | | |

V a m p B a t

Area: Moria Gallery - Floors 3 and 4

| | | | |
|------|-----|--------|-------------|
| HP | 320 | Weak: | Fire, Light |
| TP | 0 | | |
| EXP | 100 | Items: | --- |
| GALD | 71 | | |

V i n e

Area: Midgard Area - Dhaos' Fortress (Past only)

| | | | |
|------|-------|--------|--------------|
| HP | 1,400 | Weak: | Fire |
| TP | 10 | | |
| EXP | 850 | Items: | Orange Gummy |
| GALD | 200 | | |

V o l t

Area: Euclid Continent - Volt's Cave (Future Only)

Comments: Volt only appears in a boss fight together with other enemies, hence the amount of EXP and GALD it gives by itself cannot be calculated. The figures presented here correspond to Volt plus 3 Arurouns.

| | | | |
|------|--------|--------|-----------|
| HP | 28,000 | Weak: | --- |
| TP | 400 | | |
| EXP | 23,000 | Items: | Jade Ring |
| GALD | 32,767 | | |

V o l t F l y

Area: Euclid Continent - Overworld Map (Future only)

Euclid Continent - Volt's Cave (Future only)

Venezia Area - Overworld Map (Future only)

| | | | |
|------|-------|--------|-----|
| HP | 2,000 | Weak: | --- |
| TP | 50 | | |
| EXP | 1,500 | Items: | --- |
| GALD | 320 | | |

V u l t u r a

Area: Midgard Area - Aerial Battle (Past only)
Venezia Area - Long Valley (Future Only)

| | | | |
|------|-------|--------|---------------|
| HP | 1,800 | Weak: | Fire, Thunder |
| TP | 100 | | |
| EXP | 1,100 | Items: | Chicken |
| GALD | 1,320 | | |

W a r r i o r

Area: Freezekill Area - Overworld Map (Future only)

| | | | |
|------|-------|--------|--------------------------|
| HP | 9,200 | Weak: | Fire |
| TP | 0 | | |
| EXP | 3,050 | Items: | Holy Bottle, Dark Bottle |
| GALD | 3,600 | | |

W i l d W o l f

Area: Moria Gallery - Lower Levels (Future only)

| | | | |
|------|--------|--------|----------------------|
| HP | 50,000 | Weak: | Fire, Thunder |
| TP | 0 | | |
| EXP | 12,000 | Items: | ?Weapon [Longsword] |
| GALD | 9,000 | | ?Weapon [Demon Hand] |

W o l f

Area: Euclid Continent - Overworld Map (Present only)
Euclid Continent - Cave of Spirits (Present only)

| | | | |
|------|-----|--------|---------------|
| HP | 110 | Weak: | --- |
| TP | 0 | | |
| EXP | 6 | Items: | Sirloin Steak |
| GALD | 12 | | |

W y v e r n

Area: Euclid Coliseum - Optional fight after every round
Moria Gallery - Twenty First level

Spells: Explode

Comments: This enemy is actually a boss.

| | | | |
|------|--------|--------|-----|
| HP | 41,100 | Weak: | --- |
| TP | 400 | | |
| EXP | 50,000 | Items: | --- |
| GALD | 10,000 | | |

Y o c h o l e

Area: Freland - Odin's Tower (Future only)

Comments: This enemy can absorb your HP & TP from afar or paralyze you with hits.

| | | | |
|------|-------|--------|------------------------|
| HP | 8,550 | Weak: | Water |
| TP | 0 | | |
| EXP | 3,200 | Items: | Spy Lens, Flare Bottle |
| GALD | 1,500 | | |

position of the character in the menu screen, like this:

| | | |
|-----------|-----------|--|
| Character | Character | The first slot always corresponds to Cless, but the others can be switched from the 'Formation' menu once you get Chester to rejoin your party after the first half of the game. |
| 1 | 2 | |
| Character | Character | |
| 3 | 4 | |

So, to use cheats for a certain character, say Mint, look at her position in the menu and use cheats for that slot. It's pretty easy, so I won't go into more detail.

CHARACTER REACHES LEVEL 99 AFTER ONE FIGHT

These codes modify the total amount of experience points for a character. When the character gains some experience points, the game checks if he/she fulfills the requirements for a new level, since the character has tons of experience points, he/she goes up to level 99 immediately. The only thing that's bad about this code is that the game will notify you for EVERY level gained, but it's still worth it.

| | | | |
|--------------|----------|--------------|----------|
| Character 1: | 7E6B1A7F | Character 2: | 7E6C1A7F |
| | 7E6B1B96 | | 7E6C1B96 |
| | 7E6B1C98 | | 7E6C1C98 |
| Character 3: | 7E6D1A7F | Character 4: | 7E6E1A7F |
| | 7E6D1B96 | | 7E6E1B96 |
| | 7E6D1C98 | | 7E6E1C98 |

INFINITE HP!

Note that you still can die with these codes on. If an attack takes 9999 HP, you are dead. However, there's only one enemy capable of doing that, and it's invincible anyway, so...

| | | | |
|--------------|----------|--------------|----------|
| Character 1: | 7E6AD00F | Character 2: | 7E6BD00F |
| | 7E6AD127 | | 7E6BD127 |
| Character 3: | 7E6CD00F | Character 4: | 7E6DD00F |
| | 7E6CD127 | | 7E6DD127 |

INFINITE TP!

Yep, Very useful. You won't always have 999 TP, but you can't run out of it. There's not much else to say about this...

Character 1: 7E6AD6E7 Character 2: 7E6BD6E7
 7E6AD703 7E6BD703

Character 3: 7E6CD6E7 Character 4: 7E6DD6E7
 7E6CD703 7E6DD703

9999 SLASH AND THRUST

Obviously, this code works for Cless only. When at some points, Cless is not the first character on the menu (when Mint goes into the Unicorn Forest, for example), you should turn off this code, just in case.

Even though these two codes are awesome, using them will destroy the fun of fighting, since a few hits can kill even the last boss. My advice is to use them only if you are plain sick of getting your behind kicked by a boss or if you are replaying the game to review the story.

9999 Slash: 7E6ADB0F
 7E6ADC27

9999 Thrust: 7E6ADF0F
 7E6AE027

9999 ATTACK

Have you ever wondered 'What if Mint kicked ass?'. Well, no more wondering, for this codes will make her "kick Dhaos' sorry arse so hard he'll kiss the moons" (sorry about that, I've been playing Chrono Cross ^_^).

Character 2: 7E6BDB0F Character 3: 7E6CDB0F
 7E6BDC27 7E6CDC27

Character 4: 7E6DDB0F
 7E6DDC27

9999 DEFENSE

Yes! Nothing can hurt you when these babies are on, but again, using these will make the game just plain boring. As tempting as being a god sounds, it is really boring...

Character 1: 7E6AE50F Character 2: 7E6BE50F
 7E6AE627 7E6BE627

Character 3: 7E6CE50F
7E6CE627

Character 4: 7E6DE50F
7E6DE627

9999 HIT

You will NEVER miss a hit with these, but it's boring again...

Character 1: 7E6AF60F
7E6AF727

Character 2: 7E6BF60F
7E6BF727

Character 3: 7E6CF60F
7E6CF727

Character 4: 7E6DF60F
7E6DF727

9999 EVASION

And to complete what I like to call the 'God Code Pack', no one will be able to hit you! However, it's not recommended that you use these.

Character 1: 7E6AF10F
7E6AF227

Character 2: 7E6BF10F
7E6BF227

Character 3: 7E6CF10F
7E6CF227

Character 4: 7E6DF10F
7E6DF227

SKILL MASTER 2000!

These codes will make the game believe you have used Cless' skills a hundred times (i.e. you mastered them). Have in mind that if you haven't learned a skill, you won't be able to use it just because you input the code. You'll have to use one of the Skill Activation Codes to do that (see section V.3).

=====
- Short Range -
=====

=====
- Long Range -
=====

Tiger Teeth: 7E715664
Blade Storm: 7E715A64
Dual Kick: 7E716264
Magma Rift: 7E716464
Soul Wave: 7E716564
Teleport: 7E716664

Psion Bolt: 7E715764
Lionheart: 7E715C64
Phoenix: 7E716164
Soul Edge: 7E716864
Lightning Bolt: 7E716364

V.2- General Toying

NO RANDOM BATTLES!

This is my personal favorite; too bad I learned how to make codes after I had finished the walkthrough. I'll explain how it works: after every battle, the number of steps you can take before fighting is decided. For each step you take, the number is reduced by one. When the number reaches zero, you enter a battle. This code locks that number in ten (it could have been any other number), hence you NEVER have to enter a random battle. Now enjoy!

WARNING: Turning this code off while in a town or a place where there aren't random encounters will cause a random battle to take place after you walk a few steps. If it is in a town, you'll have to fight the boss from Fenrir's Ice Cavern that will most likely kill your characters in a few hits. The cool part is, that the background will be a ruined castle, which is something you can't normally see. Thanks a lot to Tyson Anderson for telling me this.

No Random Fights: 7E143C0A

Game Genie Version: CDF7-FE7B

9,999,999 GALD

Just the regular lots-of-money cheat. Thanks a lot to Tyson Anderson, who pointed out that I had forgotten to add this cheat.

Lots of Gald: 7E14B37F

7E14B496

7E14B598

THE FIGHTS COUNTER MARKS 9,999

And what's the use of that you might wonder. Well, in order to get some things (such as one of Cless' jobs), you need to have fought a certain amount of times. This solves the problem for those who just use the 'No Random Battles' code all the time.

9999 Fights: 7E143D7F

7E143E96

7E143F98

LOTS OF FOOD

Yep, this code will keep your food sack better than filled, however, the amount of food is weird and is not as much as I'd like it to be but... whatever!

Tons of Food: 7E14867F
7E148796
7E148898

V.3 Skill Activation Codes

All of these codes were created by Jeffrey Tam, who kindly allowed me to include them here. If you want a code for Tales of Phantasia that does not appear in this FAQ, you can probably find it in his guide, be sure to check it out!

CLESS' SKILL ACTIVATORS

Even though you can get most of Cless' skills by taking him to level 99 with codes, three of his skills are only acquired at certain story points. Now enjoy!

=====
- Skills -
=====

=====
- Combos -
=====

| | | | |
|----------------|----------|--------------|----------|
| Tiger Teeth | 7E709181 | Psion Kick | 7E70A481 |
| Psion Bolt | 7E709281 | Mecha Blade | 7E70A581 |
| Gale Shield | 7E709301 | Psion Storm | 7E70A681 |
| Blade Storm | 7E709581 | Magma Bolt | 7E70A781 |
| Fury Slash | 7E709601 | Lion Lunge | 7E70A881 |
| Lionheart | 7E709781 | Lion Teeth | 7E70A981 |
| Firebrand | 7E709801 | Lion Claws | 7E70AA81 |
| Eir's Love | 7E709901 | Lion Flare | 7E70AB81 |
| Focus More | 7E709A01 | Bolt Crash | 7E70AC81 |
| Focus | 7E709B01 | Thor's Wrath | 7E70AD81 |
| Phoenix | 7E709C81 | Tempest | 7E70AE81 |
| Dual Kick | 7E709D81 | Earth's Rage | 7E70AF81 |
| Lightning Bolt | 7E709E81 | Flare Talon | 7E70B081 |
| Magma Rift | 7E709F81 | Odin's Wrath | 7E70B181 |
| Soul Wave | 7E70A081 | Burning Soul | 7E70B281 |
| Teleport | 7E70A181 | Cinder Hawk | 7E70B381 |
| Soul Edge | 7E70A381 | Soul Forge | 7E70B481 |
| | | Soul Strike | 7E70B581 |

MINT'S MANA ACTIVATORS

All of Mint's healing spells can actually be gotten by leveling up, but for the sake of completeness of the guide, I will include these codes as well...

| | | | |
|-----------|----------|-------------|----------|
| First Aid | 7E70B601 | Recover | 7E70BF01 |
| Deep Mist | 7E70B701 | Barrier | 7E70C001 |
| Hammer | 7E70B801 | Dispel | 7E70C101 |
| Heal | 7E70B901 | Nurse | 7E70C201 |
| Antidote | 7E70BA01 | Haste | 7E70C301 |
| Silence | 7E70BB01 | Delay | 7E70C401 |
| Acid Rain | 7E70BC01 | Hammer Head | 7E70C501 |
| Cure | 7E70BD01 | Resurrect | 7E70C601 |
| Valkyrie | 7E70BE01 | Raise Dead | 7E70C701 |

 KLARTH'S SPIRIT ACTIVATORS

These codes are really useful, since you can't acquire the Spirits by just leveling up. There's not much more to say about them, they just plain great!

| | | | |
|---------|----------|-----------|----------|
| Sylphs | 7E70D601 | Shadow | 7E70DC01 |
| Undine | 7E70D701 | Aska | 7E70DD01 |
| Gnome | 7E70D801 | Volt | 7E70DE01 |
| Ifrit | 7E70D901 | Origin | 7E70DF01 |
| Maxwell | 7E70DA01 | Gremlin | 7E70E001 |
| Luna | 7E70DB01 | Chameleon | 7E70E101 |

 ARCHE'S SPELL ACTIVATORS

Just like the codes that activate the Spirits, these codes are really useful...

| | | | |
|---------------|----------|---------------|----------|
| Fireball | 7E70F601 | Flare Tornado | 7E710201 |
| Lightning | 7E70F701 | Ray | 7E710301 |
| Ice Needle | 7E70F801 | Fire Storm | 7E710401 |
| Grave | 7E70F901 | God Breath | 7E710501 |
| Eruption | 7E70FA01 | Distortion | 7E710601 |
| Storm | 7E70FB01 | Explode | 7E710701 |
| Ice Tornado | 7E70FC01 | Indignation | 7E710801 |
| Stone Wall | 7E70FD01 | Tidal Wave | 7E710901 |
| Tractor Beam | 7E70FE01 | Death Cloud | 7E710A01 |
| Fire Wall | 7E70FF01 | Meteor Storm | 7E710B01 |
| Thunder Blade | 7E710001 | Black Hole | 7E710C01 |
| Ice Wall | 7E710101 | Extinction | 7E710D01 |

 V.4- Item Modification Codes

All of this codes were made and tested by Chris Morgan. He kindly submitted his codes to be included in this guide and I can't thank him enough.

