

Tales of Phantasia FAQ/Walkthrough

by Dan Orner

Updated to v1.2 on May 21, 2000

Welcome to the Tales Of Phantasia FAQ! v1.2

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I. VERSION HISTORY

v1.0: FAQ created.

v1.1: Added info about BEANS (I found it out all by myself! *_^*)

A few more minor corrections like the (Broken Bracelet) Rare Item.

v1.2: Replaced the ? marks in the Monsters section with the real messages.

Added a monster section for Nome's Cave in the past.

Added description of the (Broken Bracelet) Rare Item.

Added the DEMON and FLY accessories, thanks to the hacked SRM file sent to me by Cyrus Rodgers (croddgers@uclink.berkeley.edu). He also provided the usage for the ICECHARM accessory.

Found one more PRETTY glove. *_^*_

Just fixed up the FAQ generally.

II. INTRODUCTION

Hello, and welcome! Before we start, a few things. Firstly, this FAQ is not a complete and definitive document on ToP; e.g., it does not contain a walkthrough. For that, I suggest you take in the two existing FAQs. The first one, by Mike Gregerson and Alex M. Lazara (<http://blitznine.simplenet.com/taichou/ToP/>) has excellent overviews of the game and some extra info that the walkthrough, by Luke Drelick (ldrelick@acsu.buffalo.edu) doesn't have. Both of these documents, as well as the most recent version of this FAQ, can be found at <http://www.gamefaqs.com/> .

Finally: I have not played, and probably will not ever play, the PlayStation (PSX) version of this game. There are MANY differences which will not be covered in this FAQ. Any questions regarding that version are wasted effort!

---Emulator/ROM information

Although ToP was never released in the US, it can now be found as an emulated game for your PC! (The legality of this entire setup is a fiercely debated issue, but frankly, there's not a lot of chance of anyone buying a four-year-old Japanese RPG for Super Nintendo anywhere. So enjoy!)

You need three things to thoroughly enjoy this title. First, you'll need the emulator (think of it as the SNES system); my preference can be found at <http://www.zsnes.com/>. Next you'll need the game, called a ROM file; there are many emulator sites out there, but one of the most reliable seems to be at <http://www.plasticman.org/emu/> . Navigate your way through the site (click on SNES ROMs, then RPG ROMs).

Finally, you can find a partial translation patch online. Although a full translation patch, if it ever comes, will take a LONG time to be finished, this one puts all the menu options, items, and enemies in simple English. This patch was used in writing this FAQ, but there should be enough information here even if you're playing without it. The latest version of the patch (1.77) can be found at TransTech's home page at:

<http://www.geocities.com/TimesSquare/Cavern/6462/> .

One last thing you'll need is either a program called Ips.exe or Snestool; you can get Snestool at the same place you got the ROM (click on Utilities).

Just one note: You'll need a nice amount of RAM to run this game properly; I think it's the biggest ROM anywhere, clocking in at about 4.5 meg! Sometimes the ZSNES program will just quit without being able to load the ROM; try restarting your computer if that happens and try again.

---About The Author

Dan Orner (omegaonyx@geocities.com) is the author of several RPG FAQs, including Final Fantasy 3j, FF4j, FF8, Sailor Moon: Another Story, SaGa Frontier, and Discworld II.

He's also the webmaster of one of the largest FFsites in existence, the Final Fantasy Compendium, which you might like to check out at <http://www.rpgclassics.com/ffcompendium/> .

---About The Translator

The talented Nora Stevens is better known as the Impresaria of the Opera House, which contains all the lyrics to Final Fantasy songs, and then some. She provided all of the translations for in-game descriptions found in this FAQ, as well as the messages from the monster stats. She has a BA in Japanese language and literature, and another BA in linguistics, both from the University of Michigan. Visit the Opera House at: <http://www-personal.umich.edu/~nstevens/fflyrics.html>

---Terminology (How To Read This FAQ)

Throughout this FAQ you will see several things which mean something specific, although the term itself is ambiguous. To whit, here is what you will see:

"Found" means that an item is found in a blue or red treasure chest, or in a beige sack. "Received" means that it is gotten by talking to someone or through some other means.

The RUNE! item can change another item; for example, use it on a CHARM! item to change it to a MIRACJAM. I will say that CHARM! "becomes" a MIRACJAM and that MIRACJAM is "modified" from CHARM!. I will not specify that the means of "becoming" and "modifying" is the RUNE! item; that's self-explanatory from now on. See the Rune Bottle part of Section X for a complete list of modifications.

Every item has its own "Price". This price is innate to that item and does not change (besides for the trading items). Whenever an item is sold in a shop, by default it is sold for double its Price. If a CHARM! item is used before entering the shop, it will be sold for 5/3 its Price; if a MIRACJAM was used, it will be sold for exactly its Price. If the MAG ROUG item was used, it will be sold for about 1.08 times its Price. Whichever of these items was used last determines the price you'll have to pay in the shop (in other words, you can't use two MIRACJAMs to get a 75% discount!)

If you see a (TH) after a place where you can find an item, that means that the item is found inside the Treasure Hunt (see next section, Specific Item Locations).

ALL places are Past unless specified, or unless they only exist in the Present or Future (e.g. Freezekill, Underground Temple, etc.) Also, if (TH) is listed next to an item, it refers to the Treasure Hunt (see Specific Item Locations, next) and thus the place must be in the Future.

Whenever I describe a format (for the item/armor/weapon lists), things you see as regular words ALWAYS appear as those words. Things in [] square brackets is the DEFINITION of what you will see. Things in {} curly braces may or may not appear depending on whether or not it pertains to each specific item in the list. () brackets appear as they are. An example: {[Extended Name / Name appearing in other FAQs]}

means that this entire sentence may or may not appear; when it does, it will be enclosed in () brackets, and the specific name for the item will appear inside the () brackets. To complete the example, two entries for this line are:

BASILISK

BOURB (Velbain)

If you see comments in [] brackets inside Descriptions, they're mine unless noted by an "N.S.", in which case they're Nora's. 8-)

---Specific Item Locations

Alvanista Race: In both Past and Future Alvanista, you can race a kid inside the town. (In both towns, the race follows the same path.) However, you can only win three times. In Past Alvanista, you can choose from a CATEYE, GOODBEEF, FAMEFACE, or LONG sword. In the Future, you can choose from FLAG, SILVER (hood), FLARE bow, and SELF-S bow. In each town, you can win three times. Choose carefully!

My personal suggestion is to get three CATEYEs and three FLAGS. The rest of the prizes can be received from unlimited sources elsewhere, while those items cannot.

Treasure Hunt: Once you've entered Dhaos's Castle in the Future, you can start collecting treasure from around the globe. Enter the bar in Freezekill and talk to Graham at the left of the bar to get the BOOK rare item. Now, fly around and land everywhere! There will be all kinds of free items and goodies around; there's absolutely no reason not to do it! There are a total of 22 hidden locations; for a complete list (although for some reason the items sometimes do not match up with the locations) see the Gregerson/Lazara FAQ mentioned at the beginning of this document.

Morlia Gallery: To enter this place in the future, you must be at least at Level 65. See the tips section (Section IX) for more info.

III. ITEM LIST

Item Format

Regular words always appear as is; words in [] are descriptions of what will appear there; and words in {} may or may not appear depending on the item.

[ITEM NAME] {[Extended Name/Name used in other FAQs]}
Appearance: [The way the item looks like in the game]
Description: "[The translated in-game description]"
{[Any clarification/extra effects/other notes on this item]} (Field/Battle)
Price: [Item Price]
{Becomes [ITEM2]}
*
[Methods of obtaining that item]

(Field) means that an item can be used on the field (anywhere not in a battle), (Battle) means that the item can be used in battle, and (Field/Battle) means that it can be used in both. Some items have no direct use, but can be sold or traded for other items.

Item List

APPLE (Apple Gel)
Appearance: Red slime drop.
Description: "A jelly medicine. Apple-flavored drops. Recovers HP by 30 percent of its maximum." (Field/Battle)
Price: 30
Becomes LEMON.

*
2 received by talking to people in Totus.
Dropped by GBEE (Totus Forest), OAKJELY (Jail Cell), GOU (Underground Temple), SKELL (Underground Temple), HARP (Sylph's Mountain), CARDNL (Future Dhaos's Castle). Bought almost everywhere.

BASILISK
Appearance: Yellow rocky scale.
Description: "A scale from the rare beast Basilisk. Is a medicine for a specific ailment."
Refills all HP and TP for one character. Also, 5 of them are needed as part of the storyline. (Field)
Price: 160
*

Dropped by BASIL (Olive Village area), BAS KING (Colosseum/Future Dhaos's Castle).
2 found in Luna's Tower.
1 found in Burning Tower.

BEER

Appearance: Brown beer bottle.

Description: "A type of trading item. Made without added alcohol or sugar, this brew has a bite to it and a characteristic aftertaste."

When used in battle, this refills all HP and TP for one character.

Price: Varies from town to town; best price is Venetia with 220,000

*

1 won from the second Coliseum Battle.

BLUE

Appearance: Blue candle.

Description: "A candle with a blue flame. In a dungeon, your B goes up by one."

If you use this in a dungeon (not on the overworld), the screen is tinted blue.

Using it two more times will tint it more blue. Cannot be used if the screen is already tinted red or green by using the REDLAMP or GREEN items.

Price: 1,000

*

Found in grass field on the northern tip of the Dark Island (TH).

BOURB (Velbain)

Appearance: Green maple leaf.

Description: "A type of healing herb. Raises AGL by 1." (Field)

Price: 750

Becomes BOURBON.

*

1 found in Demitel's Manor.

1 dropped by ARS (boss, Alvanista Castle)

1 found in Morlia Gallery (Past).

1 found in Treant Forest.

1 found in Fenrir Temple.

1 won from the fifth Coliseum battle.

BOURBON (Red Velbain)

Appearance: Red maple leaf.

Description: "A type of healing herb. Raises AGL by 2." (Field)

Price: 1255

Becomes LAVANDER.

*

Modified from BOURB or LAVANDER.

1 won from the fifth Coliseum battle.

CAKE (Aerocake)

Appearance: A yellow wedge of cake.

Description: "A type of trading item. Dangerous: handle with care."

When used in battle, throws an Explode spell at an enemy.

Price: Varies from town to town; best price is Olive Village with 240,000

*

2 found in Morlia Gallery (Past).

1 found in Morlia Gallery (Future) just before 13th floor.

CATEYE

Appearance: Oval, orange gem.

Description: "A type of trading item. A precious stone whose beauty's real value is first understood when placed in the light."

Price: Varies from town to town; best price is Ninja Town with 300,000

*

Up to 3 can be received from winning the race in Past Alvanista.

1 found NE of where Dhaos's Castle used to be (TH).

CHARM!

Appearance: White kettle with a blue drop.

Description: "A magical drug that makes its target look like a nice guy.

Receive a 30% discount at shops." (Field)

This lasts for the duration of one shop session, in which you can buy as many items from the same shop as you wish.

Price: 1,250

Becomes MIRACJAM.

*

1 found in Euclid (Past).

1 found in Ifrit's Volcano.

1 found in Treant Forest.

1 found in Luna's Tower.

1 found in Dhaos's Castle.

1 found in Fenrir Temple.

1 won from the sixth Coliseum battle.

1 found in Dhaos's Castle.

Dropped by NINJ (Ary area) and PICOCL (Olive Village area).

CHRONO (Chronoglass)

Appearance: Elaborate pink hourglass.

Description: "An hourglass belonging to the God of Time. In battle, stops an enemy's movement for a long time."

Price: 3,000

*

Modified from TIMER.

COUNTER (Combo Counter)

Appearance: A square device with "016" in LED lights.

Description: "Turns on customized Combo! displays."

If you have this item, a new option will appear in the option menu, allowing you to turn the combo counter (counts number of hits in one combo) on or off during battle.

Price: 61,278

*

Found in Morlia Gallery (Future) 19th floor.

DARK!

Appearance: Black bottle with a yellow mark.

Description: "A pot full of evil. Draws monsters near."

I.e. raises the rate of enemy encounters for a while. (Field)

Price: 41

*

Bought in Harmel, Venetia, Alvanista, Olive Village, Elven Village, and nearly everywhere in the Future.

Dropped by DRAGFLY (Future Miguel/Venetia area), ??? (Future Sylph's Mountain).

DRUMS!

Appearance: Drum set.

Description: "The drummer provides the mood!"

You can play the drums! Each key does something else; you can choose your background music as well. You can use this item as much as you want!

KEYS: A: Snare Drum; B: Bass Drum; X: High Tom; Y: Low Tom

Right: Open High-Hat; Left: Closed High-Hat; Up: Whistle; Down: Hand Clap

L: Left Cymbal; R: Right Cymbal; Select: Change Background Music; Start: End drum session.

Price: 50,000

*

1 found in the bed upstairs in Edward's House (Future).

1 found on small island E of Euclid (TH).

ELIXIR

Appearance: Blue hexagonal bottle.

Description: "A miraculous medicine that fully restores HP and TP." (Field/Battle)

Price: 10,000

*

1 found in docks east of Beladam.
1 found in Demitel's Manor.
1 found in Morlia Gallery (Past).
1 found in Dhaos's Castle.
1 found on small inlet SW of Morrison's House (TH).
1 found on grass field just NE of Nome's Cave. (TH)
1 found in the second strip of beach N of the Unicorn's Forest (TH).
2 found on small island E of Euclid (TH).
1 found in Morlia Gallery (Future) final room.
2 found in Dhaos's Castle (Future).

FLAG

Appearance: Yellow flag with an "S"

Description: "A type of trading item. A mysterious flag, impressive with its dark red letter S."

*When used in battle, quickly brings one character back from the dead.

Price: Varies from town to town; best price is Venetia with 382,500

*

Up to 3 can be received by winning race in Alvanista (Future).

1 found in the second strip of beach N of the Unicorn's Forest (TH).

1 won from the second Coliseum Battle.

FLARE!

Appearance: A red teapot.

Description: "Liquor. Used in battle, your offense increases by 30% for a while."

Price: 75

*

Bought in Morrison's House, Beladam, Harmel, Venetia, Alvanista, Olive Village, Elven Village, Mid Gald, and almost everywhere in the Future.

GREEN

Appearance: Green torch.

Description: "A torch with a green flame. In a dungeon, your G goes up by one."

If you use this in a dungeon (not on the overworld), the screen is tinted green.

Using it two more times will tint it more green. Cannot be used if the screen is already tinted red or blue by using the REDLAMP or BLUE items.

Price: 1,000

*

Found on small inlet SW of Morrison's House (TH).

HERB

Appearance: Large brown fungus.

Description: "A type of trading item. A Chinese medicinal herb."

Price: Varies from town to town; best price is Alvanista with 30,000

*

6 can be found in the Unicorn's Forest in the Past, and another 6 in the same place in the Future.

HOLY!

Appearance: Thin white bottle.

Description: "A pot full of holiness. Keeps monsters at bay."

I.e. lowers rate of enemy encounters for a while. (Field)

Price: 40

*

Dropped by GOLM (mini-boss, Underground Temple), LIZMAN (Ymir Forest),

DRAGFLY (Future Miguel/Venetia area), GREROK (Future Alvanista area).

Bought in Harmel, Venetia, Olive Village, Elven Village, and most places in the Future.

IVORY

Appearance: Small white elephant tusk.

Description: "A type of trading item. An elephant tusk. Often used in crafts

and the like."

Price: Varies from town to town; best price is Venetia with 32,000
Give to man in Ghis Shop for him to make them into Mah-Jong Pieces.

*

Dropped by B.FOOT (Future Morlia Gallery).

KEY

Appearance: Large grey key.

Description: "A key that opens the door to the Common Room."

Price: N/A

*

Found and lost as many times as needed while in the Abyss of Thor.

LAVANDER (Red Lavender)

Appearance: Red leafy stalk.

Description: "A type of healing herb. Raises STR by 2." (Field)

Price: 1110

Becomes BOURBON.

*

Modified from LAVEN or BOURBON.

1 won from the fifth Coliseum battle.

LAVEN (Lavender)

Appearance: Green leafy stalk.

Description: "A type of healing herb. Raises STR by 1." (Field)

Price: 900

Becomes LAVANDER.

*

1 found in Underground Temple.

1 found in Alvanista dock.

1 dropped by ARS (boss, Alvanista Castle)

3 found in Ymir Forest.

1 found in Dhaos's Castle.

2 found in Volt's Cave.

1 won from the fifth Coliseum battle.

2 found in Dhaos's Castle (Future).

LEMON (Lemon Gel)

Appearance: Yellow slime drop.

Description: "A jelly medicine. Lemon-flavored drops. Recovers HP by 60
percent of its maximum." (Field/Battle)

Price: 250

Becomes PINE.

*

Modified from APPLE (Gel) or PINE.

1 found in Morlia Gallery (Past).

2 found in Morlia Gallery (Future) 19th floor.

LIFE!

Appearance: Narrow green bottle.

Description: "The water of life. Can revive unconscious allies." (Field/Battle)

Note: When used in battle, this takes quite a while to work.

Price: 150

*

1 found in Totus Forest.

1 found in Crossroads to Euclid.

Dropped by ZOMBIE (Underground Temple), LILLY (Ymir Forest), DEMON (aerial battle).

Bought almost everywhere in the Past and Future.

LIQUOR (Recure Bottle)

Appearance: Fat green liquor bottle.

Description: "A delicious drink. Decreases offense by 20 percent, but protects
against poisoning, paralysis, and petrification."

Price: 30

*

Dropped by ZOMBIE (Underground Temple), GAST (Sylph's Mountain).

Bought in Beladam, Harmel, Venetia, Alvanista, Olive Village, Elven Village, Mid Gald, and almost everywhere in the Future.

MAG ROUG

Appearance: Red lipstick bottle.

Description: "Magic lipstick. Apply and receive a ? percent discount at shops."

Use it and the next shop you enter will give you a 46% discount. You can use it unlimited times!

Price: 11,000

*

1 won from the seventh Coliseum battle.

(Mah-Jong Piece)

Appearance: White/orange ivory tile with a "1" and another design on it.

Description: "An ivory mah-jong tile."

In battle, drops several Mah-Jong tiles on an enemy, doing a total of about 10,000 damage.

Price: N/A

*

Made in Ghis Shop from IVORY. (Each IVORY becomes two Pieces.)

MIRACJAM

Appearance: Closed white kettle.

Description: "A drug that makes its target look really cool. Receive a 50% discount at shops."

This lasts for the duration of one shop session, in which you can buy as many items from the same shop as you wish.

Price: 10,500

*

Modified from CHARM!

1 found in Morlia Gallery (Future) 19th floor.

MIRACLE (Miracle Gel)

Appearance: Blue slime drop.

Description: "A jelly medicine. Miracle-flavored. Recovers HP and TP by 60 percent of their maximums." (Field/Battle)

Price: 1,000

*

Modified from MIXED.

1 found in Morlia Gallery (Future) 19th floor.

4 found in Morlia Gallery (Future) final room.

MIXED (Mixed Gel)

Appearance: Pink slime drop.

Description: "A jelly medicine. Mixed fruit-flavored. Recovers HP and TP by 30 percent of their maximums." (Field/Battle)

Price: 1,000

Becomes MIRACLE.

*

2 found in Underground Temple.

1 found in dock near Demitel's Manor.

Dropped by CHAR (aerial battle, Dhaos's Castle), BLULOPR (Abyss of Thor),

RAC (Future Demitel's Manor), CEND (Fenrir Temple)

Bought almost everywhere in the Past and Future.

ORANGE (Orange Gel)

Appearance: Orange slime drop.

Description: "A jelly medicine. Orange-flavored drops. Recovers TP by 30 percent of its maximum." (Field/Battle)

Price: 100

Becomes PINE.

*

Dropped by REDLOPR (Dhaos's Castle).
Bought almost everywhere.

PANASHIA (Panacea Bottle)

Appearance: Brown pinched bottle.

Description: "Cure-all. Recovery from poisoning, paralysis, and petrification."
(Field/Battle)

Price: 52

*

Dropped by ZOMBIE (Underground Temple), G RED (Undine's Cave),
GHOST (Future Demitel's Manor), BULL (Future Alvanista area).
Bought almost everywhere.

PICK

Appearance: Wooden pick with a grey blade.

Description: "A tool for smashing rocks."

Automatically used when encountering a stone wall. Does not break.

Price: 75

*

Bought in Harmel, Alvanista, and almost everywhere in the Future.

PINE (Pine Gel)

Appearance: Dark yellow slime drop.

Description: "A jelly medicine. Pineapple-flavored drops. Recovers TP by 60
percent of its maximum." (Field/Battle)

Price: 500

Becomes LEMON.

*

Modified from LEMON or ORANGE.

2 found in Morlia Gallery (Future) 19th floor.

POT

Appearance: Small yellow crockpot.

Description: "A type of trading item. An age-old pot with soaked-in flavors.
Produces a complex taste."

Price: 50,000 in Ninja Town; 1 everywhere else

*

1 found on island NW of Olive Village continent (TH).

1 won from the second Coliseum Battle.

REDLAMP

Appearance: Red lantern with two handles.

Description: "A lantern with a red flame. In a dungeon, your R goes up by one."

If you use this in a dungeon (not on the overworld), the screen is tinted red.

Using it two more times will tint it more red. Cannot be used if the screen is already
tinted blue or green by using the BLUE or GREEN items.

Price: 1,000

*

Found NE of where Dhaos's Castle used to be (TH).

ROP (Rope)

Appearance: Brown coil of rope.

Description: "A tool that allows you to climb up to high places and down to low ones."

Used automatically when encountering a pit with a peg (in Sylph's Mountain).

Does not get used up.

Price: 50

*

Bought in Harmel.

RUNE!

Appearance: Pink beaker.

Description: "A magic medicine. All sorts of changes occur when used as an item." (Field)

This item can upgrade/transform certain items, and identify unknown items like ?SWORD.

Price: 1,750

*

1 found in Underground Temple.

1 found in Euclid Village (Past).

1 found in Sylph's Mountain.

Bought in Alvanista, and almost everywhere in the Future.

Dropped by SYL (mini-bosses, Sylph's Mountain), LILT (mini-boss, Demitel's Manor),

AZR (Ifrit's Volcano), CORP (Luna's Tower), EVILLORD (mini-boss, Dhaos's Castle).

SAG (Sage)

Appearance: Two green leaves.

Description: "A type of healing herb. Raises maximum HP by 5 percent." (Field)

Price: 300

Becomes SAGE.

*

1 found in Underground Temple.

1 found in Past Totus Forest.

1 found in Ymir Forest.

2 found in Luna's Tower.

1 found in Dhaos's Castle.

1 found in Future Totus Forest.

1 found in Dhaos's Castle (Future).

1 found in Morlia Gallery (Future) just before the 17th floor.

1 won from the fifth Coliseum battle.

4 found in Dhaos's Castle (Future).

SAGE (Red Sage)

Appearance: Two red leaves.

Description: "A type of healing herb. Raises maximum HP by 10 percent." (Field)

Price: 600

Becomes SAVORY.

*

Modified from SAG or SAVORY.

1 won from the fifth Coliseum battle.

SAPH

Appearance: Grey statue of praying woman.

Description: "A carving of a nameless goddess. Experience points and money won increases by 10%."

Having this in your inventory will raise gained EXP and Gald by 10%.

Price: 11,000

Becomes SEFURA.

*

Found in grass field on the northern tip of the Dark Island (TH).

SAVO (Savory)

Appearance: Green fir branch.

Description: "A type of healing herb. Raises maximum TP by 5 percent." (Field)

Price: 250

Becomes SAVORY.

*

1 found in Underground Temple.

2 found in Demitel's Manor.

1 found in Ifrit's Volcano.

2 found in Treant Forest.

1 found in Dhaos's Castle.

1 won from the fifth Coliseum battle.

2 found in Dhaos's Castle (Future).

SAVORY (Red Savory)

Appearance: Red fir branch.

Description: "A type of healing herb. Raises maximum TP by 10 percent." (Field)

Price: 600

Becomes SAGE.

*

Modified from SAVO or SAGE.