The updated list of the items' PAR values (with the correct names for the items) is courtesy of Jeffrey Tam.

Note #1: Item ID - 3 hex digits
- first 2 digits goes in ?? of the ITEM ID CODE
- third digit goes in the first ?? of the ITEM QUANTITY CODE
Item Quantity - 1 hex digit
- goes in the second ?? of the ITEM QUANTITY CODE

Ex #1)

ITEM ID is "0B8". Place 9 of this item in the item slot (1,1).

HINT: ITEM ID CODE for slot (1,1) is 7E8989 ??, and
ITEM QUANTITY CODE for slot (1,1) is 7E8AA9 ??.

SOLUTION: Place 0B in ITEM ID CODE, and 89 in ITEM QUANTITY CODE

7E8969 0B
7E8AA9 89

CAUTION: DO NOT sort the items while ITEM MODIFICATION CODE is enabled. Instead, enable the ITEM MOD CODES, reload the game, save the game, turn ITEM MOD CODES off, and reload the game again. Now, you can sort the items without causing errors.

=====
-ITEM SLOTS-
=====

| ITEM ID CODE | ITEM QUANTITY CODE |
|-------------------------|-------------------------|
| Slot (1,1) - 7E8969 ?? | Slot (1,1) - 7E8AA9 ?? |
| Slot (1,2) - 7E896A ?? | Slot (1,2) - 7E8AAA ?? |
| Slot (2,1) - 7E896B ?? | Slot (2,1) - 7E8AAB ?? |
| Slot (2,2) - 7E896C ?? | Slot (2,2) - 7E8AAC ?? |
| Slot (3,1) - 7E896D ?? | Slot (3,1) - 7E8AAD ?? |
| Slot (3,2) - 7E896E ?? | Slot (3,2) - 7E8AAE ?? |
| Slot (4,1) - 7E896F ?? | Slot (4,1) - 7E8AAF ?? |
| Slot (4,2) - 7E8970 ?? | Slot (4,2) - 7E8AB0 ?? |
| Slot (5,1) - 7E8971 ?? | Slot (5,1) - 7E8AB1 ?? |
| Slot (5,2) - 7E8972 ?? | Slot (5,2) - 7E8AB2 ?? |
| Slot (6,1) - 7E8973 ?? | Slot (6,1) - 7E8AB3 ?? |
| Slot (6,2) - 7E8974 ?? | Slot (6,2) - 7E8AB4 ?? |
| Slot (7,1) - 7E8975 ?? | Slot (7,1) - 7E8AB5 ?? |
| Slot (7,2) - 7E8976 ?? | Slot (7,2) - 7E8AB6 ?? |
| Slot (8,1) - 7E8977 ?? | Slot (8,1) - 7E8AB7 ?? |
| Slot (8,2) - 7E8978 ?? | Slot (8,2) - 7E8AB8 ?? |
| Slot (9,1) - 7E8979 ?? | Slot (9,1) - 7E8AB9 ?? |
| Slot (9,2) - 7E897A ?? | Slot (9,2) - 7E8ABA ?? |
| Slot (10,1) - 7E897B ?? | Slot (10,1) - 7E8ABB ?? |
| Slot (10,2) - 7E897C ?? | Slot (10,2) - 7E8ABC ?? |
| Slot (11,1) - 7E897D ?? | Slot (11,1) - 7E8ABD ?? |
| Slot (11,2) - 7E897E ?? | Slot (11,2) - 7E8ABE ?? |

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| Slot (12,1) - 7E897F ?? | Slot (12,1) - 7E8ABF ?? |
| Slot (12,2) - 7E8980 ?? | Slot (12,2) - 7E8AC0 ?? |
| Slot (13,1) - 7E8981 ?? | Slot (13,1) - 7E8AC1 ?? |
| Slot (13,2) - 7E8982 ?? | Slot (13,2) - 7E8AC2 ?? |
| Slot (14,1) - 7E8983 ?? | Slot (14,1) - 7E8AC3 ?? |
| Slot (14,2) - 7E8984 ?? | Slot (14,2) - 7E8AC4 ?? |
| Slot (15,1) - 7E8985 ?? | Slot (15,1) - 7E8AC5 ?? |
| Slot (15,2) - 7E8986 ?? | Slot (15,2) - 7E8AC6 ?? |
| Slot (16,1) - 7E8987 ?? | Slot (16,1) - 7E8AC7 ?? |
| Slot (16,2) - 7E8988 ?? | Slot (16,2) - 7E8AC8 ?? |
| Slot (17,1) - 7E8989 ?? | Slot (17,1) - 7E8AC9 ?? |
| Slot (17,2) - 7E898A ?? | Slot (17,2) - 7E8ACA ?? |
| Slot (18,1) - 7E898B ?? | Slot (18,1) - 7E8ACB ?? |
| Slot (18,2) - 7E898C ?? | Slot (18,2) - 7E8ACC ?? |
| Slot (19,1) - 7E898D ?? | Slot (19,1) - 7E8ACD ?? |
| Slot (19,2) - 7E898E ?? | Slot (19,2) - 7E8ACE ?? |
| Slot (20,1) - 7E898F ?? | Slot (20,1) - 7E8ACF ?? |
| Slot (20,2) - 7E8990 ?? | Slot (20,2) - 7E8AD0 ?? |
| Slot (21,1) - 7E8991 ?? | Slot (21,1) - 7E8AD1 ?? |
| Slot (21,2) - 7E8992 ?? | Slot (21,2) - 7E8AD2 ?? |
| Slot (22,1) - 7E8993 ?? | Slot (22,1) - 7E8AD3 ?? |
| Slot (22,2) - 7E8994 ?? | Slot (22,2) - 7E8AD4 ?? |
| Slot (23,1) - 7E8995 ?? | Slot (23,1) - 7E8AD5 ?? |
| Slot (23,2) - 7E8996 ?? | Slot (23,2) - 7E8AD6 ?? |
| Slot (24,1) - 7E8997 ?? | Slot (24,1) - 7E8AD7 ?? |
| Slot (24,2) - 7E8998 ?? | Slot (24,2) - 7E8AD8 ?? |
| Slot (25,1) - 7E8999 ?? | Slot (25,1) - 7E8AD9 ?? |
| Slot (25,2) - 7E899A ?? | Slot (25,2) - 7E8ADA ?? |
| Slot (26,1) - 7E899B ?? | Slot (26,1) - 7E8ADB ?? |
| Slot (26,2) - 7E899C ?? | Slot (26,2) - 7E8ADC ?? |
| Slot (27,1) - 7E899D ?? | Slot (27,1) - 7E8ADD ?? |
| Slot (27,2) - 7E899E ?? | Slot (27,2) - 7E8ADE ?? |
| Slot (28,1) - 7E899F ?? | Slot (28,1) - 7E8ADF ?? |
| Slot (28,2) - 7E89A0 ?? | Slot (28,2) - 7E8AE0 ?? |
| Slot (29,1) - 7E89A1 ?? | Slot (29,1) - 7E8AE1 ?? |
| Slot (29,2) - 7E89A2 ?? | Slot (29,2) - 7E8AE2 ?? |
| Slot (30,1) - 7E89A3 ?? | Slot (30,1) - 7E8AE3 ?? |
| Slot (30,2) - 7E89A4 ?? | Slot (30,2) - 7E8AE4 ?? |
| Slot (31,1) - 7E89A5 ?? | Slot (31,1) - 7E8AE5 ?? |
| Slot (31,2) - 7E89A6 ?? | Slot (31,2) - 7E8AE6 ?? |
| Slot (32,1) - 7E89A7 ?? | Slot (32,1) - 7E8AE7 ?? |
| Slot (32,2) - 7E89A8 ?? | Slot (32,2) - 7E8AE8 ?? |
| Slot (33,1) - 7E89A9 ?? | Slot (33,1) - 7E8AE9 ?? |
| Slot (33,2) - 7E89AA ?? | Slot (33,2) - 7E8AEA ?? |
| Slot (34,1) - 7E89AB ?? | Slot (34,1) - 7E8AEB ?? |
| Slot (34,2) - 7E89AC ?? | Slot (34,2) - 7E8AEC ?? |
| Slot (35,1) - 7E89AD ?? | Slot (35,1) - 7E8AED ?? |
| Slot (35,2) - 7E89AE ?? | Slot (35,2) - 7E8AEE ?? |
| Slot (36,1) - 7E89AF ?? | Slot (36,1) - 7E8AEF ?? |
| Slot (36,2) - 7E89B0 ?? | Slot (36,2) - 7E8AF0 ?? |
| Slot (37,1) - 7E89B1 ?? | Slot (37,1) - 7E8AF1 ?? |
| Slot (37,2) - 7E89B2 ?? | Slot (37,2) - 7E8AF2 ?? |
| Slot (38,1) - 7E89B3 ?? | Slot (38,1) - 7E8AF3 ?? |
| Slot (38,2) - 7E89B4 ?? | Slot (38,2) - 7E8AF4 ?? |
| Slot (39,1) - 7E89B5 ?? | Slot (39,1) - 7E8AF5 ?? |
| Slot (39,2) - 7E89B6 ?? | Slot (39,2) - 7E8AF6 ?? |
| Slot (40,1) - 7E89B7 ?? | Slot (40,1) - 7E8AF7 ?? |
| Slot (40,2) - 7E89B8 ?? | Slot (40,2) - 7E8AF8 ?? |
| Slot (41,1) - 7E89B9 ?? | Slot (41,1) - 7E8AF9 ?? |
| Slot (41,2) - 7E89BA ?? | Slot (41,2) - 7E8AFA ?? |