1 found in Morlia Gallery (Future) 19th floor.

1 won from the fifth Coliseum battle.

SCOUT (Morlia Orb)

Appearance: Blue sphere with a beige contraption above it.

Description: "A magical jewel. Allows you to know an enemy's status."

Basically destroys the need for HOLY! and DARK! bottles; you can set the rate of enemy encounters however you want. [Normal - Lowrate - Highrate]

Price: 382,500

*

Found in final room of Morlia Gallery (Future).

SEFURA

Appearance: Grey statue of woman standing.

Description: "A carving of a shrine maiden. Experience and money earned increases by 20%."

Having this in your inventory increases gained EXP and Gald by 20%.

Price: 2500

*

Modified from SAPH.

SPECS. (Magnifying Glass/Spectacles)

Appearance: Gold stick with a round end and a blue eye in that end.

Description: "A mysterious lens that allows you to know an enemy's HP, TP, and attributes." (Battle)

Price: 5

*

1 found in Underground Temple.

Dropped by BOGL (Euclid area), NOCWING (Future Olive Village area), YOCOL (Burning Tower).

Bought in Euclid, Venetia, Alvanista, Olive Village, Elven Village, Mid Gald, and almost everywhere in the Future.

TIMER (Hourglass)

Appearance: Blue clock.

Description: "In battle, stops an enemy's movement for a short time."

Price: 1,500

Becomes CHRONO.

*

1 found in Underground Temple.

1 found in Morlia Gallery (Past).

1 found in Treant Forest.

1 found in Dhaos's Castle.

1 found in Morlia Gallery (Future) 21st floor.

1 found in Morlia Gallery (Future) final room.

1 found in Dhaos's Castle (Future).

UKYO

Appearance: Portrait of Ninja emperor.

Description: "A type of trading item. A picture whose singular touches of the East exude a sense of mystery."

Price: Varies from town to town; best price is Elven Town with 49,500

*

1 bought for 30,000 Gald in Ninja Town.

1 dropped by KYO (boss, part of Ninja Town segment)

WHALE

Appearance: Cross-section of a whale tail.

Description: "A type of trading item. Whale meat; its not tasting like animal flesh is the secret of its popularity."

Price: Varies from town to town; best price is Elven Town with 200,000

*

1 found on small island farthest to the NW of Bart's House (TH).

1 found on large grassfield island just west of the Dark Island (TH).

1 found on small inlet SW of Morrison's House (TH).

1 found on east inlet of island just NE of Nome's Cave. (TH)

1 found in small island just off the elongated peninsula North of Alvanista (TH).

1 found on small island E of Euclid (TH).

1 found on island NW of Olive Village continent (TH).

1 found on small inlet N of where Harmel used to be (TH).

WINE

Appearance: Green beer bottle.

Description: "A type of trading item. A sparkling wine; the password is 'Japan brews good booze'."

When used in battle, refills all HP and TP for one character.

Price: Varies from town to town; best price is Miguel with 150,000

*

9 found on island NE of the Olive Village continent (TH).

1 dropped by DOZO (boss, part of Ninja Town segment).

----- Food Format -----

Regular words always appear as is; words in [] are descriptions of what will appear there; and words in {} may or may not appear depending on the item.

[FOOD NAME] {[Extended Name / Name used in other FAQs]} - [amount of Food] Food

Appearance: [The way the item looks like in the game]

Description: "[The translated in-game description]"

Price: [Item Price]

{Becomes [ITEM2]}

*

[Methods of obtaining that item]

Unlike the other lists, this one is sorted by the amount of food each item gives you.

The best place to get food is Ninja Village, where you can buy TUNA for a measly 2100 Gald each! Using up 8 of these will completely fill up your food bag! Stock up on TUNA and APPLES here. If you want more, head to the Totus Forest and kill the BO enemies; they'll each leave a ROAST item. All food does is refill your HP as you walk. Of course, if you want easy (if expensive) usage, the BEANS item will fulfill all your needs.

The "oden" mentioned in a few descriptions refers to the BEANS item at the end of the list.

The FOODBAG Rare Items are cumulative (they add up); having all three means you can carry 22,200 Food. See the Rare Item Checklist for where to get them.

----- Food List -----

KEL - 2 Food

Appearance: Green ribbon-like vegetable.

Description: "An ingredient in oden. A stock that draws out the tastiness of its ingredients starts with kelp."

Price: 790

*

Bought in Future Venetia.

BREAD (Bread Roll) - 10 Food

Appearance: Brown loaf of bread.

Description: "A deeply toasted, perfectly fragrant bread."

Price: 2

Becomes BURGER.

*

Bought in basically every food shop.

CHE (Cheese)- 20 Food

Appearance: Round white cheese.

Description: "Camembert cheese."

Price: 5

Becomes CHEESE.

*

Dropped by BUGB (Euclid area), BOGL (Euclid area).

Bought in basically every food shop.

Found in Jail Cell.

APP (Apple) - 60 Food

Appearance: Small red apple.

Description: "A sour-sweet apple."

Price: 1

Becomes APPLE

*

1 received by talking to weapons shop owner in Totus.

Dropped by OAKPOT (mini-boss, Demitel's Manor), MAN (Morlia Gallery), OAKTREE (snowfield).

Bought in Euclid, Venetia, Alvanista, Mid Gald, and almost every food shop in the Future.

JELLY (Soy Patty) - 60 Food

Appearance: Grey spotted soap.

Description: "Made by grinding devil's-tongue root stems, mixing them with quicklime, and boiling it down."

This is also an ingredient in BEANS.

Price: 5015

*

Bought in Ninja Town.

BEE (Beef) - 80 Food

Appearance: Thin orange steak.

Description: "Delicious meat."

Price: 20

Becomes GOODBEEF.

*

Dropped by AGME (Olive Village area), FLBORG (Future Alvanista area).

Bought in basically every food shop.

1 found in Luna's Tower.

EGG - 80 Food

Appearance: Two white eggs.

Description: "An ingredient in oden. The bulging of the whites is proof of its freshness."

Price: 3,140

*

Bought from the man at the north end of Olive Village (Future) for 80 Gald each.

CHI - 100 Food

Appearance: Misshapen chicken drumstick.

Description: "Chicken meat. Is its quality and deliciousness due to its being raised in nature?"

Price: 75

*

Dropped by FEROCI (Euclid area), RAPTOR! (Alvanista area), VULTURE (aerial battle).

RADI (White Radish) - 100 Food

Appearance: White carrot.

Description: "An ingredient in oden."

Price: 10,000

*

Bought in Future Euclid.

ROA (Roast) - 120 Food

Appearance: Fat drumstick.

Description: "Animal meat."

Price: 80

Becomes ROAST.

*

Dropped by WOLF (Euclid area), COYO (Mid Gald area/Freezekill area).

SWEE (Butter) - 150 Food

Appearance: White block.

Description: "An especially sweet candy with no bitter taste."

Price: 50

Becomes SWEET.

*

Dropped by KUNO (Fenrir Temple), NINJA!! (Future Dhaos's Castle).

Bought in Venetia, Alvanista, Mid Gald, and most food shops in the Future.

BURGER (Hamburger)- 200 Food

Appearance: Hamburger with everything.

Description: "Born in a very ancient culture, this is representative of junk food."

Price: 3,050

*

Modified from BREAD.

1 found in Morlia Gallery (Future) 19th floor.

VEG (Vegetable) - 220 Food

Appearance: Green lettuce leaf.

Description: "Vegetables. Fresh veggies are sweet. This is true. You
mustn't be taken in by appearances."

Price: 170

*

1 found in Demitel's Manor.

1 found in Treant Forest.

1 found in Morlia Gallery (Future) just before 13th floor.

Dropped by S.FLOWER (Ary area/Future Morlia Gallery)

STEA (Steak) - 260 Food

Appearance: Steak on a grey plate.

Description: "Steaktacular steak (ROFLOL*)."

Price: 90

Becomes DRAGON.

*

1 found in docks east of Beladam.

1 found in Morlia Gallery (Past).

1 found in Dhaos's Castle.

Bought in Venetia, Alvanista, Olive Village, Mid Gald, and most shops in the Future.

*: ROFLOL: Rolling On The Floor Laughing Out Loud. 8-)

SUSHI (Seafood) - 300 Food

Appearance: Live blue fish.

Description: "Seafood. Served right after being caught, so you can enjoy the
texture even more than the taste."

Price: 30

*

1 found in Undine's Cave.

Dropped by SQUID (Undine's Cave), NOL (Future Miguel/Venetia area).

Bought in Venetia, Future Venetia, and Morlia Gallery Shop.

CHEESE (Creamy Cheese) - 400 Food

Appearance: Wedge of white cheese.

Description: "A powdered snow-like cheese with a pleasant texture that melts at a single touch."

Price: 1050

*

Modified from CHE.

1 found in Morlia Gallery (Future) 19th floor.

GOODBEEF (Juicy Beef) - 700 Food

Appearance: Brown cross-section of meat with a bone pointing up.

Description: "Expensive beef whose dripping juices can't conceal a deliciousness with no equal."

Price: 550

*

Modified from BEE.

Up to 3 can be won from the race in Past Alvanista.

1 won from the fourth Coliseum battle.

APPLE (Great Apple) - 1000 Food

Appearance: Large red apple.

Description: "Apple harvested from a legendary area. Is this what it is to have one's tongue enchanted?"

Price: 300

*

Modified from APP.

1 found in Morlia Gallery.

Dropped by OAKPOT (mini-boss, Demitel's Manor), OAKTREE (snowfield)

Bought in Ninja Town.

MI (Miso Soup) - 1000 Food

Appearance: Brown bucket filled with sand. (?)

Description: "Miso [fermented bean paste] made with a craftsman's diligence. Using this in oden is key ['miso']."

Price: 40,000

*

Bought in Ninja Town.

ROAST (Milky Roast) - 1000 Food

Appearance: Brown cross-section of meat with a bone pointing down.

Description: "Meat cookery very similar to 'hero's pork' developed from poor people tossing food into flames. [Don't ask; this is the best I can do after much research and hair-pulling - N.S.]"

Price: 200

*

Modified from ROA.

2 found in Burning Tower.

Dropped by BO (Future Totus Forest).

ROAST (Tender Roast) - 1000 Food

Appearance: Square piece of meat on a bone.

Description: "Meat of a young animal. Tender and with no stink, it's tasty no matter how it's prepared."

Price: 50

*

1 won from the fourth Coliseum battle.

DRAGON (Dragon Steak) - 2000 Food

Appearance: Large red/white steak.

Description: "A mysterious beaststeak that lets you enjoy the same kind of flavor as dragon meat."

Price: 1250.

*

Modified from STEA.

3 found in Dhaos's Castle.

1 found in Morlia Gallery (Future) 19th floor.

1 won from the fourth Coliseum Battle.

2 found in Dhaos's Castle (Future).

SWEET (Green Butter) - 2000 Food

Appearance: Green block.

Description: "A Nagoya specialty, green tea-flavored ricecandy."

Price: 450

*

Modified from SWEE.

TU (Tuna) - 2000 Food

Appearance: Two small pink fish.

Description: "Fatty tuna atop a bite-sized bed of vinegared rice."

Price: 1700

Becomes TUNA.

*

Dropped by KUNO (Fenrir Temple).

Bought in Alvanista, Mid Gald, and most food shops in the Future.

TUNA - 3000 Food

Appearance: Two large pink fish.

Description: "Sushi made from high-quality fatty tuna on a chunky bed of deluxe rice."

Price: 1050

*

Modified from TU.

Bought in Ninja Town.

BEANS - 22,200 Food

Appearance: Yellow broth in a white bowl.

Description: "Miso-flavored oden. It's tasty!"

Price: 300,000

*

This special item must be cooked using five ingredients: (All places are Future, and all prices assume you haven't used a CHARM!, MIRACJAM, or MAG ROUG before entering the shop.)

KEL, which can be bought in Venetia for 1580 Gald each;

RADI, which can be bought in Euclid for 20,000 Gald each;

EGG, which can be bought from the man at the north end of Olive Village for 80 Gald each;

JELLY, which can be bought in Ninja Town for 10,030 Gald each;

and MI, which can be bought in Ninja Town for 80,000 Gald each.

This adds up to 111,690 Gald for one BEANS.

Take all five ingredients to Ninja Town. In the same house as the shop, go right and down and talk to the woman there; she'll make the BEANS for free. Each BEANS made will use up one of each of the five ingredients; if you have 15 of each, you can make 15 BEANS. By the way, if you go around collecting the ingredients, make 15 BEANS, then sell them all, you'll make almost 3 million Gald! (300,000 - 100,000 = 200,000 X 15 = 3,000,000!) However, to do it with 15, you'll have to have over a million Gald to start with (1,675,350 to be exact). You can start small and work your way up. 8-)

Rare Item Checklist

(From left to right across the screen)

PENDA (Pendant): "A present from his father Miguel on his 15th birthday."
[You have this at the beginning of the game, and lose it soon after.]

EARRI (Earring): "Earrings received from a mysterious woman. Used to escape the underground jail."

[Mint has this when you first meet her; it is lost soon after.]

RUBY (Lace Ruby): "A jewel containing a dead person's soul. Necessary to open special doors."

[Found and used in the Underground Temple.]

MORISON (Morrison's Book): "A book received from Trinx D. Morrison."

[Given to you by Morrison in the Present.]

(Broken Bow): "A bow used by your best friend. Already broken."

[Found after warping to the Past.]

ELEMENT (Element Orb): "A jewel received from the Wind Spirit. Allows you to speak with Yggdrasil."

[Given to you by Sylph.]

DEMIKEY (Demitel Key): "A key used to open the doors within Demitel's Mansion."

[Found and used in Demitel's Mansion.]

PERMIT (Pass): "A permit issued by the Alvanista royalty, necessary to enter the Morlia Gallery ruins."

[Given to you by the barkeeper in the Adventurer's Guild in Past Alvanista.]

EMBLEM: "A crest of the Alvanista royalty, necessary to enter the Elven Village."

[Given to you by Runeglom after meeting Edward.]

FOODBAG: "A bag in which to put gathered food. Can hold up to 200."

[You start the game with this.]

FOODBAG: "A bag in which to put gathered food. Can hold up to 2,000."

[Given to you by the Elder's wife in Beladam. Total food capacity goes up to 2,200.]

FOODBAG: "A bag in which to put gathered food. Can hold up to 20,000."

[Bought for 30,000 Gald in Miguel. Total food capacity goes up to 22,200.]

(Letter Of Inquiry): "Letter from Runeglom to Edward."

[Given to you by Runeglom after finishing the Morlia Gallery in the past.]

(Broken Bracelet): "A broken Contract Ring found in the Morlia Gallery."

[Found in Past Morlia Gallery, fixed in the Treant Forest; it becomes the TOPAZ and MOONSTON accessories.]

(Prophecy Key): "A key found in the HotSand Cave."

[Found and used in Ifrit's Volcano.]

CARD (Trump): "A playing card found in Thor. Boasts a strange crest."

[Found in the Abyss of Thor; used to open the door to the central complex.]

MYS.MIRR (Mysterious Mirror): "A bluish hand mirror. Its use is unknown."

[Found in Dhaos's Castle in the past; used to enter the large mirrors in the castle.]

GOLDKEY: "A gold-colored key."

[Found and used in Dhaos's Castle in the past.]

WINGS (Wing Pack): "A tiny capsule containing RareBird [Metal Bird]. Convenient to carry around."

[Given to you by Stanley in Euclid Academy in the Future; you can now summon the Metal Birds on the field by pressing A.]

BOOK: "Writings in the code passed down by the Ifried clan containing the whereabouts of treasure."

[Given to you by Graham in the Freezekill pub once you've seen Dhaos's Castle in the future. All the treasure hunt spots now hold treasure chests.]

DRESS (Rosania's Dress): "A dress that Ifried gave his wife Rosania. Looks to have not even a trace of dirt."

[Found in the Treasure Hunt; give back to Graham.]

IV. ARMOR LIST

Armor Format

Regular words always appear as is; words in [] are descriptions of what will appear there; and words in {} may or may not appear depending on the item.

[ARMOR NAME] {[Extended Name / Name appearing in other FAQs]}

Appearance: [The way the item looks like in the game]

Equip: [Who can equip it]

Description: "[The translated in-game description]"

[Stat changes given by that item] {ELEMENTAL PROTECTION}

Price: [Item Price]

{Becomes [ITEM2]}

*

[Methods of obtaining that item]

Body Armor

AMBER

Appearance: White dress with a square orange stone in the center.

Equip: Mint, Klarth,

Description: "A cloth robe with amber decorations."

DEF 6 EVA 20

Price: 305

*

Klarth starts with this.

1 found in Sylph's Mountain.

Bought in Beladam, Euclid, Harmel, and Venetia.

BLACK

Appearance: Plain black robe.

Equip: Arche

Description: "Clothes popular among witches. It's said that black brings out a woman's beauty."

DEF 50, HIT 50, EVA 50, THUNDER, WATER, FIRE, EARTH, WIND

Price: 5,000

*

Bought in Elven Town (Future).

BREASTPL

Appearance: Gray half-breastplate.

Equip: Cless,

Description: "Armor for the top half of the body, made with metal plates."

DEF 13

Price: 1,800

*

Bought in Alvanista and Olive Village.

CHAIN

Appearance: Gray ringed mailshirt.

Equip: Cless,

Description: "Armor for the top half of the body, made with metal rings 1-2 cm across."

DEF 4

Price: 450

*

2 found in Underground Temple.

Bought in Euclid (Present), Morrison's House, and Beladam.

CLOA

Appearance: Blue dress.

Equip: Mint, Arche, Klarth

Description: "A cloth robe."

DEF 3

Price: 6

*

Mint starts with this.

GOLDEN

Appearance: Bright gold breastplate and tunic.

Equip: Cless

Description: "Golden armor. Belonged to the hero Gilgamesh, who made a name for himself in the Ishtar legend."

DEF 65, FIRE, THUNDER, WIND, DARK

Price: N/A

*

Modified from ?ARMOR found in Morlia Gallery (Future) floor 21.

HOLY (robe)

Appearance: White sleeveless gown overlaying a gold (dress?).

Equip: Mint, Klarth

Description: "A holy robe blessed by the Supreme God."

DEF 25, THUNDER

Price: 28,000

*

1 found in Treant Forest.

2 found in Luna's Tower.

Bought in Migeul, Euclid (Future), Venetia (Future), Alvanista (Future), Freezekill, Ary

LEATHER (armor)

Appearance: Brown tunic.

Equip: Cless, Chester, Klarth

Description: "Leather armor for the top half of the body."

DEF 2

Price: 60

*

Cless and Chester start with this.

(Mam Bane)

Appearance: Blue breastplate with yellow markings.

Equip: Cless, Chester

Description: "Armor that has received the protection of the great Earth Goddess."

DEF 60, WATER, FIRE, THUNDER, HOLY, DARK

Price: 400,000

*

2 modified from ?ARMORs found in Dhaos's Castle (Future).

MITHRILL (Mithril Plate)

Appearance: Grey breastplate with yellow borders.

Equip: Cless, Chester

Description: "Plate armor made with the magical metal mithrill."

DEF 28, HOLY

Price: 25,000

*

Bought in Venetia (Future), Alvanista (Future), Freezekill, Ary

MITHRILL (Mithril Mesh)

Appearance: White sleeveless gown with yellow belt.

Equip: All

Description: "A robe woven with threads of the magical metal mithrill."

DEF 18, HOLY

Price: 15,000

*

1 modified from ?ARMOR found in Morlia Gallery (Future) 21st floor.

Bought in Miguel, Euclid (Future), Venetia (Future), Alvanista (Future), Freezekill, Ary

PLATE

Appearance: Dark grey suit of armor.

Equip: Cless

Description: "Armor for the entire body, made with metal plates."

DEF 18

Price: 12,250

*

Bought in Mid Gald.

RARE! (Lair Plate)

Appearance: Grey breastplate basically shaped like a V.

Equip: Cless, Klarth, Chester

Description: "An unrivaled masterpiece containing the soul of the master craftsman Ghis."

DEF 38, FIRE

Price: 41,000

*

Bought in Ghis Shop.

REFLEX

Appearance: White breastplate with gold collar.

Equip: Cless, Chester

Description: "Magical armor crowned with the name 'Reflection'."

DEF 35, WATER, THUNDER, WIND, DARK

Price: 100,000

*

1 modified from ?ARMOR found in Burning Tower.

1 modified from ?ARMOR found in Morlia Gallery (Future) 21st floor.

RING (armor)

Appearance: Orange ringed mailshirt.

Equip: Cless,

Description: "Leather armor for the top half of the body, sewn with metal rings 4 cm across."

DEF 7

Price: 600

*

Bought in Beladam, Euclid (Past), Harmel, and Venetia (Past).

SILVER (armor)

Appearance: Grey suit of armor.

Equip: Cless, Chester

Description: "Silver plate armor."

DEF 37

Price: 20,000

*

1 found in Fenrir Temple.

SILVER (robe)

Appearance: White robe with light blue belt.
Equip: Mint, Klarth, Arche
Description: "A robe woven with silver threads."
DEF 12, EVA 25
Price: 1,250

*

Bought in Alvanista and Olive Village.

SPLINT

Appearance: Gray mailshirt with extra padding.
Equip: Cless,
Description: "Strong armor for the top half of the body, with a silver chestplate over chainmail."

DEF 9

Price: 950

*

Bought in Venetia and Alvanista.

STAR (robe)

Appearance: Gold (dress?) over yellow robe.
Equip: Mint, Klarth, Arche
Description: "A robe containing the magic power to shine like the stars."
Wearing this will cause colored sparks to appear around the wearer in battle.
DEF 55, WATER, DARK
Price: 450,000

*

1 modified from ?ARMOR found in Volt's Cave.
1 modified from ?ARMOR found in Fenrir Temple.
1 modified from ?ARMOR found in Dhaos's Castle (Future).
1 won from the eighth Coliseum battle.

Head Armor

ANKH (hat)

Appearance: Light blue priest hat with yellow cross.
Equip: Mint, Klarth,
Description: "A hat like the clergy prefer to wear."
DEF 3, EVA 5
Price: 400

*

Klarth starts with this.
Bought in Harmel and Venetia.

BERE

Appearance: Flat orange hat.
Equip: Mint, Klarth,
Description: "A hat."
DEF 1
Price: 150

*

Mint starts with this.

BLUE (ribbon)

Appearance: Blue ribbon.
Equip: Arche
Description: "A blue ribbon."
DEF 5, EVA 5
Price: 420

*

1 found in Sylph's Mountain.
Bought in Alvanista and Olive Village.

CLOSED

Appearance: Grey helm with closed, upward-pointing visor.

Equip: Cless

Description: "Similar to the ArMet [DUEL] Helm. Functionally, is polished."

DEF 10

Price: 2,500

*

Bought in Miguel, Euclid (Future), Venetia (Future), Alvanista (Future), Freezekill, Ary

DUEL (helm)

Appearance: Grey helm with yellow visor.

Equip: Cless

Description: "A helmet presented to a renowned heroic swordsman in an ancient land."

DEF 19

Price: 20,000

*

Modified from ?HELM found in Burning Tower.

Modified from ?HELM found in Fenrir Temple.

FINE (hat)

Appearance: Blue hat with yellow band.

Equip: Mint, Klarth

Description: "A well-made beret."

DEF 12

Price: 1,800

*

Bought in Mid Gald.

GOLDHELM

Appearance: Golden helm with blue decorations.

Equip: Cless

Description: "A golden helmet. Belonged to the hero Gilgamesh, who made a name
for himself in the Ishtar legend."

DEF 28, EVA 20

Price: N/A

*

1 found in the second strip of beach N of the Unicorn's Forest (TH).

HELMET

Appearance: Grey round helm with closed visor.

Equip: Cless

Description: "A helmet that protects the head and the entire face."

DEF 5

Price: 660

*

1 found in Demitel's Manor.

Bought in Venetia, Alvanista, and Olive Village.

IRONHELM (Iron Seret)

Appearance: Looks like a grey workman's hat with a visor.

Equip: Cless,

Description: "An iron helmet. The type that exposes only the lower half of the face."