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| Slot (42,1) - 7E89BB ?? | Slot (42,1) - 7E8AFB ?? |
| Slot (42,2) - 7E89BC ?? | Slot (42,2) - 7E8AFC ?? |
| Slot (43,1) - 7E89BD ?? | Slot (43,1) - 7E8AFD ?? |
| Slot (43,2) - 7E89BE ?? | Slot (43,2) - 7E8AFE ?? |
| Slot (44,1) - 7E89BF ?? | Slot (44,1) - 7E8AFF ?? |
| Slot (44,2) - 7E89C0 ?? | Slot (44,2) - 7E8B00 ?? |
| Slot (45,1) - 7E89C1 ?? | Slot (45,1) - 7E8B01 ?? |
| Slot (45,2) - 7E89C2 ?? | Slot (45,2) - 7E8B02 ?? |
| Slot (46,1) - 7E89C3 ?? | Slot (46,1) - 7E8B03 ?? |
| Slot (46,2) - 7E89C4 ?? | Slot (46,2) - 7E8B04 ?? |
| Slot (47,1) - 7E89C5 ?? | Slot (47,1) - 7E8B05 ?? |
| Slot (47,2) - 7E89C6 ?? | Slot (47,2) - 7E8B06 ?? |
| Slot (48,1) - 7E89C7 ?? | Slot (48,1) - 7E8B07 ?? |
| Slot (48,2) - 7E89C8 ?? | Slot (48,2) - 7E8B08 ?? |
| Slot (49,1) - 7E89C9 ?? | Slot (49,1) - 7E8B09 ?? |
| Slot (49,2) - 7E89CA ?? | Slot (49,2) - 7E8B0A ?? |
| Slot (50,1) - 7E89CB ?? | Slot (50,1) - 7E8B0B ?? |
| Slot (50,2) - 7E89CC ?? | Slot (50,2) - 7E8B0C ?? |
| Slot (51,1) - 7E89CD ?? | Slot (51,1) - 7E8B0D ?? |
| Slot (51,2) - 7E89CE ?? | Slot (51,2) - 7E8B0E ?? |
| Slot (52,1) - 7E89CF ?? | Slot (52,1) - 7E8B0F ?? |
| Slot (52,2) - 7E89D0 ?? | Slot (52,2) - 7E8B10 ?? |
| Slot (53,1) - 7E89D1 ?? | Slot (53,1) - 7E8B11 ?? |
| Slot (53,2) - 7E89D2 ?? | Slot (53,2) - 7E8B12 ?? |
| Slot (54,1) - 7E89D3 ?? | Slot (54,1) - 7E8B13 ?? |
| Slot (54,2) - 7E89D4 ?? | Slot (54,2) - 7E8B14 ?? |
| Slot (55,1) - 7E89D5 ?? | Slot (55,1) - 7E8B15 ?? |
| Slot (55,2) - 7E89D6 ?? | Slot (55,2) - 7E8B16 ?? |
| Slot (56,1) - 7E89D7 ?? | Slot (56,1) - 7E8B17 ?? |
| Slot (56,2) - 7E89D8 ?? | Slot (56,2) - 7E8B18 ?? |
| Slot (57,1) - 7E89D9 ?? | Slot (57,1) - 7E8B19 ?? |
| Slot (57,2) - 7E89DA ?? | Slot (57,2) - 7E8B1A ?? |
| Slot (58,1) - 7E89DB ?? | Slot (58,1) - 7E8B1B ?? |
| Slot (58,2) - 7E89DC ?? | Slot (58,2) - 7E8B1C ?? |
| Slot (59,1) - 7E89DD ?? | Slot (59,1) - 7E8B1D ?? |
| Slot (59,2) - 7E89DE ?? | Slot (59,2) - 7E8B1E ?? |
| Slot (60,1) - 7E89DF ?? | Slot (60,1) - 7E8B1F ?? |
| Slot (60,2) - 7E89E0 ?? | Slot (60,2) - 7E8B20 ?? |
| Slot (61,1) - 7E89E1 ?? | Slot (61,1) - 7E8B21 ?? |
| Slot (61,2) - 7E89E2 ?? | Slot (61,2) - 7E8B22 ?? |
| Slot (62,1) - 7E89E3 ?? | Slot (62,1) - 7E8B23 ?? |
| Slot (62,2) - 7E89E4 ?? | Slot (62,2) - 7E8B24 ?? |
| Slot (63,1) - 7E89E5 ?? | Slot (63,1) - 7E8B25 ?? |
| Slot (63,2) - 7E89E6 ?? | Slot (63,2) - 7E8B26 ?? |
| Slot (64,1) - 7E89E7 ?? | Slot (64,1) - 7E8B27 ?? |
| Slot (64,2) - 7E89E8 ?? | Slot (64,2) - 7E8B28 ?? |
| Slot (65,1) - 7E89E9 ?? | Slot (65,1) - 7E8B29 ?? |
| Slot (65,2) - 7E89EA ?? | Slot (65,2) - 7E8B2A ?? |
| Slot (66,1) - 7E89EB ?? | Slot (66,1) - 7E8B2B ?? |
| Slot (66,2) - 7E89EC ?? | Slot (66,2) - 7E8B2C ?? |
| Slot (67,1) - 7E89ED ?? | Slot (67,1) - 7E8B2D ?? |
| Slot (67,2) - 7E89EE ?? | Slot (67,2) - 7E8B2E ?? |
| Slot (68,1) - 7E89EF ?? | Slot (68,1) - 7E8B2F ?? |
| Slot (68,2) - 7E89F0 ?? | Slot (68,2) - 7E8B30 ?? |
| Slot (69,1) - 7E89F1 ?? | Slot (69,1) - 7E8B31 ?? |
| Slot (69,2) - 7E89F2 ?? | Slot (69,2) - 7E8B32 ?? |
| Slot (70,1) - 7E89F3 ?? | Slot (70,1) - 7E8B33 ?? |
| Slot (70,2) - 7E89F4 ?? | Slot (70,2) - 7E8B34 ?? |
| Slot (71,1) - 7E89F5 ?? | Slot (71,1) - 7E8B35 ?? |
| Slot (71,2) - 7E89F6 ?? | Slot (71,2) - 7E8B36 ?? |

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| Slot (72,1) - 7E89F7 ?? | Slot (72,1) - 7E8B37 ?? |
| Slot (72,2) - 7E89F8 ?? | Slot (72,2) - 7E8B38 ?? |
| Slot (73,1) - 7E89F9 ?? | Slot (73,1) - 7E8B39 ?? |
| Slot (73,2) - 7E89FA ?? | Slot (73,2) - 7E8B3A ?? |
| Slot (74,1) - 7E89FB ?? | Slot (74,1) - 7E8B3B ?? |
| Slot (74,2) - 7E89FC ?? | Slot (74,2) - 7E8B3C ?? |
| Slot (75,1) - 7E89FD ?? | Slot (75,1) - 7E8B3D ?? |
| Slot (75,2) - 7E89FE ?? | Slot (75,2) - 7E8B3E ?? |
| Slot (76,1) - 7E89FF ?? | Slot (76,1) - 7E8B3F ?? |
| Slot (76,2) - 7E8A00 ?? | Slot (76,2) - 7E8B40 ?? |
| Slot (77,1) - 7E8A01 ?? | Slot (77,1) - 7E8B41 ?? |
| Slot (77,2) - 7E8A02 ?? | Slot (77,2) - 7E8B42 ?? |
| Slot (78,1) - 7E8A03 ?? | Slot (78,1) - 7E8B43 ?? |
| Slot (78,2) - 7E8A04 ?? | Slot (78,2) - 7E8B44 ?? |
| Slot (79,1) - 7E8A05 ?? | Slot (79,1) - 7E8B45 ?? |
| Slot (79,2) - 7E8A06 ?? | Slot (79,2) - 7E8B46 ?? |
| Slot (80,1) - 7E8A07 ?? | Slot (80,1) - 7E8B47 ?? |
| Slot (80,2) - 7E8A08 ?? | Slot (80,2) - 7E8B48 ?? |
| Slot (81,1) - 7E8A09 ?? | Slot (81,1) - 7E8B49 ?? |
| Slot (81,2) - 7E8A0A ?? | Slot (81,2) - 7E8B4A ?? |
| Slot (82,1) - 7E8A0B ?? | Slot (82,1) - 7E8B4B ?? |
| Slot (82,2) - 7E8A0C ?? | Slot (82,2) - 7E8B4C ?? |
| Slot (83,1) - 7E8A0D ?? | Slot (83,1) - 7E8B4D ?? |
| Slot (83,2) - 7E8A0E ?? | Slot (83,2) - 7E8B4E ?? |
| Slot (84,1) - 7E8A0F ?? | Slot (84,1) - 7E8B4F ?? |
| Slot (84,2) - 7E8A10 ?? | Slot (84,2) - 7E8B50 ?? |
| Slot (85,1) - 7E8A11 ?? | Slot (85,1) - 7E8B51 ?? |
| Slot (85,2) - 7E8A12 ?? | Slot (85,2) - 7E8B52 ?? |
| Slot (86,1) - 7E8A13 ?? | Slot (86,1) - 7E8B53 ?? |
| Slot (86,2) - 7E8A14 ?? | Slot (86,2) - 7E8B54 ?? |
| Slot (87,1) - 7E8A15 ?? | Slot (87,1) - 7E8B55 ?? |
| Slot (87,2) - 7E8A16 ?? | Slot (87,2) - 7E8B56 ?? |
| Slot (88,1) - 7E8A17 ?? | Slot (88,1) - 7E8B57 ?? |
| Slot (88,2) - 7E8A18 ?? | Slot (88,2) - 7E8B58 ?? |
| Slot (89,1) - 7E8A19 ?? | Slot (89,1) - 7E8B59 ?? |
| Slot (89,2) - 7E8A1A ?? | Slot (89,2) - 7E8B5A ?? |
| Slot (90,1) - 7E8A1B ?? | Slot (90,1) - 7E8B5B ?? |
| Slot (90,2) - 7E8A1C ?? | Slot (90,2) - 7E8B5C ?? |
| Slot (91,1) - 7E8A1D ?? | Slot (91,1) - 7E8B5D ?? |
| Slot (91,2) - 7E8A1E ?? | Slot (91,2) - 7E8B5E ?? |
| Slot (92,1) - 7E8A1F ?? | Slot (92,1) - 7E8B5F ?? |
| Slot (92,2) - 7E8A20 ?? | Slot (92,2) - 7E8B60 ?? |
| Slot (93,1) - 7E8A21 ?? | Slot (93,1) - 7E8B61 ?? |
| Slot (93,2) - 7E8A22 ?? | Slot (93,2) - 7E8B62 ?? |
| Slot (94,1) - 7E8A23 ?? | Slot (94,1) - 7E8B63 ?? |
| Slot (94,2) - 7E8A24 ?? | Slot (94,2) - 7E8B64 ?? |
| Slot (95,1) - 7E8A25 ?? | Slot (95,1) - 7E8B65 ?? |
| Slot (95,2) - 7E8A26 ?? | Slot (95,2) - 7E8B66 ?? |
| Slot (96,1) - 7E8A27 ?? | Slot (96,1) - 7E8B67 ?? |
| Slot (96,2) - 7E8A28 ?? | Slot (96,2) - 7E8B68 ?? |
| Slot (97,1) - 7E8A29 ?? | Slot (97,1) - 7E8B69 ?? |
| Slot (97,2) - 7E8A2A ?? | Slot (97,2) - 7E8B6A ?? |
| Slot (98,1) - 7E8A2B ?? | Slot (98,1) - 7E8B6B ?? |
| Slot (98,2) - 7E8A2C ?? | Slot (98,2) - 7E8B6C ?? |
| Slot (99,1) - 7E8A2D ?? | Slot (99,1) - 7E8B6D ?? |
| Slot (99,2) - 7E8A2E ?? | Slot (99,2) - 7E8B6E ?? |
| Slot (100,1) - 7E8A2F ?? | Slot (100,1) - 7E8B6F ?? |
| Slot (100,2) - 7E8A30 ?? | Slot (100,2) - 7E8B70 ?? |
| Slot (101,1) - 7E8A31 ?? | Slot (101,1) - 7E8B71 ?? |
| Slot (101,2) - 7E8A32 ?? | Slot (101,2) - 7E8B72 ?? |

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| Slot (102,1) - 7E8A33 ?? | Slot (102,1) - 7E8B73 ?? |
| Slot (102,2) - 7E8A34 ?? | Slot (102,2) - 7E8B74 ?? |
| Slot (103,1) - 7E8A35 ?? | Slot (103,1) - 7E8B75 ?? |
| Slot (103,2) - 7E8A36 ?? | Slot (103,2) - 7E8B76 ?? |
| Slot (104,1) - 7E8A37 ?? | Slot (104,1) - 7E8B77 ?? |
| Slot (104,2) - 7E8A38 ?? | Slot (104,2) - 7E8B78 ?? |
| Slot (105,1) - 7E8A39 ?? | Slot (105,1) - 7E8B79 ?? |
| Slot (105,2) - 7E8A3A ?? | Slot (105,2) - 7E8B7A ?? |
| Slot (106,1) - 7E8A3B ?? | Slot (106,1) - 7E8B7B ?? |
| Slot (106,2) - 7E8A3C ?? | Slot (106,2) - 7E8B7C ?? |
| Slot (107,1) - 7E8A3D ?? | Slot (107,1) - 7E8B7D ?? |
| Slot (107,2) - 7E8A3E ?? | Slot (107,2) - 7E8B7E ?? |
| Slot (108,1) - 7E8A3F ?? | Slot (108,1) - 7E8B7F ?? |
| Slot (108,2) - 7E8A40 ?? | Slot (108,2) - 7E8B80 ?? |
| Slot (109,1) - 7E8A41 ?? | Slot (109,1) - 7E8B81 ?? |
| Slot (109,2) - 7E8A42 ?? | Slot (109,2) - 7E8B82 ?? |
| Slot (110,1) - 7E8A43 ?? | Slot (110,1) - 7E8B83 ?? |
| Slot (110,2) - 7E8A44 ?? | Slot (110,2) - 7E8B84 ?? |
| Slot (111,1) - 7E8A45 ?? | Slot (111,1) - 7E8B85 ?? |
| Slot (111,2) - 7E8A46 ?? | Slot (111,2) - 7E8B86 ?? |
| Slot (112,1) - 7E8A47 ?? | Slot (112,1) - 7E8B87 ?? |
| Slot (112,2) - 7E8A48 ?? | Slot (112,2) - 7E8B88 ?? |
| Slot (113,1) - 7E8A49 ?? | Slot (113,1) - 7E8B89 ?? |
| Slot (113,2) - 7E8A4A ?? | Slot (113,2) - 7E8B8A ?? |
| Slot (114,1) - 7E8A4B ?? | Slot (114,1) - 7E8B8B ?? |
| Slot (114,2) - 7E8A4C ?? | Slot (114,2) - 7E8B8C ?? |
| Slot (115,1) - 7E8A4D ?? | Slot (115,1) - 7E8B8D ?? |
| Slot (115,2) - 7E8A4E ?? | Slot (115,2) - 7E8B8E ?? |
| Slot (116,1) - 7E8A4F ?? | Slot (116,1) - 7E8B8F ?? |
| Slot (116,2) - 7E8A50 ?? | Slot (116,2) - 7E8B90 ?? |
| Slot (117,1) - 7E8A51 ?? | Slot (117,1) - 7E8B91 ?? |
| Slot (117,2) - 7E8A52 ?? | Slot (117,2) - 7E8B92 ?? |
| Slot (118,1) - 7E8A53 ?? | Slot (118,1) - 7E8B93 ?? |
| Slot (118,2) - 7E8A54 ?? | Slot (118,2) - 7E8B94 ?? |
| Slot (119,1) - 7E8A55 ?? | Slot (119,1) - 7E8B95 ?? |
| Slot (119,2) - 7E8A56 ?? | Slot (119,2) - 7E8B96 ?? |
| Slot (120,1) - 7E8A57 ?? | Slot (120,1) - 7E8B97 ?? |
| Slot (120,2) - 7E8A58 ?? | Slot (120,2) - 7E8B98 ?? |
| Slot (121,1) - 7E8A59 ?? | Slot (121,1) - 7E8B99 ?? |
| Slot (121,2) - 7E8A5A ?? | Slot (121,2) - 7E8B9A ?? |
| Slot (122,1) - 7E8A5B ?? | Slot (122,1) - 7E8B9B ?? |
| Slot (122,2) - 7E8A5C ?? | Slot (122,2) - 7E8B9C ?? |
| Slot (123,1) - 7E8A5D ?? | Slot (123,1) - 7E8B9D ?? |
| Slot (123,2) - 7E8A5E ?? | Slot (123,2) - 7E8B9E ?? |
| Slot (124,1) - 7E8A5F ?? | Slot (124,1) - 7E8B9F ?? |
| Slot (124,2) - 7E8A60 ?? | Slot (124,2) - 7E8BA0 ?? |
| Slot (125,1) - 7E8A61 ?? | Slot (125,1) - 7E8BA1 ?? |
| Slot (125,2) - 7E8A62 ?? | Slot (125,2) - 7E8BA2 ?? |
| Slot (126,1) - 7E8A63 ?? | Slot (126,1) - 7E8BA3 ?? |
| Slot (126,2) - 7E8A64 ?? | Slot (126,2) - 7E8BA4 ?? |
| Slot (127,1) - 7E8A65 ?? | Slot (127,1) - 7E8BA5 ?? |
| Slot (127,2) - 7E8A66 ?? | Slot (127,2) - 7E8BA6 ?? |
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| Slot (128,2) - 7E8A68 ?? | Slot (128,2) - 7E8BA8 ?? |
| Slot (129,1) - 7E8A69 ?? | Slot (129,1) - 7E8BA9 ?? |
| Slot (129,2) - 7E8A6A ?? | Slot (129,2) - 7E8BAA ?? |
| Slot (130,1) - 7E8A6B ?? | Slot (130,1) - 7E8BAB ?? |
| Slot (130,2) - 7E8A6C ?? | Slot (130,2) - 7E8BAC ?? |
| Slot (131,1) - 7E8A6D ?? | Slot (131,1) - 7E8BAD ?? |
| Slot (131,2) - 7E8A6E ?? | Slot (131,2) - 7E8BAE ?? |