DEF 3

Price: 420

*

Bought in Beladam, Euclid, Harmel, and Venetia.

LAND

Appearance: Yellow sunhat with a green band.

Equip: Mint, Klarth,

Description: "Similar to a beret."

DEF 5, EVA 5

Price: 710

*

Bought in Alvanista and Olive Village.

LEATHR (hat)

Appearance: Orange hat with chinstrap.

Equip: Cless

Description: "A leather helmet. The type that protects only the head."

DEF 1

Price: 300

*

Bought in Beladam.

1 modified from ?HELM found in Morlia Gallery (Future) 21st floor.

MAGICAL (ribbon)

Appearance: Yellow hair band with a pink ribbon.

Equip: Arche

Description: "A ribbon containing strong magical power. Its design also shines fashion-wise."

DEF 25

Price: 100,000

*

1 won from the seventh Coliseum battle.

PRETTY (ribbon)

Appearance: Pink ribbon.

Equip: Arche

Description: "A very cute ribbon."

DEF 18 EVA 20

Price: 3,750

*

Bought in Venetia (Future), Alvanista (Future), Freezekill, Ary

RARE (Lair Helm)

Appearance: Dark grey visored helm.

Equip: Cless

Description: "An unrivaled masterpiece containing the soul of the master craftsman Ghis."

DEF 20, THUNDER

Price: 15,500

*

Bought in Ghis Shop.

RIB (Ribbon)

Appearance: Red ribbon.

Equip: Arche

Description: "A red ribbon."

DEF 2

Price: 5

*

Arche starts with this.

Bought in Alvanista (Future) and Freezekill.

STAR (hat)

Appearance: Green hat with two yellow stars at the end.

Equip: Mint, Klarth

Description: "A hat containing the magic power to shine like the stars."

Wearing this will cause colored sparks to appear around the wearer in battle.

DEF 16

Price: 90,000

*

1 modified from ?HELM found in Fenrir Temple.

1 modified from ?HELM found in Morlia Gallery (Future) 21st floor.

1 won from the eighth Coliseum battle.
1 modified from ?HELM found in Dhaos's Castle (Future).

STAR (helm)

Appearance: Black helmet with a horizontal visor.

Equip: Cless

Description: "A helmet made of an unknown metal. Light, with a high defense rating."
DEF 26

Price: 40,000

*

1 won from the ninth Coliseum battle.

STRIPED

Appearance: Red and white striped ribbon.

Equip: Arche

Description: "A ribbon with a striped pattern."

DEF 9, EVA 10

Price: 2,000

*

Bought in Mid Gald.

Shields

ANKH (shield)

Appearance: Round grey shield with white ankh decoration.

Equip: Cless

Description: "A shield with the holy emblem of an ankh in its center."

DEF 5, EVA 95

Price: 17,500

*

1 found in Burning Tower.

1 found in Fenrir Temple.

B LINE

Appearance: Black shield, yellow border, blue line.

Equip: Cless

Description: "BlueLine shield. Wield and your courage will bubble up."

DEF 25, EVA 100

Price: 200,000

*

1 found on small inlet SW of Morrison's House (TH).

FINE (shield)

Appearance: Grey shield with white cross.

Equip: Cless

Description: "Similar to the FeetShield [FOOTHIGH]. Functionally, is polished and
easy to use."

EVA 80

Price: 7,900

*

Bought in Mid Gald.

FOOTHIGH

Appearance: A squarish gray shield with a red cross on it.

Equip:

Description: "A silver swordsman's shield."

EVA 70

Price: 575

*

Bought in Venetia and Alvanista.

KITE

Appearance: Triangular light grey shield.

Equip:

Description: "A square silver shield. More polished and easy to use than the round shield."

EVA 60

Price: 300

*

1 found in Sylph's Mountain.

Bought in Euclid, Harmel, and Venetia.

RARE (Lair Shield)

Appearance: Sleek light grey shield.

Equip: Cless

Description: "An unrivaled masterpiece containing the soul of the master craftsman Ghis."

DEF 15, EVA 100, WATER

Price: 24,250

*

Bought in Ghis Shop.

RING (shield)

Appearance: Gold ring with white gem in the center.

Equip: All but Cless

Description: "Shaped like a ring, but a translucent magic shield appears when worn."

Well, not really. 8-)

DEF 20, EVA 100

Price: 150,000

*

1 found in Volt's Cave.

1 found in Burning Tower.

1 found in Fenrir Temple.

R LINE

Appearance: Black shield, yellow border, red line.

Equip: Cless

Description: "RedLine shield. Wield and your fighting spirit will spring up."

DEF 15, EVA 100

Price: 200,000

*

Found NE of where Dhaos's Castle used to be (TH).

ROUND

Appearance: Round gray shield with cross pattern.

Equip: Cless,

Description: "A round silver shield."

EVA 40

Price: 150

*

Bought in Euclid (Present), Morrison's House, and Beladam.

STAR (shield)

Appearance: Silver shield with a gold border and scarab design.

Equip: Cless

Description: "A shield made of an unknown metal. Light, with a high defense rating."

DEF 23 EVA 100

Price: 30,000

*

Found in Dhaos's Castle (Future).

1 won from the ninth Coliseum battle.

WOODEN

Appearance: Round wooden shield with a gray dot in the middle.

Equip: Cless,
Description: "A wooden shield."
EVA 30
Price: 25
*

Cless starts with this, but loses it; find it again in the Jail Cell.

Arm Coverings

GAUNT.
Appearance: Plain grey gauntlet with black fingers.
Equip: Cless, Chester
Description: "Iron gauntlets."
AT 5, HIT 5, DEF 4
Price: 600
*

Bought in Alvanista and Olive Village.

HGAUNT.
Appearance: Golden gauntlet with blue decoration.
Equip: Cless
Description: "HyperGauntlet. It seems like you move your sword faster when
you wear these."
If you really do, I can't tell the difference. *^_^^*
DEF 26
Price: N/A
*

Found southwest of Freezekill, on the second grass/beach spot. (TH)

IRON
Appearance: Plain gray glove.
Equip: Cless, Chester
Description: "Iron gloves."
DEF 2
Price: 300
*

Bought in Venetia.

LEATHER (glove)
Appearance: Yellow glove.
Equip: Cless,
Description: "Leather gloves."
DEF 1
Price: 75
*

Bought in Euclid (Present), Morrison's House, Beladam, Harmel, and Venetia.

MITHRILL (Mithril Glove)
Appearance: Grey gauntlet with yellow lines.
Equip: Cless, Chester
Description: "Gauntlets made with the magical metal mithrill."
DEF 10
Price: 5,000
*

Bought in Venetia (Future), Alvanista (Future), Freezekill, Ary

PRETTY (glove)
Appearance: Pink gloves with a yellow ribbon and two yellow strings.
Equip: Mint, Arche
Description: "Very cute gloves."
DEF 15

Price: 25,250

*

1 found in Fenrir Temple.

1 found in Burning Tower.

REGAUNT

Appearance: Full grey gauntlet.

Equip: Cless, Chester

Description: "An unrivaled masterpiece containing the soul of the master craftsman Ghis."

DEF 15, EARTH

Price: 29,700

*

Bought in Ghis Shop.

STAR (glove)

Appearance: Heavy gray glove with red markings.

Equip: Cless, Chester

Description: "Gauntlets made of an unknown metal. Light, with a high defense rating."

DEF 24

Price: 15,000

*

1 won from the ninth Coliseum battle.

1 found in Dhaos's Castle (Future).

Accessories

!SARDNIX (Sardonyx)

Appearance: Gray ring (open at bottom) with a round red stone at center.

Equip: Klarth

Description: "One of the Contract Rings. Has an anti-wind attribute."

I.e. Wind-elemental spells have no effect.

Price: N/A

*

Received from Stanley in the Euclid Academy (Future).

AMETHE (Amethyst)

Appearance: Gray ring with a round orange stone protruding about the center.

Equip: Klarth

Description: "One of the Contract Rings. Has an anti-fire attribute."

I.e. Fire-elemental spells have no effect.

Price: N/A

*

Received after beating JAML in Alvanista Castle.

AQUA (cape)

Appearance: Blue cape.

Equip: All

Description: "A cloak with a water crest. 30% of water and wind spells will have no effect."

Also raises DEF by 1.

Price: 800

Becomes FLAME (cape).

*

Modified from LEATHR (cape) or FLAME (cape).

1 found in Undine's Cave.

1 found in Dhaos's Castle.

1 found in Fenrir Temple.

AQUA (ring)

Appearance: Gray ring with square purple stone at top right.

Equip: Klarth

Description: "One of the Contract Rings. Has an anti-earth attribute."

I.e. Earth-elemental spells will have no effect. This item is required to obtain the summon spell SHAD (Shadow).

Price: N/A

*

Found in Sylph's Mountain (Future).

BLAKONYX

Appearance: Black oval surrounded by gold.

Equip: All

Description: "A type of jewel. When equipped, raises maximum HP by 30%."

Price: 10,600

Becomes MOONCRYS.

*

Modified from MOONCRYS.

1 dropped by JAML (boss, Alvanista Castle)

1 found in Treant Forest.

1 found in Luna's Tower.

1 found in Fenrir Temple.

1 found on small inlet SW of Morrison's House (TH).

BLUE (Blue Talisman)

Appearance: Kite-shaped crystal on end of a string.

Equip: All

Description: "A type of charm. Increases defense by 10%."

Price: 2,100

*

Modified from TALSM.

COMBO!

Appearance: SNES controller.

Equip: Cless

Description: "Allows you to use all techniques by entering commands."

Allows skills to be performed in battle by using Street Fighter-type control pad moves.

Also raises AT+11.

See the Gregerson/Lazara FAQ mentioned at the top of this document for the complete list of moves.

Price: 2,500,000

*

Bought in Ghis Shop.

DAEMON

Appearance: A purple star with a black bird in the center.

Equip: Cless

Description: "A devil's seal. Experience points won increase twofold, but defensive posturing and all techniques are blocked."

Price: 5,150

*

Modified from DARK.

DARK

Appearance: A curved red card with a yellow cross on it.

Equip: Cless

Description: "An evil seal. Experience points won increase 1.5-fold, but all techniques are blocked."

Price: 1,000

Becomes DAEMON.

*

Found on grass field just NE of Nome's Cave. (TH)

DEMON

Appearance: Gray statue of a demon or dragon.

Equip: All

Description: "Renders the summon spell CHAM (Chameleon) ineffective."

Price: 1,000

*

Location unknown (found through hacking). Possibly a "dummied-out" item, because no enemy uses the CHAM spell.

DIAMOND (1)

Appearance: Gray ring with blue diamond-shaped stone at center.

Equip: Klarth

Description: "One of the Contract Rings. Has an anti-water attribute."

I.e. Water-elemental spells have no effect.

Price: N/A

*

Received after completing Demitel's Manor.

DIAMOND (2)

Appearance: Gray ring with yellow diamond protruding from the top.

Equip: Klarth

Description: "One of the Contract Rings. Several different kinds of strengths increase." Specifically, AT+100, DEF+20, HIT+30, EVA+40.

Price: N/A

*

Received after beating Dhaos in the present.

EARRI

Appearance: Green unicorn with a gold earring contraption.

Equip: Mint

Description: "Mother's keepsake. Nullifies all non-attribute [i.e., non-elemental] spells."

Also raises AT+100, DEF+20, HIT+50, EVA+50.

Price: N/A

*

Received as part of the storyline.

ELVEN (boots)

Appearance: A green winged boot.

Equip: All but Arche

Description: "Boots handed down from the elf tribe. In battle, your movement speed increases by 20%."

Price: 6,200

Becomes NITEMARE.

*

1 found in snowfield N of Unicorn's Forest (TH).

1 found NE of where Dhaos's Castle used to be (TH).

1 found in Dhaos's Castle (Future).

ELVEN (cape)

Appearance: Green cape.

Equip: All

Description: "A grass-colored cloak handed down from the elf tribe. Increases evasion by 10 percent."

Price: 4,780

*

Bought in Elven Town (Future).

EMBLEM (Delis Emblem)

Appearance: Fancy gold decoration with a hole in the middle.

Equip: All

Description: "A crest decorated with intricate goldwork. Its use is unknown."

4 are required to get past a certain place in Dhaos's Castle (Future).

Price: 1

*

1 received in Ary bar from a soldier.
4 found in Dhaos's Castle (Future).
Dropped by ROAMEYE? (Future Dhaos's Castle)

EMERAL

Appearance: Gray ring with a square green stone at center.
Equip: Klarth
Description: "One of the Contract Rings. When equipped, raises maximum HP."
Raises max HP by 30%. This item is required to received the summon spell CHAM (Chameleon).
Price: N/A
*
Found in Nome's Cave (Future).

EMERALD

Appearance: A gold ring with a square green stone at the top right.
Equip: All but Chester
Description: "A magic ring. The rate of TP consumption is reduced to 2/3."
Price: 35,000
Becomes FAIRY.
*

1 dropped by Volt.
1 found in Volt's Cave.
1 found in snowfield N of Unicorn's Forest (TH).
1 found on island NW of Olive Village continent (TH).
1 found in Morlia Gallery (Future) 20th floor.
2 found in Morlia Gallery (Future) 21st floor.
1 found in Dhaos's Castle (Future).

FAIRY

Appearance: Gray ring with a gray flame-shaped stone at the top right.
Equip: Mint, Klarth, Arche
Description: "A ring with an engraving of a fairy. The rate of TP consumption is reduced by 1/2."
Price: 38,410
*
Modified from EMERALD.

FLAME (Garnet Ring)

Appearance: Yellow ring with small hexagonal red stone at top right.
Equip: All
Description: "A ring with a flame-like jewel. Its use is unknown."
This item does NOT protect from any elemental spells. So far as I know, its only purpose is to change it into ICECHARM.
Price: 1
Becomes ICECHARM.
*
Modifed from ICECHARM.
Dropped by several enemies in the Burning Tower.

FLAME (cape)

Appearance: Red cape.
Equip: All
Description: "A cloak with a fire crest. 30% of flame and earth spells will have no effect."
Also raises DEF by 1.
Price: 750
Becomes AQUA (cape).
*
Modified from MAN or AQUA (cape).
1 found in southernmost oasis east of Olive Village.
1 dropped by Ifrit.
1 found in Dhaos's Castle.
1 found in Burning Tower.

FLY

Appearance: Gray statue of a large fly.

Equip: All

Description: "Renders the black magic CLOUDS ineffective."

Price: 1,000

*

Location unknown (found through hacking). Possibly a "dummied-out" item, because no enemy uses this spell.

FOOT (Feat Symbol)

Appearance: Gray sword on the end of a yellow string.

Equip: All

Description: "A soldier's crest. Increases offense by 10%."

Specifically, the AT and HIT stats are raised by 10%.

Price: 3,600

*

1 found in Ifrit's Volcano.

1 found in Treant Forest.

1 found in Luna's Tower.

1 found in Dhaos's Castle.

Bought in Alvanista, Olive Village, and most shops in the Future.

Dropped by REBL (Future Dhaos's Castle).

FORCE

Appearance: Gold ring with a round, sunken, shiny red stone in the top right.

Equip: All

Description: "A ring carved by the God of War. Enemies' physical attacks have no effect. Has a 50% chance of breaking."

Price: 1,030

*

Modified from PROTECT or REFLECT.

HOLY (Holy Symbol)

Appearance: White cross on the end of a yellow string.

Equip: All

Description: "A holy crest. At a certain rate, gradually replenishes HP by 5% of its maximum."

Price: 5,000

*

Bought in Alvanista, Olive Village, Elven Village, and most shops in the Future.

ICECHARM

Appearance: Gray ring with small blue stone at top right.

Equip: All

Description: "A ring set with an ice-like stone. Its use is unknown."

This item makes ALL fire damage (including the fire floors in the Burning Tower) ineffective. The FLAME ring does not make ice damage ineffective, though!

Price: 1

Becomes FLAME (ring).

*

Modified from FLAME (ring).

IRON (Iron Boots)

Appearance: Dark gray boot.

Equip: Cless, Klarth, Chester

Description: "Iron boots. Weight increases threefold, and speed of movement in battle is cut in half."

Price: 505

Becomes PERSIA.

*

1 found in Sylph's Mountain (Future).

Bought in Euclid (Present/Past), Harmel, and Venetia (Past/Future).

JETBOOT

Appearance: Two blue winged shoes.

Equip: All

Description: "Boots decorated with wings. Can run [on the field] using the Cancel button."

Price: 105

*

Bought in Morrison's House, Beladam, Euclid (Past/Future), Venetia (Past/Future), Alvanista (Past/Future), Mid Gald, Freezekill

LEATHR (Leather Mant)

Appearance: Orange cape.

Equip: All

Description: "A leather cloak, for you who are used to traveling. No worries even on rainy days."

So far as I can tell, this item has no real purpose besides transformation into AQUA.

Price: 50

Becomes AQUA (cape).

*

Bought in Beladam, Euclid, Harmel, Venetia, Alvanista, Olive Village, Mid Gald, and most shops in the future.

Dropped by SAFT (Future Ymir Forest).

MAGIC (Magic Mist)

Appearance: Small white sphere.

Equip: All

Description: "A crystal ball full of smoke. Your speed of escaping from battles increases by 50%."

Price: 2,500

*

Modified from MIST.

MAGICAL (pouch)

Appearance: Open pink pouch.

Equip: All

Description: "A magical pouch. Items will occasionally pop out as you walk around outside."

You must be in a "danger zone" for this item to work; keep walking around and eventually an item will be deposited into your inventory. The item is usually pretty bad, but occasionally you'll get something awesome (I once got an NG book).

Price: 40,000

*

1 won from the seventh Coliseum battle.

MAG POT

Appearance: Closed pink pouch.

Equip: All

Description: "A magical pouch. Items will occasionally pop out as you walk around outside."

The same as the MAGICAL pouch accessory, but it seems to me that it takes a bit longer for the items to show up with this one.

Price: 6,000

*

1 found in Dhaos's Castle (Future).

MAN (Mant)

Appearance: Beige cloak.

Equip: All

Description: "A cloth cloak. A must for keeping you neat during your adventures."

So far as I know, this item has no purpose other than changing it into FLAME.

Price: 10

Becomes FLAME (cape).

*

Cless, Chester, and Klarth start with this.

1 found in Luna's Tower.

Bought in Beladam, Euclid (Present/Past).

MENTAL

Appearance: Elongated gold ring with a round blue stone at top right

Equip: All but Chester

Description: "In battle, gradually replenishes TP by 1 point at a certain rate."

Also raises AT+5 and EVA+5.

Price: 16,000

*

1 received by playing the pot game in Alvanista Castle.

1 found in northernmost oasis east of Olive Village.

1 found in Dhaos's Castle.

1 found on grass field just NE of Nome's Cave. (TH)

MIST (White Mist)

Appearance: Large white sphere.

Equip: All

Description: "A crystal ball full of smoke. Your speed of escaping from battles increases by 30%."

Price: 2,550

Becomes MAGIC.

*

1 found in Dhaos's Castle.

1 found in Sylph's Mountain (Future).

Bought in Venetia, Alvanista, Olive Village, Elven Village, and most shops in the Future.

MISTY

Appearance: Grey Star of David inside a grey circle, with a yellow necklace.

Equip: Klarth, Arche, Mint

Description: "A magician's crest. Cuts Aria [magic casting] time in half."

Price: 32,900

*

1 found in docks east of Beladam.

1 found in Dhaos's Castle.

Bought in Alvanista, Olive Village, Elven Village, and most shops in the Future.

MOONCRYS

Appearance: Tall white/gray hexagonal crystal.

Equip: All

Description: "A type of jewel. When equipped, raises maximum TP by 30%."

Price: 10,600

Becomes BLAKONYX

*

Modified from BLAKONYX.

1 found in Burning Tower.

1 found on small island farthest to the NW of Bart's House (TH).

MOONSTON

Appearance: Gray ring with oval red/gray stone at top right.

Equip: Klarth

Description: "One of the Contract Rings. Has an anti-light attribute."

I.e. Holy-elemental spells have no effect.

Price: N/A

*

Received after completing Treant Forest.

NITEMARE

Appearance: Black shoes.

Equip: All but Arche

Description: "Boots decorated with a nightmare. Speed of movement in battle

increases by 50 percent."

Price: 1,550

Becomes PERSIA.

*

Modified from PERSIA or ELVEN.

OPAL

Appearance: White ring with a round green stone in the top right.

Equip: Klarth

Description: "One of the Contract Rings. Raises defense."

DEF is raised by 15.

Price: N/A

*

Given to you by Bart once Klarth has joined your party.

PARALY C (Paralyze Check)

Appearance: Green round stone in gold decoration.

Equip: All

Description: "A charm that prevents paralysis."

Price: 13,100

*

1 won from the third Coliseum Battle.

Bought in most shops in the Future.

PERSIA

Appearance: Two purple shoes shaped like cats' feet.

Equip: All but Arche

Description: "Cute shoes in the shape of cats' feet. Damage taken is reduced by 30%."

Price: 1,400

Becomes NITEMARE.

*

Modified from IRON (boots) or NITEMARE.

PIYO (Piyohan)

Appearance: Plain gold ring.

Equip: All

Description: "A charm that reduces time unconscious by half."

Price: 12,150

*

2 found in Treant Forest.

1 found in Dhaos's Castle.

1 found in Fenrir Temple.

1 found on small inlet SW of Morrison's House (TH).

POISON C. (Poison Check)

Appearance: Purple round stone in gold decoration.

Equip: All

Description: "A charm that prevents poisoning."

Price: 3,100

*

1 found in Morlia Gallery (Future) 19th floor.

1 won from the third Coliseum Battle.

Bought in most shops in the Future.

PRINCESS

Appearance: White hood with a yellow clasp.

Equip: Mint, Arche

Description: "A woman's silken coat, elegant and semitransparent. 50 percent of flame spells will have no effect."

As well, DEF is raised by 8 and EVA is raised by 15.

Price: 2,025

*

Modified from SILVER (hood).

PROTECT

Appearance: Gold ring with a gold stone at the upper right.

Equip: All

Description: "A ring carved by the God of War. Enemies' physical attacks have no effect. Has a 99% chance of breaking."

Price: 600

Becomes FORCE.

*

1 found in the Underground Temple.

1 found in Past Venetia.

1 found in Morlia Gallery (Past).

2 found in Treant Forest.

1 found in Luna's Tower.

1 found in Dhaos's Castle.

1 found on east inlet of island just NE of Nome's Cave (TH).

1 found in beach SE of Ymir Forest (TH).

1 found in Morlia Gallery (Future) 19th floor.

1 found in Morlia Gallery (Future) 21st floor.

RABBIT

Appearance: White rabbit's foot.

Equip: All

Description: "A rabbit's foot. Well-known as a type of charm. Luck increases by 10%."

Price: 100

*

1 found in Underground Temple.

2 found in Luna's Tower.

Bought in Euclid, Harmel, Venetia, Alvanista, Olive Village, Mid Gald, and most shops in the Future.

REFLECT

Appearance: Gray ring with a shiny, round, sunken red stone at the top right.

Equip: All

Description: "A ring carved by the Goddess. Enemies' magical attacks have no effect. Has a 50% chance of breaking."

Price: 1,030

*

Modified from RESIST or FORCE.

RESIST

Appearance: A grey ring with a round gray stone at the top right.

Equip: All

Description: "A ring carved by the Goddess. Enemies' magic attacks have no effect. Has a 99% chance of breaking."

Price: 600

Becomes REFLECT.

*

1 found in Ifrit's Volcano.

2 found in Treant Forest.

1 found in Luna's Tower.

1 found on large grassfield island just west of the Dark Island (TH).

1 found in small island just off the elongated peninsula North of Alvanista (TH).

2 found in Morlia Gallery (Future) 19th Floor.

REVDOLL (Reverse Doll)

Appearance: A very crude, geometrically shaped grey doll.

Equip: All

Description: "A substitute statue. Revive quickly even if you should lose consciousness. Has a 99% chance of breaking."