| | |
|--------------------------|--------------------------|
| Slot (132,1) - 7E8A6F ?? | Slot (132,1) - 7E8BAF ?? |
| Slot (132,2) - 7E8A70 ?? | Slot (132,2) - 7E8BB0 ?? |
| Slot (133,1) - 7E8A71 ?? | Slot (133,1) - 7E8BB1 ?? |
| Slot (133,2) - 7E8A72 ?? | Slot (133,2) - 7E8BB2 ?? |
| Slot (134,1) - 7E8A73 ?? | Slot (134,1) - 7E8BB3 ?? |
| Slot (134,2) - 7E8A74 ?? | Slot (134,2) - 7E8BB4 ?? |
| Slot (135,1) - 7E8A75 ?? | Slot (135,1) - 7E8BB5 ?? |
| Slot (135,2) - 7E8A76 ?? | Slot (135,2) - 7E8BB6 ?? |
| Slot (136,1) - 7E8A77 ?? | Slot (136,1) - 7E8BB7 ?? |
| Slot (136,2) - 7E8A78 ?? | Slot (136,2) - 7E8BB8 ?? |
| Slot (137,1) - 7E8A79 ?? | Slot (137,1) - 7E8BB9 ?? |
| Slot (137,2) - 7E8A7A ?? | Slot (137,2) - 7E8BBA ?? |
| Slot (138,1) - 7E8A7B ?? | Slot (138,1) - 7E8BBB ?? |
| Slot (138,2) - 7E8A7C ?? | Slot (138,2) - 7E8BBC ?? |
| Slot (139,1) - 7E8A7D ?? | Slot (139,1) - 7E8BBD ?? |
| Slot (139,2) - 7E8A7E ?? | Slot (139,2) - 7E8BBE ?? |
| Slot (140,1) - 7E8A7F ?? | Slot (140,1) - 7E8BBF ?? |
| Slot (140,2) - 7E8A80 ?? | Slot (140,2) - 7E8BC0 ?? |
| Slot (141,1) - 7E8A81 ?? | Slot (141,1) - 7E8BC1 ?? |
| Slot (141,2) - 7E8A82 ?? | Slot (141,2) - 7E8BC2 ?? |
| Slot (142,1) - 7E8A83 ?? | Slot (142,1) - 7E8BC3 ?? |
| Slot (142,2) - 7E8A84 ?? | Slot (142,2) - 7E8BC4 ?? |
| Slot (143,1) - 7E8A85 ?? | Slot (143,1) - 7E8BC5 ?? |
| Slot (143,2) - 7E8A86 ?? | Slot (143,2) - 7E8BC6 ?? |
| Slot (144,1) - 7E8A87 ?? | Slot (144,1) - 7E8BC7 ?? |
| Slot (144,2) - 7E8A88 ?? | Slot (144,2) - 7E8BC8 ?? |
| Slot (145,1) - 7E8A89 ?? | Slot (145,1) - 7E8BC9 ?? |
| Slot (145,2) - 7E8A8A ?? | Slot (145,2) - 7E8BCA ?? |
| Slot (146,1) - 7E8A8B ?? | Slot (146,1) - 7E8BCB ?? |
| Slot (146,2) - 7E8A8C ?? | Slot (146,2) - 7E8BCC ?? |
| Slot (147,1) - 7E8A8D ?? | Slot (147,1) - 7E8BCD ?? |
| Slot (147,2) - 7E8A8E ?? | Slot (147,2) - 7E8BCE ?? |
| Slot (148,1) - 7E8A8F ?? | Slot (148,1) - 7E8BCF ?? |
| Slot (148,2) - 7E8A90 ?? | Slot (148,2) - 7E8BD0 ?? |
| Slot (149,1) - 7E8A91 ?? | Slot (149,1) - 7E8BD1 ?? |
| Slot (149,2) - 7E8A92 ?? | Slot (149,2) - 7E8BD2 ?? |
| Slot (150,1) - 7E8A93 ?? | Slot (150,1) - 7E8BD3 ?? |
| Slot (150,2) - 7E8A94 ?? | Slot (150,2) - 7E8BD4 ?? |
| Slot (151,1) - 7E8A95 ?? | Slot (151,1) - 7E8BD5 ?? |
| Slot (151,2) - 7E8A96 ?? | Slot (151,2) - 7E8BD6 ?? |
| Slot (152,1) - 7E8A97 ?? | Slot (152,1) - 7E8BD7 ?? |
| Slot (152,2) - 7E8A98 ?? | Slot (152,2) - 7E8BD8 ?? |
| Slot (153,1) - 7E8A99 ?? | Slot (153,1) - 7E8BD9 ?? |
| Slot (153,2) - 7E8A9A ?? | Slot (153,2) - 7E8BDA ?? |
| Slot (154,1) - 7E8A9B ?? | Slot (154,1) - 7E8BDB ?? |
| Slot (154,2) - 7E8A9C ?? | Slot (154,2) - 7E8BDC ?? |
| Slot (155,1) - 7E8A9D ?? | Slot (155,1) - 7E8BDD ?? |
| Slot (155,2) - 7E8A9E ?? | Slot (155,2) - 7E8BDE ?? |
| Slot (156,1) - 7E8A9F ?? | Slot (156,1) - 7E8BDF ?? |
| Slot (156,2) - 7E8AA0 ?? | Slot (156,2) - 7E8BE0 ?? |
| Slot (157,1) - 7E8AA1 ?? | Slot (157,1) - 7E8BE1 ?? |
| Slot (157,2) - 7E8AA2 ?? | Slot (157,2) - 7E8BE2 ?? |
| Slot (158,1) - 7E8AA3 ?? | Slot (158,1) - 7E8BE3 ?? |
| Slot (158,2) - 7E8AA4 ?? | Slot (158,2) - 7E8BE4 ?? |
| Slot (159,1) - 7E8AA5 ?? | Slot (159,1) - 7E8BE5 ?? |
| Slot (159,2) - 7E8AA6 ?? | Slot (159,2) - 7E8BE6 ?? |
| Slot (160,1) - 7E8AA7 ?? | Slot (160,1) - 7E8BE7 ?? |

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-ITEM ID CODES-

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WEAPON IDs

| <u>PAR VALUE</u> | <u>ITEM NAME</u> |
|------------------|--------------------------|
| 0B8 | Knight's Sabre |
| 0E0 | ?Sword <Thunderclap> |
| 0F0 | ?Sword <Ice Scimitar> |
| 100 | ?Sword <Moon Falux> |
| 110 | ?Sword <Ice Coffin> |
| 120 | ?Sword <Tidal Axe> |
| 130 | ?Sword <Flaming Sword> |
| 140 | ?Sword <Bahamut's Tail> |
| 150 | ?Sword <Arc Wind> |
| 160 | ?Sword <Duelist's Sword> |
| 170 | ?Sword <Slayer Sword> |
| 180 | ?Sword <Dragon Tooth> |
| 190 | ?Sword <Lucky Blade> |
| 1A0 | ?Sword <Holy Sword> |
| 1B0 | ?Sword <Spine Sheath> |
| 1C0 | ?Sword <Long Sword> |
| 2F0 | ?Sword <Demon Hand> |
| 350 | ?Sword <Excalibur> |
| 390 | ?Sword <Saint's Rapier> |
| 670 | Long Sword |
| 680 | Warrior Sword |
| 690 | Damascus Sword |
| 6A0 | Rapier |
| 6B0 | Steel Rapier |
| 6C0 | Epee |
| 720 | Sabre |
| 730 | Sharp Sabre |
| 740 | Sinclair |
| 780 | Ice Scimitar |
| 790 | Moon Falux |
| 7A0 | Duelist's Sword |
| 7C0 | Demon Hand |
| 7D0 | Lucky Blade |
| 7E0 | Laser Blade |
| 800 | Slayer Sword |
| 810 | Holy Sword |
| 820 | Ice Coffin |
| 830 | Dragon Tooth |
| 840 | Spine Sheath |
| 850 | Saint's Rapier |
| 860 | Flaming Sword |
| 8B0 | Excalibur |
| 8C0 | Flamberge |
| 8D0 | Vorpal |
| 8E0 | Eternal Sword |
| B10 | Muramasa |
| C50 | Destroyer |
| 0D0 | Naginata |
| 6D0 | Corsica |
| 6E0 | Glaive |
| 750 | Halberd |

| | | |
|-----|------------------|------------------|
| 760 | Mecha-Halberd | |
| 770 | Polearm | |
| 880 | Gungnir | |
| 890 | Tidal Axe | |
| 8A0 | Arc Wind | |
| 6F0 | Battle Axe | |
| 700 | Crescent | |
| 710 | Baldish | |
| 7B0 | Hard Cleaver | |
| 7F0 | Thunderclap | |
| 870 | Bahamut's Tail | |
| 1D0 | ?Bow | <Flare Spread> |
| 1E0 | ?Bow | <Sand Spread> |
| 1F0 | ?Bow | <Wave Spread> |
| 200 | ?Bow | <Gale Spread> |
| 210 | ?Bow | <Soul Stealer> |
| 220 | ?Bow | <Short Bow> |
| 3A0 | ?Bow | <Berserker Bow> |
| 8F0 | Short Bow | |
| 900 | Long Bow | |
| 910 | Berserker Bow | |
| 920 | Composite Bow | |
| 930 | Double Bow | |
| 940 | Elven Bow | |
| 950 | Crescent Bow | |
| 960 | Sand Spread | |
| 970 | Wave Spread | |
| 980 | Flare Spread | |
| 990 | Gale Spread | |
| 9A0 | Soul Stealer | |
| 270 | ?Book | <Yellow Kings> |
| 280 | ?Book | <Rabionis> |
| 290 | ?Book | <Seventh Sun> |
| 2A0 | ?Book | <Ex Mortis> |
| 2B0 | ?Book | <Book of Seals> |
| 2C0 | ?Book | <Porno Magazine> |
| 3B8 | Namco Gamer | |
| A30 | Tome | |
| A40 | Opuscule | |
| A50 | Tractate | |
| A60 | Grimorum | |
| A70 | Yellow Kings | |
| A80 | Rabionis | |
| A90 | Seventh Sun | |
| AA0 | Ex Mortis | |
| AB0 | Book of Seals | |
| AC0 | Porno Magazine | |
| 230 | ?Rod | <Rune Rod> |
| 250 | ?Staff | <Star Rod> |
| 260 | ?Staff | <Rod> |
| 9B0 | Rod | |
| 9C0 | Gem Rod | |
| 9D0 | Ruby Rod | |
| 9E0 | Rune Rod | |
| 9F0 | Holy Rod | |
| A00 | Unicorn Horn | |
| A10 | Star Rod | |
| A20 | Blue Crystal Rod | |
| 240 | Witch Broom | |
| AD0 | Broom | |

| | |
|-----|---------------|
| AE0 | Star Broom |
| AF0 | Mystic Broom |
| B00 | Sylph Broom |
| B20 | Magical Broom |