Price: 1,000

*

Rarely dropped by DRUI (Past Dhaos's Castle)

Rarely dropped by an enemy in Future Ymir Forest, but I don't know which one. ^^;
1 found in Underground Temple.
1 found in Past Totus Forest.
1 found in Demitel's Manor.
1 found in Treant Forest.
1 found in Sylph's Mountain (Future).
1 found on small inlet N of where Harmel used to be (TH).
1 found S of the house SE of Miguel (TH).
1 found in Morlia Gallery (Future) 21st floor.
1 found in Dhaos's Castle (Future).

RUBY

Appearance: Gray ring with rectangular red stone in center.

Equip: Klarth

Description: "One of the Contract Rings. Raises offense."

AT is raised by 50.

Price: N/A

*

Received after completing Demitel's Manor.

SAPPH

Appearance: Gray ring with hexagonal light blue stone at center.

Equip: Klarth

Description: "One of the Contract Rings. Has an anti-lightning attribute."

I.e. Thunder-elemental spells have no effect. This item is required to receive the summon spell GREMLIN (Gremlin Lair).

Price: N/A

*

Found in Undine's Cave (Future).

SILVER (hood)

Appearance: A light blue hood with a silver band.

Equip: Mint, Arche

Description: "A silken hood for women, knitted from silver threads. 30% of fire spells will have no effect."

Price: 1,650

Becomes PRINCESS.

*

1 found in Luna's Tower.

1 found in Dhaos's Castle.

1 found in Fenrir Temple.

1 found in beach strip NE of Bart's House (TH).

1 found in small island just off the elongated peninsula North of Alvanista (TH).

1 found in Morlia Gallery (Future) 19th floor.

Bought in Alvanista, Olive Village, and most shops in the Future.

SILVER (pick)

Appearance: A long, two-sided pick.

Equip: All

Description: "'Wall' spells have no effect." (?)

Price: 1,000

*

Up to 3 can be received by winning race in Alvanista (Future).

1 found on island SE of Alvanista (TH).

SORCERER

Appearance: Gray ring with large yellow stone in the middle.

Equip: All

Description: "A ring containing the power of the Spirit of Fire. Can shoot fire with the 'Select' ["A" by default] button."

Used to shoot beams which interact with puzzle elements in dungeons.

Price: N/A

*

Found in Ifrit's Volcano.

STONE

Appearance: Gray stone.

Equip: All

Description: "Renders the black magic Tractor Beam ineffectual."

Price: 1

*

1 found in Morrison's House.

1 found in Treant Forest.

1 found in Morrison's House (Future).

Dropped by OGR (Ifrit's Volcano), MAXWELL (boss, Morlia Gallery), MAGE (Luna's Tower), GOLEM! (Coliseum/Future Dhaos's Castle)

STONE C (Stone Check)

Appearance: Dark gray round stone in gold decoration.

Equip: All

Description: "A charm that prevents petrification."

Price: 23,100

*

1 found in Treant Forest.

3 found in Morlia Gallery (Future) 19th floor.

1 won from the third Coliseum Battle.

Dropped by MANDRA (Future Ymir Forest), GOLEM! (Coliseum/Future Dhaos's Castle), DARKEYE? (mini-boss, Future Dhaos's Castle)

Bought in Alvanista (Future).

TALSM

Appearance: Yellow diamond with a red stone in the middle.

Equip: All

Description: "A type of charm. Increases defense by 5 percent."

Price: 1,000

Becomes BLUE (crystal).

*

1 found in Sylph's Mountain.

1 found in Ifrit's Volcano.

Bought in Euclid, Harmel, Venetia, Alvanista, Olive Village, Elven Village, Mid Gald, and most shops in the Future.

THIEF (Thieves Mant)

Appearance: Black cape.

Equip: All

Description: "A black cloak like thieves prefer to use. Increases evasion by 5%."

Price: 1,000

*

1 found in Bart's House.

1 found in Treant Forest.

Bought in Alvanista, Olive Village, Mid Gald, and most shops in the Future.

TOPAZ

Appearance: Gray ring with oval orange stone in center.

Equip: Klarth

Description: "One of the Contract Rings. Raises Critical Hit rate."

Price: N/A

*

Received after completing Treant Forest.

TURQ

Appearance: Gray ring with a rounded-square-shaped green/gray stone in the center.

Equip: Klarth

Description: "One of the Contract Rings. When equipped, raises maximum TP."

Raises maximum TP by 30%.

Price: N/A

*
Received in Morlia Gallery (Past).

V. WEAPON LIST

Weapon Format

Regular words always appear as is; words in [] are descriptions of what will appear there; and words in {} may or may not appear depending on the item.

[WEAPON NAME] {(Extended Name / Name used in other FAQs)}

Appearance: [The way the item looks like in the game]

Description: "[The translated in-game description]"

[Stat changes given by that item] {ELEMENTAL NAME}

Price: [Item Price]

*

[Methods of obtaining that item]

Cless's Weapons

ARCWIND - Spear

Appearance: Spear whose end looks like a white flower.

Description: "A spear crowned with the name "Great Wind". Whips up a gust of
wind with only one stroke."

SL 860, TH 720, HIT 50, DEF 1, WIND

Price: 75,000

*

Modified from ?SWORD dropped by EKM (Fenrir Temple).

BAHAMUT (Bahamut's Tail) - Axe

Appearance: Huge gray double-sided axe (one side is larger than the other).

Description: "A battleaxe with the strength to tear apart even a legendary
dragon. (Senpu)"

SL 1290, TH 1290, HIT 10, DARK

Price: 497,500

*

Found in Morlia Gallery (Future) 19th floor.

BARDICH (Baldish) - Axe

Appearance: Long, narrow, curved axe.

Description: "Similar to the Crescent Axe [CRESAXE]. Functionally, is polished."

SL 115, TH 15, HIT 10

Price: 1490

*

Bought in Alvanista and Olive Village.

BATLAX (Battle Axe) - Axe

Appearance: Small grey double-headed axe with yellow bands.

Description: "Battleaxe (Senpu). Axe for use in battle."

SL 35, TH 2, HIT 10

Price: 350

*

Bought in Beladam, Euclid, Harmel, and Venetia.

CENTUARY - Spear

Appearance: Ornate yellow axe with blade at the top.

Description: "A holy spear blessed by the Supreme God. (Hokoyari)"

SL 840, TH 640, HIT 10, WATER

Price: 45,000

*

Modified from ?SWORD found in forest NE of Alvanista (TH).

CENTURY - Sword

Appearance: Rapier with fancy yellow handle.

Description: "A slender holy sword blessed by the Supreme God."

SL 300, TH 1600, HIT 10, HOLY

Price: 144,500

*

Modified from ?SWORD dropped by ISIS (Future Morlia Gallery).

CLEAVER (Hard Cleaver) - Axe

Appearance: Giant two-sided axe.

Description: "A springy and durable axe of Damascus steel. Known for its
lightness and speed."

SL 500, TH 100, HIT 10

Price: 16,000

*

Bought in Venetia (Future).

COFFIN (Ice Coffin) - Sword

Appearance: Wide blue sword; small handle and a yellow diamond-shaped stone at the end.

Description: "A sword crowned with the name "Ice Seal". Was the deciding
factor in defeating the Red Dragon long ago."

SL 595, TH 580, HIT 10, DEF 5, WATER

Price: 70,000

*

Modified from ?SWORD bought in Ary for 100,000.

Modified from ?SWORD found in Morlia Gallery (Future) 21st floor.

CRESAXE (Crescent Axe) - Axe

Appearance: One-sided gray mattock.

Description: "An axe in the shape of a crescent moon."

SL 65, TH 10

Price: 900

*

Bought in Harmel, Venetia, and Alvanista.

CRISMLD (Crishmald) - Sword

Appearance: Thin rapier with a wide yellow handle.

Description: "Similar to the Rapier. Functionally, is polished and easy to use."

SL 8, TH 26, HIT 25

Price: 700

*

Bought in Alvanista.

DAMOCLES (Damascus) - Sword

Appearance: Curved black sword.

Description: "A springy and durable longsword of Damascus steel."

SL 350, TH 315, HIT 5

Price: 11,350

*

Bought in Miguel and Venetia.

DESTROY (Destroyer) - Sword

Appearance: Long white sword with ruby-encrusted white hilt.

Description: "A sword made with the power of magical science. Consumes TP, but
has a high critical hit rate."

Your TP will slowly decrease in battle.

SL 630, TH 290, HIT 10

Price: 30,000

*
Bought in Alvanista (Future), Freezekill, and Ary.

DOOM - Sword

Appearance: Gray sword with yellow handle, enveloped in a black flame.

Description: "A magic sword crowned with the name "Disaster Breaker". Its blade
sucks in misfortune and turns black."

SL 1300, TH 1100, HIT 10, DARK

Price: 162,500

*

Modified from ?SWORD dropped by G.BEAST (Future Morlia Gallery).

DRAGTOOF - Sword

Appearance: Orange blade, fancy brown hilt.

Description: "A longsword forged from a dragon fang. Slashes steel like paper."

SL 220, TH 730, EARTH

Price: 31,000

*

Modified from ?SWORD dropped by DRAGON? (Volt's Cave).

DUEL (sword) - Sword

Appearance: White blade, yellow hilt with a red gem.

Description: "A famous sword presented to a renowned heroic swordsman in an
ancient land."

SL 800, TH 780, HIT 10, EARTH

Price: 34,750

*

Modified from ?SWORD found NE of where Dhaos's Castle used to be (TH).

ETERNAL! - Sword

Appearance: Large bluish blade with blue handle and yellow flowery hilt.

Description: "A magic sword crowned with the name "Time and Space". Has the
power to control time."

SL 910, TH 910, HIT 10

Price: N/A

*

Received as part of the storyline.

FAMEFACE - Sword

Appearance: Curved blue sword.

Description: "A slender and keenly sharpened curved sword. A green seal floats
over the dark blue blade."

SL 108, TH 60, HIT 15, WATER

Price: 5,500

*

1 modified from ?SWORD dropped by Meyer.

Up to 3 can be modified from the ?SWORD (choice 4) won from the race in Past Alvanista.

1 modified from ?SWORD found in Morlia Gallery (Future) 21st floor.

FINESABR (Fine Saber) - Sword

Appearance: Curved rapier with yellow hilt.

Description: "A half-curved, good quality sword."

SL 25 TH 18

Price: 350

*

Bought in Beladam, Euclid, Harmel, and Venetia.

FLAMBERG (Flameverge) - Sword

Appearance: Flaming red sword.

Description: "A magic sword with a flame-shaped blade. One of the Three Weapons."

SL 900, TH 900, HIT 10, FIRE

Price: N/A

*

Received as part of the storyline.

FLARE! (sword) - Sword

Appearance: Long thin rapier with strange yellow handle.

Description: "A thin sword containing the power of the fire demon Flambelk."

SL 580, TH 595, HIT 20, FIRE

Price: 50,000

*

Modified from ?SWORD bought in Olive Village (Future) for 100,000 Gald.

GUNGNR (Gungnir) - Spear

Appearance: Fancy yellow spear with two small points on either side.

Description: "A spear created for the gods' final battle. Proof that the holder
is the owner of the Holy Steed [Pegasus]."

SL 96, TH 122, HIT 5, DEF 1, EVA 5

Price: N/A

*

Received after defeating JAML in Alvanista Castle. Lost as part of the storyline.

HALBR (Halberd) - Spear

Appearance: Small axe/spear combination.

Description: "A halberd. An excellent weapon combining the special attributes
of axes and spears."

SL 105, TH 105, HIT 5

Price: 2,000

*

1 found in Demitel's Manor.

2 found in Dhaos's Castle.

Bought in Alvanista, Olive Village, and Mid Gald.

HALBRD (Naginata) - Spear

Appearance: Straight spear with a purple blade.

Description: "A Japanese-style spear, good for stab-and-slash attacks. A woman
wielding one is beautiful. "

SL 600, TH 900, HIT 60

Price: 90,000

*

Bought in Ninja Town.

HOLY (sword) - Sword

Appearance: Long white sword with a winged hilt and a diamond-shaped blue stone at the end.

Description: "A holy sword blessed by the Supreme God."

SL 480, TH 480, HIT 30, HOLY

Price: 25,000

*

Modified from ?SWORD bought in Future Alvanista.