ARMOR IDs

| <u>PAR VALUE</u> | <u>ITEM NAME</u> | |
|------------------|------------------|-----------------|
| 310 | Gold Helm | |
| 370 | ?Helm | <Paladin Helm> |
| 380 | ?Helm | <Star Helm> |
| 3B0 | ?Helm | <Star Cap> |
| 3C0 | ?Helm | <Leather Hat> |
| D10 | Leather Hat | |
| D20 | Iron Circlet | |
| D30 | Fine Helm | |
| D40 | Knight Helm | |
| D50 | Beret | |
| D60 | Mitre | |
| D70 | Panama Hat | |
| D80 | Silk Hat | |
| D90 | Ribbon | |
| DA0 | Blue Ribbon | |
| DB0 | Striped Ribbon | |
| DC0 | Festive Ribbon | |
| DD0 | Paladin Helm | |
| DE0 | Star Helm | |
| DF0 | Rare Helm | |
| E00 | Mage Ribbon | |
| E10 | Star Cap | |
| 2D0 | ?Armor | <Mithril Mesh> |
| 2E0 | Dark Robe | |
| 300 | ?Armor | <Reflect Plate> |
| 320 | ?Armor | <Star Cloak> |
| 330 | ?Armor | <Golden Armor> |
| 340 | ?Armor | <Gaia Armor> |
| 360 | ?Armor | <Tunic> |
| B30 | Tunic | |
| B40 | Chain Mail | |
| B50 | Ring Mail | |
| B60 | Splint Mail | |
| B70 | Breast Mail | |
| B80 | Plate Mail | |
| B90 | Cloak | |
| BA0 | Amber Cloak | |
| BB0 | Silver Cloak | |
| BC0 | Silver Plate | |
| BD0 | Mithril Mesh | |
| BE0 | Mithril Plate | |
| BF0 | Rare Plate | |
| C00 | Reflect Plate | |
| C10 | Holy Cloak | |
| C20 | Star Cloak | |
| C30 | Golden Armor | |
| C40 | Gaia Armor | |
| C60 | Wooden Shield | |

| | |
|-----|------------------|
| C70 | Round Shield |
| C80 | Kite Shield |
| C90 | Knight Shield |
| CA0 | Fine Shield |
| CB0 | Ankh Shield |
| CC0 | Star Shield |
| CD0 | Rare Shield |
| CE0 | Shield Ring |
| CF0 | Red Line Shield |
| D00 | Blue Line Shield |
| E20 | Leather Gloves |
| E30 | Iron Gloves |
| E40 | Gauntlet |
| E50 | Mithril Gloves |
| E60 | Star Gloves |
| E70 | Rare Gountlet |
| E80 | Hyper Gauntlet |
| E90 | Cute Mittens |

ACCESSORY IDs

| <u>PAR VALUE</u> | <u>ITEM NAME</u> |
|------------------|------------------|
| 020 | Amethyst Ring |
| 040 | Diamond Ring |
| 050 | Emerald Ring |
| 010 | Garnet Ring |
| 030 | Aquamarine Ring |
| 060 | Moonstone Ring |
| 0A0 | Opal Ring |
| 070 | Ruby Ring |
| 080 | Sardonyx Ring |
| 090 | Sapphire Ring |
| 0B0 | Topaz Ring |
| 0C0 | Turquoise Ring |
| 168 | Jade Ring |
| 500 | Fairy Ring |
| 5D0 | Moon Crystal |
| 610 | Mental Ring |
| 138 | Holy Rune |
| 5C0 | Black Onyx |
| 510 | Force Ring |
| 178 | Protect Ring |
| 198 | Mantle |
| 1A8 | Leather Mantle |
| 540 | Aqua Mantle |
| 530 | Flame Mantle |
| 1C8 | Silver Cape |
| 560 | Princess Cape |
| 188 | Resist Ring |
| 520 | Deflect Ring |
| 258 | Silver Mattock |
| 248 | Heavy Stone |
| 238 | Evil Rune |
| 288 | Body Amulet |
| 278 | Gorgon Amulet |
| 268 | Poison Amulet |
| 580 | Blue Talisman |

| | |
|-----|-------------------|
| 1F8 | Talisman |
| 148 | Battle Rune |
| 158 | Mystical Rune |
| 398 | Mana Earring |
| 228 | Fight Rune |
| 208 | Elven Boots |
| 590 | Nightmare Boots |
| 218 | Iron Boots |
| 5A0 | Persian Boots |
| 2A8 | Rabbit's Foot |
| 640 | Nymph's Ring |
| 630 | Salamander's Ring |
| 1E8 | Reverse Doll |
| 600 | Armlet |
| 1B8 | Wool Mantle |
| 550 | Elven Mantle |
| 298 | White Mist |
| 5B0 | Mist Rune |
| 650 | Combo Command |
| 3A8 | Jet Boots |
| 3F8 | Sorcerer's Ring |
| 1D8 | Dark Seal |
| 570 | Demon Seal |
| 0F8 | Magic Pouch |
| 4F0 | Magical Pouch |
| 5F0 | Dedis Emblem |

SUPPLY IDs

| <u>PAR VALUE</u> | <u>ITEM NAME</u> |
|------------------|------------------|
| F20 | Apple Gummy |
| 3D0 | Lemon Gummy |
| F30 | Orange Gummy |
| 3E0 | Pine Gummy |
| F40 | Mixed Gummy |
| 3F0 | Miracle Gummy |
| F00 | Medicine Bottle |
| F10 | Remedy Bottle |
| FB0 | Elixir |
| EC0 | Life Bottle |
| EE0 | Flare Bottle |
| EA0 | Spy Lens |
| EB0 | Hourglass |
| 440 | Chrono Glass |
| F60 | Sage |
| 410 | Red Sage |
| F50 | Savory |
| 400 | Red Savory |
| F70 | Lavender |
| 420 | Red Lavender |
| F80 | Verbena |
| 430 | Red Verbena |
| 108 | Lipstick |
| ED0 | Charm Bottle |
| 450 | Lotus Perfume |
| 660 | Basilisk Egg |
| 2F8 | Cat's Eye |

| | |
|-----|---------------|
| 308 | Ivory Tusk |
| 318 | Whale Meat |
| 328 | Yellow Cake |
| 338 | Sake |
| 348 | Guinness |
| 358 | Medicine Herb |
| 368 | S-Flag |
| 378 | Painting |
| 388 | Soup Pot |
| 3D8 | Pick-Axe |
| 3E8 | Rope |
| 620 | Skeleton Key |
| 2B8 | Blue Candle |
| 2C8 | Red Lantern |
| 2D8 | Green Torch |
| F90 | Holy Bottle |
| FA0 | Dark Bottle |
| 0E8 | Scout Orb |
| 118 | Sefira |
| 4E0 | Sefira+1 |
| EF0 | Rune Bottle |
| 2E8 | Combo Counter |
| 128 | Drum Set |
| 5E0 | Mah Jong Tile |

FOOD IDs

| <u>PAR VALUE</u> | <u>ITEM NAME</u> |
|------------------|------------------|
| 088 | Miso |
| 098 | Radish |
| 0C8 | Seaweed |
| 0D8 | Egg |
| 3C8 | Oden |
| 038 | Seafood |
| 4B0 | Tuna |
| 058 | Mackerel |
| 048 | Veggies |
| 0A8 | Pudding |
| 078 | Twinkie |
| 4D0 | Butter |
| FC0 | Bread |
| 470 | Cheese |
| FD0 | Creamy Cheese |
| 068 | Apple |
| 4C0 | Japanese Apple |
| 460 | Burger |
| 480 | Beef |
| 008 | Chicken |
| 028 | Veal |
| 4A0 | Pork Roast |
| 018 | Boar Roast |
| FF0 | Steak |
| FE0 | Sirloin Steak |
| 490 | Dragon Steak |

VI.1 Yume Wa Owaranai Lyrics

Yume Wa Owaranai is the J-Pop song of Tales of Phantasia. The lyrics are for the short version included in the game.

Lyrics by: Syoko Fujibayashi
 Composer: Toshiyuki Sekiguchi
 Arranger: Hiroya Hatsushiba
 Singer: Yukari Yoshida

Mahiro no sora tsuki ga
 Anata no me wo sarau
 Zutto matteta kono toki
 Mo namida owaraseru no akeni

Mabuta tokeru hizashi
 Tooi ase no kioku
 Koko ni mezame no toki oriru

Mitsukete your dream kowarekaketa
 Toki ni umoreta
 Sono chikara ni kizuite

Mitsukete your dream doko e itemo
 Kikoeteru omoi tsutai kiss kiss kiss

VI.2 Norse Mythology in Tales of Phantasia

Tales of Phantasia has a lot of Norse Mythology, this section will try to cover as much of it as possible, please send any other info you can add.

Fenrir - A wolf son of Loki. It reached Asgard (the world of the gods) and had to be bound. The Gods tried many times to control him, but the wolf broke all fetters, until the Gods used a fetter called Gleipnir, which had been made by dwarves. Sadly the God Tyr lost his hand in the process. Fenrir will break free during Ragnarok and devour Odin. In Tales of Phantasia, Fenrir is one of the ancient civilizations that destroyed each other long ago.

- Gungnir - Odin's spear, made by the dwarves, it never missed it's mark. In Tales of Phantasia the Gungnir is the weapon given to Cless after the party saves the prince of Alvanista from Dhaos' control.
- Heimdall - The god who guards the rainbow bridge called Bifrost, which connects the realm of gods (Asgard) with the realm of humans (Midgard). He was chosen to be guard for his incredible talents: being able to hear the the grass as it grows and seeing hundreds of miles even in darkness. In Tales of Phantasia, Heimdall is the name of the place inside the Treant's Forest where Origin resides.
- Midgard - The world of mankind in Norse mythology. Midgar means middle earth or middle garden, it was created by Odin and his brother's out of the eyebrows of the defeated giant Ymir. Actually, in Japanese, the name of the city is written like Mid Galds, but judging by the amount of references to Norse Mythology in the game, Midgard seems more sensible.
- Odin - The highest of the Norse gods. He possessed a spear which never missed it's mark, called Gungnir, a horse with eight legs which could run through the seas and the skies and a magic ring which created nine of itself each night. Odin once hanged himself on the Yggdrasill for nine nights to learn the runes, he also gave up one of his eyes for wisdom. Odin would die during Ragnarok, swallowed by the Fenris Wolf, but even knowing that, he chose to battle. In Tales of Phantasia Odin is one of the three civilizations that destroyed each other long ago (together with Thor and Fenris).
- Ragnarok - The end and the beginning of the world. The Fenris wolf locked by the gods shall break free and swallow Odin, the nine worlds under the Yggdrasill will be destroyed, the sun and the moon will be swallowed, leaving the world in absolute darkness. After the battle, Odin's sons shall reappear and the world shall flourish again.
- Sleipnir - Odin's eight legged horse. Sleipnir could run through the seas and the skies. This horse was the offspring of Loki, a Giant that lived with the Gods until he killed Odin's son and was bound until Ragnarok. Sleipnir is a personification of the wind and his eight legs represent the eight cardinal points (N, E, S, W, N-W, N-E, S-E and S-W). Sleipnir is not actually in the game, but he should. Near the middle of the game, you get to ride on Odin's horse, but you are given a Pegasus for some reason. However, Sleipnir does appear in some art of the game, like the image in the package.
- Thor - The God of Thunder, he possessed the mighty hammer

Mjollnir, which was so powerful that he needed a steel gauntlet and a belt that gave him strength (the tighter he pulled it, the more powerful he got). Thor would be at Odin's side during Ragnarok, but he could not save Odin, for his hands would be full fighting the Midgar Serpent. Thor would defeat the Serpent, but he would die after walking nine steps. In Tales of Phantasia, Thor is one of the ancient civilizations, it was sunk into the sea by a meteor when the war between Odin and Fenrir was just beginning.

Valhalla - The place where Odin gathered the dead warriors chosen by the Valkyries. The Valhalla Plains are named after this place in the game.

Valkyrie - They were female warriors which served the slain warriors in the Valhalla. They are sent by Odin to battles and they choose the warriors to die in battles and join Odin's Army. In Tales of Phantasia Valkyrie is one of Mint's spells, it summons a Valkyrie which raises the party's attack power. Also, the person who lets you ride on Odin's horse near the middle of the game is a Valkyrie.

Yggdrasill - It's the World Tree, it keeps the world's balance. The Tree keeps the many worlds of the Norse Mythology, Midgar (the realm of humans) in the middle, Asgard (the realm of gods) at the top, at the bottom is Nifelheim, also called Hel by some people (the land of the dead). In Tales of Phantasia the Yggdrasill is more like the Mana Tree, if the tree dies the magic disappears, but in Norse Mythology the Yggdrasill is the universe itself, so if the tree dies there is no more world.

Ymir - The first Giant to exist. He was killed by Odin and his brothers. The blood spilt drowned almost the whole race of Giants. After the battle Odin and his brothers used Ymir's body to make the world, his blood became the sea and lakes, his flesh became earth, his skull became the sky, his hair became the trees, and so on. In Tales of Phantasia, Ymir is the name of a forest.

VI.3- Some Other Interesting Things

Euclid - Famous Greek mathematician, considered father of the Geometry. He lived about 300 years before Christ. In Tales of Phantasia, Euclid is the name of a city, more exactly the one in which Klarth lives.

Moria - In 'Lord of the Rings' (a book by J.R.R. Tolkien), the

Dwarves lived in the Moria Mines. They dug up mithril in the mine until the excavations released a demon called Balrog. Most of the dwarves were killed and the rest were expelled by Balrog. In Tales of Phantasia, there's a dungeon where the Dwarves used to live. It is called Moria Gallery... Note that Moria is also the name of the mount where Abraham was supposed to sacrifice his son, Isaac.

- Treant - A mythical creature, better known as an Ent, that resembles a large and moving tree. (I think the first "appearance" of this creature is in JRR Tolkien's "Lord of the Rings"). In Tales of Phantasia, there's a forest named after this being.
- Sylph - Paracelsus, a 16th century alchemist, believed that Sylphs were elemental beings without a soul, inhabiting the air and influencing Man's temperament (usually badly). Other definitions just say a Sylph is a nymph of the air. In Tales of Phantasia, Sylph is one of the four Elemental Spirits that make a contract with Klarth.
- Undine - A nymph of the water. In Tales of Phantasia, Undine is one of the four Elemental Spirits that make a contract with Klarth.
- Ifrit - A fire elemental or djinn in Arabic mythology. In Tales of Phantasia, Ifrit is one of the four Elemental Spirits that make contracts with Klarth.
- Gnome - A fantastic creature thought to have the figure of a dwarf. They are said to work on the veins of metal in the mines. In Tales of Phantasia, Gnome is one of the four Elemental Spirits that make contracts with Klarth.
- Maxwell - James Clerk Maxwell, a Scottish Physicist whose main works was 'Electricity and Magnetism'. Mr. Maxwell said once that if a small being could use low and high energy particles to transport itself by creating a cushion of hot air, it would be able to achieve perpetual motion.
- 'Maxwell's Demon' was theorized by James Clerk Maxwell. The theoretical power of 'Maxwell's Demon' is to control the supposedly-random movement of atomic particles across a boundary (e.g. between 2 sealed chambers); thus in ToP Maxwell (when summoned) appears as a number of randomly-bouncing "atomic-looking" particles.
- Luna - Luna means 'Moon' in Latin (and in its derivatives, such as Spanish). In Tales of Phantasia, Luna is the name of one of the spirits that make a contract with

Klarth. She lives in the Tower of the Twelve Stars with her helper Artemis.

- Artemis - The Greek goddess of hunting. She was the twin sister of Apollo and daughter of Zeus. She never married, nor had a partner. She was also the goddess of childbirth because she is said to have helped her mother as a midwife during the birth of her brother. Artemis was also a moon deity and Apollo's counterpart. Apollo's arrows represented sun light, while Artemis' where the moon light. The Romans identified Artemis with Diana. In Tales of Phantasia, Artemis is the name of Luna's helper.
- Dwarf - They are small only because they are accustomed to lifestyles underground in low caverns. They have excellent night vision, plus they have great strength and can generally hit harder than a normal human. Most are also machinery-inclined, making them very competent engineers, blacksmiths and the like (Origin, God of Dwarves in ToP, embodies this principle very well, see how easily he forges the sword and fixes the rings?) However, contrary to ToP, Dwarves are not magically-inclined and generally shun magic. They produce high quality weapons, but they almost never produce enchanted ones, only Gnomes are an exception.
- Banshee - In Gaelic mythology, a female spirit whose screeching foreshadows death. In Tales of Phantasia, the Banshees are just enemies you meet.
- Basilisk - Also known as Cockatrice, a reptile that had the body of a bird and the tail of a snake. The Greeks and Romans thought that looking into this monster's eyes was fatal. In Tales of Phantasia, the Basilisk is just enemy you meet.
- Cerberus - The dog with three heads and the tail of a snake that guarded the land of death. Cerberus would prevent dead people from escaping while keeping the living outside (just in case someone wanted to enter for some obscure reason ^_^). In Tales of Phantasia, Cerberus is just another enemy.
- Charon - Bargeman who operated the boat that transports the souls of dead people to the underworld. In Tales of Phantasia, Charons are normal enemies.
- Chimera - An imaginary monster with the head of a lion, the body of a goat and the tail of a dragon. In Tales of Phantasia, a Chimera is just an enemy.
- Gorgon - In Greek mythology, woman with snakes instead of hair,

who turned men who looked at them into stone. In Tales of Phantasia, the Gorgons are just enemies you meet.

- Harpy - In Greek mythology monsters with the heads of old women and the bodies of birds. They were very fierce and vengeful. In Tales of Phantasia the Harpies are just enemies you meet.

- Mandrake - A poisonous plant. Its thick roots remind the form of a human. This was probably the source of many Medieval myths, such as such as believing it to be an evil plant which brought luck to thieves and enlightened sorcerers. The Mandrake is just an enemy in Tales of Phantasia

- Seraphim - In the Bible and Hebrew mythology, a particular class of angel. In Tales of Phantasia, Seraphim in just an enemy.

- Wyvern - A Dragon with four limbs (two wings and two legs, that is). In Tales of Phantasia, the Wyvern is the monster who guards the treasures of the Dwarves at the bottom of the Moria Gallery.

- Lilith - According to a Hebrew legend, Lilith was Adam's first wife. Because she wanted to be Adam's equal, he banished her from the Garden of Eden, and she then consorted with demons, even breeding hideous half-demons. God then created a woman in front of Adam, part by part. When she was finished, Adam rejected her, as he had seen the rather crude creation process. God was forced to destroy this woman without even giving her a name and finally gave Eve to Adam. In Tales of Phantasia, Lilith is the name of Edward Morrison's wife.

- Livingston - Dr. David Livingstone was a famous man who went through and discovered the deep jungles of Africa. He found quite a few medicines and foods, and some interesting places. When he disappeared, the New York Herald sent a reporter called Henry Stanley to look for him. The names were somehow combined to create Dr. Stanley Livingston, who creates the Airbirds in ToP.

- Maria - She is Cless' mother in Tales of Phantasia. Maria is the Spanish for Mary, just like the mother of Jesus in Christianity. However, I don't think Cless' mother's name has any real meaning (or at least, not a meaning related to this).

- Miguel - Cless' father in Tales of Phantasia. Miguel means Michael in Spanish. Michael is the name of one of the

three Archangels mentioned in the Bible. He is the one to defeat Satan in the Apocalypse. He also referred to as the 'Prince of the Heavenly Army' sometimes. Being a warrior, he is usually represented in art wearing an armor and using his sword to defeat Satan.

Flamberge - Also referred to as the Flamberg or Flammberg. The Flamberge is a form of the two-handed sword popular in Germany between the 15th and 17th centuries with a wavy, flame-like blade (the purpose of this is not clear as there is no demonstrated advantage to such an edge). Often, the Flamberge was used as a court weapon; since undulating blade was far more attractive than a plain blade. In Tales of Phantasia, Flamberge is the name of the legendary weapon of the ancient nation of Odin.

Mah Jongg - A game originated in China in which four people play. There 152 tiles (or blocks) with certain designs (also called suits and combinations). The game's actual objective is to complete a winning hand combination; that combination is called the Mah Jongg. It like a card game of sorts. The blocks are designed like one to nine of sticks, one to nine of balls, etc. The winning hand combinations may vary. In ToP, there's an item called Mah Jhong, that makes Mah Jongg pieces fall on the enemies when you use it in battle.

Vorpall - The Vorpall Sword appeared in the book 'Through the Looking Glass' by Lewis Carroll, as part of the famous poem 'Jabberwocky'. Many of the words in this poem were made up by Carroll, and 'Vorpall' is no exception. However, unlike the others, it holds no clear meaning; Carroll himself said: "I am afraid I can't explain 'Vorpall Blade'...". In Tales of Phantasia, Vorpall is the name of the legendary weapon of the ancient nation of Fenrir.

VI.4- Voice Actors

I got the inspiration for this section from a Tales of Destiny guide. This information could be especially interesting for those who like anime. All the information here is from Hitoshi Doi's Seiyuu Database, which is huge. I was surprised about the information I found.

The list of the works the seiyuus have done is not by any means complete, I only listed the series and games I have heard about and consider important. If you think that I'm missing a significant anime or game which involves them, just let me know.

NOTE: 'Anime' is the name for Japanese Cartoons. With the information for each Seiyuu (Japanese voice actor) is a list of some of the animes they have worked in.

Takeshi Kusao

Character: Cless Alvein and Chester Barklight

General Info: Kusao Takeshi was born on November 20th in Saitama. His blood type is B. He is 165 cm tall and weighs 58 kg. His three sizes are 88-76-87. His shoe size is 25.5 cm. He works for Aoni Production.

Anime:

- 'Dragon Ball Z' as Trunks
- 'Gundam F-91' as Drell Rona
- 'Kareishi Kanojo no Jijou' as Mirazawa Hiroyuki
- 'Record of Lodoss War' as Parn
- 'Saint Seiya' as Wolf Nachi
- 'Shoujo Kakumei Utena' as Saionji Kyouichi
- 'Slam Dunk' as Sakuragi Hanamichi
- 'Video Girl Ai' as Moteuchi Youta

Games:

- 'Langrisser' I and II for the PSX as Erwin
- 'Tales of Phantasia' for the PSX as Cless Alvein

Satomi Koorogi

Character: Mint Adnade

General Info: Koorogi Satomi was born on November 14th, 1966 in Tokyo. Her true name is Kourogi Satomi. Her blood type is A. She is 146 cm tall and weighs 37 kg. She works for Production Baobab.

Anime:

- 'Kimagure Orange Road' as Chie
- 'Love Hina' as Moe (episode 20)
- 'Macross 7' as Pedro
- 'Pocket Monsters' (AKA Pokemon) as Togepi
- 'Rayearth' as Sera (episode 15)
- 'RG Veda' as Aizen
- 'V Gundam' as Suzy Lilane, Karuruman Dukartus and Connie Francis
- 'Virtua Fighter' as Liliana

Games:

- 'Magic Knight Rayearth' for the Sega Saturn as Sara
- 'Puyo Puyo-n' for the Dreamcast as Harpy

Kazuhiko Inoue

Character: Klarth F. Lester and Tornix D. Morrison

General Info: Inoue Kazuhiko was born on March 26th, 1954 in Yokohama, Kanagawa. His blood type is O. He is 173 cm tall and weighs 67 kg. His shoe size is 26.5 cm. He works for Ohsawa Jimusho.

Anime:

- 'Blue Seed' as Kusanagi Mamoru
- 'Candy Candy' as Anthony
- 'Captain Tsubasa' as Carlos Santana
- 'Fushigi Yuugi' as Rokou
- 'Ranma 1/2' as Sanzenin Mikado
- 'Shoujo Kakumei Utena: Adolescence' as Saionji Kyouichi
- 'Urusei Yatsura' as Ozuno Tsubame
- 'X' as Kigai Yuuto
- 'Z Gundam' as Jerid Mesa

Games:

- 'Langrisser' I and II for the PSX as Lance
- 'Tales of Phantasia' for the PSX as Klarth F. Lester

Mika Kanai

Character: Arche Klaine

General Info: Kanai Mika was born on March 18th, 1964 in Tokyo. Her true name is Yamadera Mika Her blood type is O. She is 154 cm tall and weighs 38 kg. Her three sizes are 78-56-79. Her shoe size is 22 cm. She works for Ken Productions.

Anime:

- 'Gundam X' as Tifa Adelle
- 'Pocket Monsters' (AKA Pokemon) as Purin, Mariru and Chikolita
- 'Ranma 1/2' as the panda in the drawing
- 'Sailor Moon' as Shiratori Mikan
- 'Sailor Moon S' as Mimete
- 'SD Gundam' as Fairy Kikka
- 'Sonic The Hedgehog' as Sara

Games:

- 'Langrisser III' for the Sega Saturn as Tialis
- 'Tales of Phantasia' for the PSX as Arche Klaine

Kaneto Shiozawa

Character: Dhaos

General Info: Shiozawa Kaneto was born on January 28th, 1954 in Tokyo. His blood type is A. His true name is Shiozawa Toshikazu. He works for Aoni Production. He passed away on 2000/05/10.

Anime:

- 'Bubble Gum Crisis' as Gibson (episode 4)
- 'Detective Conan' as Detective Shiratori
- 'Dragon Half' as Rosario
- 'Dragon Ball GT' as San Shin Long
- 'Ellcia' as Felkis
- 'Gundam' as Cameron Bloom and Ma Kube
- 'Fushigi no Umi no Nadia' as Emperor Neo
- 'Sailor Moon R' as Prince Demando
- 'Saint Seiya' as Aries Mu

Games:

- 'Langrisser' I and II for the PSX as Bozel
- 'Langrisser IV' for the Sega Saturn as the mysterious magician
- 'Metal Gear Solid' as Ninja (Gray Fox)
- 'Tales of Phantasia' for the PSX as Dhaos

VI.5- Extra Tactics

BOSS: Ifrit

EXTRA TACTIC (from Patrick Claypool):

When the fight started, I had Arche set on her water spells (you know, Ice Needle and Ice Tornado) and Cless was equipped with an Ice Scimitar (gotten from Meia). I had Cless mostly use Psion Kick and Psion Storm, Mint do healing, and Klarth summon Sylphs (I only

had Sylphs, because I had decided to get Ifrit first). I used Psion Storm and Psion Kick, they were VERY effective. Arche favored the Ice Tornado spell, and used it a bunch on Ifrit. after a few minutes, Ifrit was dead.

BOSS: Gnome

EXTRA TACTIC (from Patrick Claypool):

When the fight started, Gnome launched straight into his Rocket Attack. When he came up, Mint had a Hammer on him, and Arche used her Fire Wall spell (very effective). Then Cless used Tiger Teeth, and I repeated this, healing all damage from the Rocket Attack. It took ten minutes, but I gave it to him!

BOSS: Undine

EXTRA TACTIC (from Patrick Claypool):

The fight started, and an energy wave from Undine hit everyone. Arche cast Eruption, taking care of the Red Slug. Cless killed the Calamari, and then went for Undine with Tiger Teeth and Psion Kick, while Klarth summoned Ifrit all the time. Then we pounded on Undine. As soon as a spell, attack, or Spirit had done it's damage, another attack would follow instantaneously. And we beat Undine! Hurrah!

BOSS: Maxwell

EXTRA TACTIC (from Arterion Gothic):

I fought him BEFORE reading any walkthroughs, and I must say, your suggestions are nice, but he's one of those enemies that is really easy if you know how... He is easily pushed to the right-hand wall and doesn't attack all the time. Once he's at the wall, have Cless use the Gale Shield. Since Maxwell cannot be pushed further back, he will inevitably stay in the 'influence area' of the skill, taking lots of hits with quite some damage. When I came up to him the first time, I happened to have the skill in long range slot, pushed him to the corner, used the skill, and won... :)

BOSS: Dhaos (First Time)

EXTRA TACTIC (from Henryjin2001):

I was able to kill Dhaos without killing both Evil Lords, so I didn't have to face all those nasty powerful spells, woohoooo. Well... here is how I did it. Indignation and Luna both affect only those that are on screen where the spell is cast. One of the two Evil Lords has a tendency to get very close to my party. So I just let him, and Dhaos would be just far off screen enough for me not to hit the Evil Lord close to my party, and by the end of the battle, the Evil Lord wasn't even dead yet when Dhaos was!

EXTRA TACTIC (from Tofystedeth)

An easy way to beat Dhaos is to equip a Moon Falux, (just keep fighting Draygens until you get one). Then keep leveling up until you get Fury Slash for Cless and Valkyrie for Mint. Now just go kill all the Evil Lords in the mirrors, it takes 2-3 Fury Slashes

each. Then go fight Dhaos, cast Valkyrie, Acid Rain, and Haste.

This way, Cless does almost as much damage with a Fury Slash (when I fought him about 5500) as Arche does with Indignation (roughly 6000). And Dhaos can't heal all the damage as only half of the damage from the Fury Slash was physical, the rest is light damage b/c you are wielding a Moon Falux. He died in about 45 seconds this way, and I was able to back him into a corner so he didn't get to use any spells.

BOSS: Volt

EXTRA TACTIC (from REMEGSEB@aol.com)

When fighting Volt, I found that Magma Rift hurts him greatly! It makes the battle simple. Get close, have the spellers cast at him, but use Magma Rift. WITHOUT a Flare Bottle, Cless was doing 690+1980 damage total with it (my Cless had 88 Strength and a Hard Cleaver equipped...you gotta love Rune Bottles when used on stat modifying items).

BOSS: Fang Wolf

EXTRA TACTIC (from Fábio Pereira Simões):

When the fight started, F.W. started to launch these ice lances doing a terrible combo about 500 or 600. Of course, Cless died... But I resurrected him using the appropriated item (a S-Flag in my case).

Here's the point. While F.W. was spanking Mint, Cless woke up and used Gale Shield. Fang Wolf was 100% in the field of action of the G.S. and the blue energy started to pierce him in the same amount of damage (500, 600 and even a 700). When Gale Shield was finished, Fang Wolf spanked Mint again giving me time to use another Gale Shield.

The beast died using 3 Gale Shields in this fight. Of course, luck is needed to do it... Maybe letting Cless die and use a resurrection item while F.W. is spanking another character to hit him in the back with the G.S. could make this strategy work.

EXTRA TACTIC (from Flyingfox)

Choose Magma rift and Firebrand as your two SR skills for F.W. Then when FW begins to jump around quickly, let him go over Cless so you are behind FW. After your behind him just use Magma Rift and Firebrand like MAD Use Mint if Klarth gets to a low HP after the ass kicking by FW. To make it easier just keep Fire Storm to aid CLESS. By the way to make this tactic as easy as possible just use the formation given below:

| | | | |
|-------|--------|--|-------|
| Arche | | | |
| Mint | Klarth | | Cless |

EXTRA TACTIC (from Juan Miguel G de Leon):

I arrived at Fang Wolf's arena with Cless and Mint at around Level 58-60. I followed most of your suggestions for the magic users' spells (Arche, Klarth). On Cless I had the very practical Magma Rift; it was very effective on many enemies in this dungeon (especially that annoying green caveman). My formation was the same as well, but I only had one Fairy Ring and one Magical Rune,

both equipped on Arche.

The trick is to let Cless hammer Fang Wolf with the trusty Magma Rift to buy your spellcasters some time. At L60 Magma Rift does around 1000-1100HP damage to Fang Wolf with each hit. It's a lot faster and more effective than the sluggish Gale Shield. With Mint casting Haste on Cless you can deplete Fang Wolf's HP with just the Magma Rift in a fairly short amount of time, while Klarth and Arche kill him with their spells.

BOSS: Dozo and Okiyo

EXTRA TACTIC (from Joab Hwang):

Actually, there is a much easier way to kill Suzu's parents when they appear.

From the start of the battle, just use Soul Strike. Since Soul Strike consists of one hit then Soul Wave, then you teleport back, the ninja's don't even get a chance to hit you because you're just too fast!!!! I did this and I didn't even lose any HP.

BOSS: Neo Dhaos

EXTRA TACTIC (from Patrick Claypool):

When the fight started, Neo Dhaos used his invincible spell. I set Arche and Klarth to passive mode, and Mint into HP over TP mode. I slashed at ND when he was vulnerable, and then I accidentally activated Gale Shield (which was in the Short Range slot). It hadn't been on very long when ND came out of invincible mode. ND and his arm took a beating (a good one)! And I repeated the move, and ND and arm were out of invincible mode for a long time (have Arche cast Meteor Storm and Klarth summon Origin). And I kept using these tactics until he died.

=====
- BEATING THE COLISEUM AT LOW LEVELS -
=====

TACTIC: By Arlieth Tralare

I just got to the Coliseum in Future Euclid, and Cless is at Level 43 with:

- The Moon sword I had since the Twelve Star tower
- All the armor from Midgard (past)
- Moon Crystal (+ 30% TP)
- Persian Boots (+ 30% Defense)

Note: Just to note: I only killed the first 8 guys, not the Wyvern (I tried it... and got HORRIBLY slaughtered).

Essential Skills: Magma Rift and Lionheart.

As long as you've got Magma Rift, you can deal some massive fire damage to all the enemies, until you get to the 8th enemy, that lizard thing.

As for the 7th enemy, the Fe. Golem, use a Flare Bottle and just keep poking the guy with Magma Rift. After a while though, the golem pushed me into the corner so I had to drive it away with 2-hit Tiger attacks. Took a long time, but I was able to parry his special attack with the Magma Rift.

Finally, for the Gorgon, I did Lionheart out of desperation, and WHOA! It stopped the thing from pulling off its Stone Gaze! It did 600 damage, and after that Cless ran back, and so I did Lionheart again. After a while, I had to use a Gummy to restore some TP (one item per round sucks --) and kept charging that Basilisk into the corner. If you have a controller with turbo on it, just leave it on and wait till the basilisk is dead, because Cless runs back just far enough out of range for the Lionheart, and you can't use the tech while running unless you skid first. =P

So it is possible to beat the Coliseum on the first visit to Euclid. The Golem is the hardest enemy there, next to the wyvern.

TACTIC: By Dreams in Digital <fictionn@hotmail.com>

I've been playing Tales of Phantasia for almost a week, I've reached level 53 and my party is just after the second time travel to the future (at 'new' Euclid).

I noticed a tournament holding at Euclid's Castle, and I thought one 'has to' duel on it the first time. After some tries, I got very useful 'tactics' to pass the first 8 rounds suffering only two or three hits! (200-1100 HP). Even though, I haven't found a way to beat Wyvern (the 9th round). I can, at best, hurt it 12,000 - 18,000 HP, not more, and it is 41,000 HP!... a true impossible mission at low levels.

Here you have the details/tricks to defeat the first 8 challengers easily, no matter what level you are. It only matters to follow the tactic, and voila!, you're done.

::[Equip]::

Weap - Damascus

Body - Mithril Mesh

Shld - Fine Shield

Head - Knight Helm

Hand - Gauntlet

Acc1 - Moon Crystal

Acc2 - Jade Ring

Plenty of Flare Bottles (15)

Most of the Equip is sold in the town, the Moon Crystal is a Black Onyx transformed by a Rune Bottle, and the Jade Ring is obtained at Dhaos' Fortress. This is a suggested equip, if you miss something or can't afford it, just keep this in mind when equipping Cless: TP is ALL you need.

::[Skills]::

SRA - Tiger Teeth

SRB - Eir's Love

LRA - Lionheart

LRB - Phoenix

Tiger Teeth and Lionheart skills are INDISPENSABLE. You can choose whatever two other skills, but, in my opinion, Bladestorm and Psion Bolt (and the skills which involves them) are useless.

::[Tactics]::

Round 1 - Bugbear.

Hummm... how can I say?... Hit him!... that's all, loma. He'll die at first hit.

For the rounds 2 to 5, and round 8, we'll use the same tactic, nevertheless, I wrote down some notes for each one.

The tactic is to use ALL THE TIME the Lionheart skill. This is a Long Range skill, so, you MUST keep in mind that the Long Range skill is active only when you are 6-8 bodies away of your enemy, or if you don't see it in the same screen.

Always give one or two steps backwards at the start of any of these battles, thus you'll guarantee that the attack is gonna be a Long Range one, then start attacking.

If you need to use an item, do it ONLY when Cless runs back immediately after 'tackling' the enemy, this way you wont waste time, allowing the enemy to reach you. All of these rounds use the 'touch of death' attacks, this is, even if their attacks does not hurt you considerably, you are defeated when touched. That's for why we use this skill, the Lionheart attack is almost impossible to be stooped, only your delay may allow it. NEVER allow one of these enemies to push you at he end of the screen, if it happens, sorry, you'll have to start over again.

Please remember to keep your distance, if you do it, you'll see how this tournament is a piece of cake. In most cases, you wont see the enemy in the same screen when Cless runs back, this is perfect!... if they don't see you, they wont stop you.

Round 2 - Krakken.

Krakken will try to hit you with it s tentacles, if it does, run away as far as you can and use the Lionheart immediately to push it away (other skills wont stop it). If it knocks you or if it push you to the end of the screen, it'll make an infinite attack using all its tentacles. In other words: Bye-Bye.

If you do the things right, you'll kill it after 10-16 Lionheart attacks (depends on your level). Remember to use the Flare Bottles, specially, remember WHEN to use them,

Round 3 - Mandrake.

The same tactic as above, just take care of not to be more than 6

bodies away from it, if it happens, give a couple of steps forward and continue with your Lionheart attacks. If Cless gets more than 6 bodies away, Mandrake will have the time to put its 'arms' in front of it when the Lionheart attack goes by, and, if touched, you'll be petrified.

Round 4 - Darkvine.

A very easy one with this tactic. It'll absorb your HP while you're near, but it'll be a little amount. It should be killed in 3-5 Lionheart attacks.

Round 5 - Draygen.

The easiest of these 'touch of death' pack, it'll die upon 2-4 Lionheart attacks.

Round 6 - Oak Root.

This is like a 'bonus' round, the Oak Root is so slow that you have time to use an Orange Gummie (pretty sure you'll need it at this moment), an Apple Gummie or the Eir's Love skill for healing. The Phoenix, Lighting Bolt, and all skills that involves them, should kill it in one or two hits. Just push the button and you're done, not even waste a Flare Bottle.

Round 7 - Fe. Golem.

In my opinion, this one is the hardest of all rounds. Unlike the previous battles, here you MUST NOT use the Lionheart attack, unless you want to die. This tactic opposes the 'hit 'n run' of the Lionheart, here you'll use a 'hit-hit-hit-hit..' attack. Finally we'll use the Tiger Teeth, in fact, we'll ONLY use the Tiger Teeth attack.

When the battle starts, walk toward the Fe. Golem, and, when you get 1-2 bodies from him, use the Tiger Teeth skill. Immediately after the second hit, pop up the menu and pick a Flare Bottle. It'll be knocked out every 5-8 Tiger Teeth attacks, whenever this happens, is time to heal, or select a Flare Bottle. If you're ok, then continue with your attacks (it can stay unconscious for 4-6 times consecutively). DO NOT use another attack on him, like Bladestorm, Phoenix, Lighting Bolt, etc.; they're all useless, probably it'll hit you instead.

You'll be always in risk, 'cos if the Tiger Teeth attack fails its two hits, the Fe. Golem will attack, hurting you for about 1100-2000 HP, and 'throw' you to the end of the screen.

Thanks God it's damn slow, so you can recover from unconsciousness and even use the Eir's Love skill in front of him.

This battle needs a lot of synchronization, don't feel bad if you can't the first time, also, don't desperate, if you do things right, eventually, it'll die.

I killed it with about 26-32 Tiger Teeth attacks, using 4 Flare Bottles, and it only hits me once.

Round 8 - Gorgon.

After the long-long and tedious battle against the Fe. Golem, now we're back to the 'hit 'n run' days. The Gorgon is the worst of those enemies with the 'touch of death', if you fail your attack once, it'll paralyze you. If you walk near to it, it'll petrify you, and, if you try to run, it'll reach you (it's extremely faster, not as the

Basilisk you once faced). So, this battle needs the Lionheart 'tactic' of the first rounds, AND the quickness of the battle against the Fe. Golem. This means, give one step backwards, then attack with Lionheart, the Gorgon will run to you and make the 'between-space' shorter. Here comes your synchronization, when Cless runs back, DO NOT wait till he stops, but press the Lionheart skill button when 5-6 bodies away the Gorgon. Now using the items is more difficult, remember to use them ONLY when Cless runs back, if you stop at anytime in this battle, you're dead. It'll die with 16-24 Lionheart attacks.

If you want to try the 9th round, here you have my suggestions.

Round 9 - Wyvern.

I have just one day in this tournament, and, as I dunno what's next, I'll give up beating this 9th Round.

I've hurt it for about 12,000 - 18,000 HP, but it's not even the half of its HP. I'll tell you how to do this, maybe you can defeat it and became the 'master' of this tournament... hehe.

You MUST'VE selected Phoenix and Lionheart skills. When the battle starts, try to reach Cless' corner as soon as possible, then use Phoenix (don't give Wyvern a lot of time or it'll cast an explosion spell that hurts you about 4,000-4,500 HP, and obviously, you'll die).

After the Phoenix attack, use Lionheart, it wont make any damage, but you'll be on the other corner of the screen. There, press L or R to change Cless' direction. Now you're at Wyvern's back, use Phoenix again (twice if you can), and repeat the process: use Lionheart to reach the other corner of the screen, change Cless' direction and use Phoenix again.

Yeah!, I know it may sound stupid, but if you do it fast enough, you can attack it without getting hurt, and, if someone heard your prayers, you can make this attacks 10, maybe 15 times.

TACTIC: By Evan Behar

The Coliseum in Euclid is not all that hard, interestingly enough. I arrived with Cless at level 37 and managed to defeat every enemy, including the Wyvern. Your results may vary: I transformed all my Sage to Red Sage, and even converted some Savory to Red Savory and then to Red Sage, in addition to giving Cless a lot of Red Savory, so Cless's HP was around 6650 and his TP was up in the 800s. That notwithstanding, this is what I hit with:

Techniques:

Short Range: Tiger Teeth, Fury Slash

Long Range: Phoenix, Flare Talon

Flare Talon ended up not being of consequence, but the others were invaluable.

Equipment:

Weapon: Damascus

Armor: Mithril Mesh

Shield: Fine Shield

Head: Knight Helm

Hand: Gauntlet

Acc 1: Battle Rune

Acc 2: Mental Ring

In retrospect, the fairy ring would have really helped by doubling the amount of techniques I could use. Not that with 800 TP I really needed it, but if you have around 200 or 300 it gives you effectively 400 or 600, which is nice.

For reference: Cless's attack was 491 for Slice and 458 for Stab.

I should note that the Damascus was key to winning, because it has no elemental endowment. That's a big plus.

NECESSARY ITEMS: Chrono Glasses. Lots of them.

This is a guide for the first time around only! Also, check to see if the Chrono Glasses work in the Coliseum for you, because it might just be a bug in my copy. If not, you're set. Have fun. :)

Round 1: Bugbear. No help necessary.

Round 2: Krakken - Hit it with Phoenix right away. Keep your distance. Four or five hits of Phoenix will send it away, they do between 1700 and 1900 damage. If it gets too close, hit it with Tiger Teeth to knock it back, it only does about 300 per swipe but it's still useful. If you think you can pull it off, try a Fury Slash for around 1500.

Round 3: Mandrake - Keep your distance and hit it with Phoenix, it does about 1500. If you get too close and it hits you, you could end up a statue, so be careful. If it pins you into a corner, use a Fury Slash, it does around 1900 damage. Three Phoenix's and two Fury Slashes killed it.

Round 4: Darkvine - Use Phoenix Twice. Next.

Round 5: Draygen - If you can pull off a Phoenix, it'll be nearly dead. An extra swipe will kill it, but if you're forced to, you can use Tiger Teeth or Fury Slash to kill it.

Round 6: Oakroot: Phoenix twice again. Next.

Round 7: Fe. Golem - This one is tough, because he's serious. He'll pummel for 2000 damage, and a regular hit does 1200. Fury Slash does the best damage, 1700-1800. 2200 on a critical hit. A regular slash does about 150, and Tiger Teeth hits for 350-400 per swipe. Hit him until he dies and try not to get pummeled to death. Heal if necessary.

Round 8: Gorgon - Easy, just don't use Phoenix or Flare Talon, it will heal it. Use Tiger Teeth to keep it too far for its Stone Gaze (or if you've equipped a Gorgon Amulet, forget the Stone Gaze entirely), and then pound it with a Fury Slash. It has a mean 21850 HP, and a Fury Slash does about 1700, but keep at it and it'll die eventually.

Final Boss: Wyvern - This is where those Chrono Glasses come in handy. Maybe it's a bug in my game, but I was allowed to use the Chrono Glass. Phoenix hits for 1001 damage, so what do you do? Use a Chrono Glass. Phoenix until it wears off. Use another. Lather, rinse, repeat. It'll die.

TACTIC: By Jean-François Duret

I beat the coliseum at level 54 the first time I even got there. My equipment was a Damascus sword, a Plate Mail, a Fine Shield, a Knight Helm, some gauntlet, a Black onyx(30% more hp) and a mental ring. My skills were for short range magma rift and gale shield and my long range skills were Eir's love(you know, the one that heals HP) and Lionheart.

My strategy is pretty simple, I just used the 4 Hourglasses and the awesome power of Gale Shield. I just let the wyvern approach me and then used a Hourglass to pass behind him and cast a first Gale Shield. Once it was stuck in the corner I used Gale Shield again and again. All you have to do is repeat the Hourglass-Gale Shield combo until it dies.

TACTIC: By Tofystedeth

This is how I beat the coliseum almost immediately after arriving at the future. First I went to Venezia and bought the Hard Cleaver (this axe has HUGE slashing damage). Then I equipped a Battle Rune (this is really the only essential accessory, though a Black Onyx could be useful too). Then I fought as far as I could through the coliseum to level up Cless. He was at that point about level 52. The skills that are absolutely essential are: Fury Slash (as I have found that there are very few enemies that are immune to being hit really hard with a sharp heavy object) and Magma Rift for short range, and Earth's Rage and Lightning Bolt for long.

On enemies like the Krakken, tree enemies, and plant enemies, use Earth's Rage, it hurts them really bad. They die very quickly. On the Gorgon use a Flare Bottle immediately then use Fury Slashes, each one should take between 3000 - 5500 damage and kill the Gorgon very quickly. The Fury Slash also keeps you just out of range of the petrification and really long teeth moves. On enemies like the Fe Golem, Solomond and others, just keep doing simple slashes until you back them into a corner. Just keep up a steady rhythm of slashing and they should never get to attack (once on the Fe Golem I managed to jump over him when I did a jump slash, and ended up basically in the same place as him, he was a little behind me, so I just keep slashing and managed to hit him and he never got to do anything).

Q - The Captain of the ship that is supposed to take me to Demitel's Island won't take me there, why?

A - You probably forgot to talk to the people in the City Hall of Venezia. You MUST listen to a conversation between two people who mention that Demitel used to live in the city, but he works in an island to the west now.

Q - The ship that is supposed to take me to Undine's Cavern will only take me to Demitel's Island, why is that?

A - Just like when you have to go to Demitel's Island for the first time, you must talk to a certain person, so your characters know where to go and tell the Captain. You have to talk to a person in Alvanista's Magic Research Lab, the one who mentions the location of Undine's Cavern.

Q - I can't get the Eruption spell from Lenios!

A - I hadn't noticed this before, but you MUST talk to Lenios' twin brother in Venezia's City Hall, and THEN talk to Lenios himself. Only then he will notice Arche is a magician and give her the book of spells.

Q - My party won't separate at White Forest and I can't find the Unicorn! Mint dreamed about her childhood and told the party, yet nothing happens.

A - In order to have Mint and Arche separate at the White Forest, you MUST talk to a woman who mentions that the Unicorn will only appear before pure girls. This woman can be found in the northern half of Midgard.

Q - I'm stuck at Volt's Cave! In the big room with the invisible barrier, where you have to run to get through a door. I get to the door while it is still open, but I can't go through, how come?

A - This has been happening to an increasing number of people lately. I really don't know what the problem is (probably just a corrupted ROM), but I do have a solution: Standing right below the door, use this code: 7E2145B9 and walk through the door (literally). STOP RIGHT AFTER THAT, or you will get stuck in the wall. Now turn the code off and just walk right a bit and use the door to leave the room normally.

VII.3- Patch Related Questions

Q - Where can I get the Patch?

A - You can get a copy from De-Jap's site at <dejap.zsnes.com>.

GameFAQs - For publishing my FAQ of course! Thanks a lot!
<www.gamefaqs.com>

Al Amaloo - For publishing this FAQ on his personal server,
<www.gameadvice.com>

De-Jap - For translating the game, of course! Also, they
allowed me to put pieces of the script in the FAQ.
Thanks a lot, guys! You can visit their site at
<dejap.zsnes.com>

Diego Campano - For pointing out a mistake in the FAQ about what
Elwyn's father says and some other things.

Ângelo Braz - For caring enough to point out a few misspells and
insisting about them when I thought he was wrong!
Really, thanks a lot, Ângelo.

Alexiyies - For pointing out something about ROMs and legal
stuff, thanks a lot. Oh yeah, and for explaining
the meaning of a certain expression ^_^

Frosty840 - For giving me the probable reasons for Tales of
Phantasia not being released in America and for
his support.

Arterion Gothic - For sending a tactic to defeat Maxwell.

Dragonmaxter - For pointing out a mistake in section 3.3 of Part
I.

Stefan Zammit - Super special thanks to him: For sending the
meaning of 'Artemis', 'Ifrit', 'Harpy', 'Sylph',
'Basilisk', 'Lilith' and 'Moria' for section VI.3
(Part II). He also sent many corrections for both
grammar and orthography. Finally, he is working on
the HTML version of the FAQ. Truly, more than a
contributor, a friend.

Tyson Anderson - For pointing out that I hadn't put the classical
cheat to get lots of Gald for section VI.2 and for
making me notice a glitch produced by turning off
the 'No Random Battles' code while in a town or
area where there are usually no battles.

Sam Chen - For making me notice a mistake regarding where to
place the Elemental Spirits in the 10th level of
the Moria Gallery.

Chris Morgan - I can't thank him enough! He sent the Item
Modification Codes. Actually, more than 75% of
the cheats file available at Gamefaqs is his
work. Pretty amazing for a contribution, isn't it?
Again, THANKS A MILLION!

Jeay-Thomas PEGUY - For telling me that you get 50,000 Gald from the
king of Midgard if you defeat the boss at the
Valhalla Plains in less than one day (see section
3.20).

- Seventh Force X - For giving me the idea of making the Skill Master codes and for sending his Infinite TP codes (although I had added my own some time before).
- Kimura Soichiro - For pointing out a mistake the Moria Gallery walkthrough (see section 3.15).
- Jeffrey Tam - For allowing me to use his great Skill Activation Codes and his list of PAR values for the Item Modification codes. THANKS A LOT!
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- Larry Leow - For sending tons of useful bits of information, as well as the definition of 'Dwarf' for section VI.3 of Part II
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- Arlieth Tralare - For sending a tactic to win at the coliseum at low levels.
- Fábio P. Simões - For sending a tactic to defeat the Fang Wolf.
- Nathan J. Britton - For sending several corrections for expressions.
- Sparrowhawk - For some information on 'Maxwell' and 'Seraphim' for sections VI.2 and VI.3 and for some other suggestions.
- Bonehead - For telling me about two chests at the Treant's Forest that I had missed.
- Giovanni Marcon - For telling me about the happy ending to Elwyn and Nancy's story.
- Jez - For the information on 'Mah Jongg' for section VI.3.
- Joe.J.Glogowski - For finally confirming that the backup of games IS legal.
- Daniel Orner - For allowing me to use some information from his Tales of Phantasia Shrine. You can visit the Shrine at <http://s2.rpgclassics.com/top/>.
- Joab Hwang - For sending his tactic to defeat Dozo and Okiyo (see section VI.5).
- Dreams in Digital - For sending a detailed tactic for the Coliseum (see section VI.5).
- Flyingfox - For sending a strategy for Fang Wolf (see section

VI.5).

- Patrick Claypool - For sending a strategy to defeat Neo Dhaos, Ifrit, Gnome and Undine (see section VI.5).
- Juan M. G de Leon - For sending his strategy to defeat Fang Wolf (see section VI.5).
- Eon Dreamer - For a little bit of info about Mount Moria (see section VI.3).
- Evan Behar - For sending his strategy for the Coliseum (see section VI.5).
- Jean-F. Duret - For sending his strategy for the Coliseum (see section VI.5).
- Philip1701 - For some info on 'Luna' for section VI.3.
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- Xinyu Li - For a small correction regarding Dr. Livingstone for section VI.3.
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- Tofystedeth - For two strategies for section VI.5.
- REMEGSEB@aol.com - For sending s strategy for Volt (see section VI.5).
- Lord Niko - For translating the FAQ into French!
- Greg Davis - For hosting the FAQ at his site, The RPG Realm <www.rpgrealm.com>.

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