LONG - Sword

Appearance: Thin sword with red handle.

Description: "An iron longsword with a 90 cm blade."

SL 5 TH 5

Price: 70

*

Cless starts with this.

Found in Jail Cell.

Dropped by SKELL (Underground Temple).

Bought in Euclid (Present) and Beladam.

Dropped as ?SWORD by many enemies.

LUCK.BL (Lucky Blade) - Sword

Appearance: Tapering white blade, yellow hilt with a ruby.

Description: "A holy blade blessed by the Goddess of Luck. Luck increases."

SL 800, TH 800, HIT 80, LUCK+50

Price: 60,000

*

Modified from ?SWORD found in the snow north of the Unicorn Forest (TH).

MEKHALBR (Mech Halberd) - Spear

Appearance: Large pointed axe.

Description: "Similar to the Halberd. Made from a special kind of silver."

SL 200, TH 210, HIT 6

Price: 11,000

*

2 found in Dhaos's Castle.

Bought in Mid Gald.

MOON - Sword

Appearance: White sword with an extra curved blade coming out of the hilt.

Description: "A sword of light. Its glitter is pale and wintry like the moonlight."

SL 260, TH 200, HIT 10, HOLY

Price: 28,300

*

Modified from ?SWORD dropped by DRACONA (Dhaos's Castle).

MURA (Muramasa) - Sword

Appearance: Curved grey katana.

Description: "The famous sword Murasame, made by secret methods. It's so sharp
that enemies don't feel their wounds."

SL 910, TH 780, HIT 100, DEF 5, EARTH

Price: 112,800

*

Received from Suzu's grandpa in Ninja Town.

POLEAX - Spear

Appearance: Long halberd with small one-sided axe and a yellow handle.

Description: "Similar to the Axe, but has attributes similar to the Halberd."

SL 850, TH 150

Price: 22,300

*

Bought in Future Alvanista.

RAPI (Rapier) - Sword

Appearance: Long, thin white sword with yellow handle.

Description: "A slender sword specially made for stabbing attacks."

SL 2, TH 9, HIT 20

Price: 90

*

1 found in Jail Cell.

Bought in Euclid, Morrison's House, and Beladam.

RAPIER! (Sent Rapier) - Sword

Appearance: Small rapier on a slant.

Description: "A slender blade owned by a certain famous noble family."

SL 700, TH 1200, HIT 10, DARK

Price: 34,000

*

1 modified from ?SWORD found in Dhaos's Castle (Future).

RAZOR (Laser Blade) - Sword

Appearance: Red lightsaber.

Description: "A weapon created with the science of the ancient sunken city of Thor."

SL 850, TH 650, HIT 60, HOLY

Price: 100,005

*

Dropped by 3SH (Future Valley of Thor).

Bought in Freezekill.

SABR (Saber) - Sword

Appearance: Long white sword with yellow handle.

Description: "A straight sword specially made for slashing."

SL 8, TH 5

Price: 100

*

1 found in Underground Temple.

Bought in Euclid, Morrison's House and Beladam.

SABRE! (Knight's Saber)

Appearance: Old-looking sword with an orange hilt and gray blade.

Description: "Sword used in the Black Knight Euclid's team. Sharper than storebought."

SL 15, TH 8, HIT 10, FIRE

Price: N/A

*

Find this in Totus Village, but lose it soon after.

SESCA (Corsesca) - Spear

Appearance: Gray spear with a yellow band and flowered tip.

Description: "Similar to the PoleWeapon [POLEAX]. With its three prongs, is also called the WingedSpear."

SL 50, TH 106

Price: 1,200

*

1 found in Demitel's Manor.

Bought in Venetia, Alvanista, and Olive Village.

(Sinclair) - Sword

Appearance: Tiny sword with a strange yellow handle.

Description: "Similar to the Sabre. Functionally, is polished."

SL 424, TH 220

Price: 11,850

*

Bought in Venetia (Future).

SLAYER - Sword

Appearance: Narrow sword with a yellow hilt.

Description: "A magical sword containing only the wish to destroy all things living in this world."

SL 200, TH 200, HIT 30, EARTH

Price: 5,000

*

1 modified from ?SWORD found in Dhaos's Castle.

Modified from ?SWORD dropped by SAVEN (Luna's Tower).

SRDGRAVE (Sudden Grave) - Spear

Appearance: Grey spear whose tip looks like a small flame.

Description: "A spear with a sabre-like blade."

SL 210, TH 424

Price: 11,250

*

Bought in Miguel, Euclid (Future), Venetia (Future).

STRIKEAX - Axe

Appearance: Large, grey, notched axe.

Description: "An axe with the divine protection of the BoltBeast. The blade glows blue-white with electricity."

Well, it doesn't really. 8-)

SL 140, TH 20, HIT 10, THUNDER

Price: 15,000

*

1 modified from ?SWORD found in Ifrit's Volcano.
Modified from ?SWORD dropped by LIZMAN (Ymir Forest).

VORPAL - Sword

Appearance: Long grey sword, branching hilt adorned with a ruby.

Description: "A magical sword with a blade like ice. One of the Three Weapons."

SL 900, TH 900, HIT 10, WATER

Price: N/A

*

Received as part of the storyline.

WARUUN (War Rune Sword) - Sword

Appearance: Straight white rapier with a yellow handle.

Description: "One size larger than the Longsword."

SL 50, TH 50

Price: 800

*

Bought in Harmel, Venetia, and Alvanista.

WELDN (Veldan) - Sword

Appearance: Tiny rapier with yellow hilt.

Description: "Similar to the Rapier."

SL 4, TH 28, HIT 22

Price: 350

*

Bought in Beladam, Euclid (Past), Harmel, and Venetia (Past).

XCALIBR (Excalibur) - Sword

Appearance: Golden sword with a ruby on the hilt.

Description: "Proof of kingship. Belonged to the hero Gilgamesh, who made a name for himself in the Ishtar legend."

SL 1390, TH 1390, HIT 50, DARK

Price: N/A

*

Found in Morlia Gallery (Future) final room.

Chester's Weapons

AQUA

Appearance: Fancy yellow bow with blue stones.

Description: "A bow containing the magic power of running water. Highly effective against enemies with fire attributes."

AT 800, HIT 50, WATER, double shot

Price: 70,000

*

Modified from ?BOW bought in Ary for 100,000.

Modified from ?BOW dropped by LKNIGHT (Volt's Cave).

BERSERK!

Appearance: Thick yellow bow with a strange design.

Description: "A sturdy bow used to defeat the berserkers who once ravaged the continent."

AT 1820, HIT 95, double shot

Price: 240,000

*

Modified from ?BOW dropped by SKRM, MANTAK, or BEASTMST (Future Morlia Gallery)

COMPOSIT

Appearance: Orange bow with a white string, and a bend in the middle.

Description: "A bow made from many different materials. Also called the SynthesisBow."

AT 500 HIT 10

Price: 1500

*

Bought in Miguel, Euclid (Future), Venetia (Future).

CRANE

Appearance: Gray crossbow with a yellow shaft.

Description: "A bow with a repeat-fire mechanism. Can fire two arrows at once."

AT 620 HIT 10

Price: 3500

*

Bought in Alvanista (Future).

CRESCENT

Appearance: White bow.

Description: "Called the LightBow. Arrows glow with all their might before taking flight."

AT 1320, HIT 10, THUNDER

Price: 37,000

*

Bought in Freezekill and Ghis Shop.

ELVEN

Appearance: Green/yellow bow.

Description: "A holy bow handed down from the elf tribe. Amazingly, never misses its target."

AT 1590, HIT 200

Price: 20,000

*

Bought for 20,000 Gald in Elven Town (once only).

FLARE

Appearance: Flaming yellow bow.

Description: "A bow containing the magic power of fire. Highly effective against enemies with water attributes."

AT 800, HIT 50, FIRE, double shot

Price: 53,600

*

Up to 3 can be received by winning race in Alvanista (Future). (3rd option)

Modified from ?BOW dropped by FLAME (Future Ifrit's Volcano).

GALE (Galespread)

Appearance: Turquoise bow with yellow "icicles".

Description: "A bow containing the magic power of a gust of wind. Highly effective against enemies with earth attributes."

AT 800, HIT 50, WIND, double shot

Price: 53,600

*

1 modified from ?BOW found in Fenrir Temple.

SAND

Appearance: Wide yellow bow with brown markings.

Description: "A bow containing the magic power of the earth. Highly effective against enemies with wind attributes."

AT 800, HIT 50, EARTH, double shot

Price: 53,600

*

Modified from ?BOW dropped by SHEE (Future Morlia Gallery).

SELF-L (Self Bow-L)

Appearance: Medium-sized wooden bow.

Description: "A longbow made of a single piece of wood."

AT 20 HIT 10

Price: 100

*
Bought in Euclid (Present) or Morrison's House.

SELF-S (Self Bow-S)

Appearance: Tiny wooden bow.

Description: "A shortbow made of a single piece of wood."

AT 8 HIT 10

Price: 25

*

Chester starts with this. Bought in Euclid (Present).

Dropped by many enemies as ?BOW.

SOUL (Soulsteel)

Appearance: Black flaming bow.

Description: "A magical bow that shaves one's life and converts it to power."

Each shot taken decreases HP by 10.

AT 1700, HIT 60, DARK

Price: 140,000

*

1 modified from ?BOW dropped by Origin.

Mint's Weapons

BCROD

Appearance: Grey rod with a square blue stone at the end.

Description: "Formally known as the BlueCrystalRod. A holy implement that appeared in the Ishtar legend."

AT 420, HIT 10

Price: 100,000

*

1 found west of Ninja Village.

GEMROD

Appearance: Thin wooden rod with a small red stone at the end.

Description: "A staff decorated with a cheap gem."

AT 15, HIT 10

Price: 300

*

Bought in Venetia and Alvanista.

HOLY (rod)

Appearance: White rod with yellow handle; ruby on handle.

Description: "A holy staff blessed by the Supreme God."

AT 180, HIT 10, HOLY

Price: 3,000

*

Bought in Alvanista (Future) and Freezekill.

ROD

Appearance: Wooden rod.

Description: "An oaken staff."

AT 2 HIT 10

Price: 5

*

Bought in Euclid and Morrison's House.

RUBY

Appearance: Wooden rod with a large red stone at the end.

Description: "A staff decorated with a ruby on its tip."

AT 30, HIT 10

Price: 620

*
Bought in Alvanista and Olive Village.

RUNE

Appearance: Grey rod with a yellow hilt.

Description: "An expensive staff with a magical rune carved on its front."

AT 85, HIT 10, DARK

Price: 1,500

*

1 found in Dhaos's Castle.

STAR (rod)

Appearance: White rod with yellow star at the end.

Description: "A staff that, when waved, leaves behind a beautiful trail like
the twinkling of stars."

When Mint casts a spell in battle, it will be accompanied by a lot of colored sparks.

AT 330 HIT 10

Price: 21,000

*

1 won from the eighth Coliseum battle.

1 modified from ?ROD found in Dhaos's Castle (Future).

UNICORN

Appearance: Tapered, twisting unicorn horn with a ruby at the wide end.

Description: "A horn of the holy beast Unicorn. A strong catalyst for magic."

AT 135, HIT 10, DEF 12

Price: N/A

*

Received as part of the storyline.

Klarth's Weapons

AQUA (book)

Appearance: Light blue book.

Description: "A book of magic. Bound with a mysterious animal skin."

AT 120, HIT 10

Price: 2,000

*

1 found in Luna's Tower.

GARFRA (Garlfragmen)

Appearance: Green book.

Description: "A book of magic. A silver-bound translation book discovered in
the Northern Ruins."

AT 350, HIT 10, WIND

Price: 4,000

*

1 found in Volt's Cave.

HBOOK (Porno Book)

Appearance: Scantily clad woman on cover.

Description: "I'm a kid, so I wouldn't know!"

AT 3, HIT 10

Price: 900

*

1 modified from ?BOOK found on docks near Demitel's Manor.

1 modified from ?BOOK dropped by Gnome.

Modified from ?BOOK dropped by GREROK (Future Alvanista area).

LEVYONIS (Raybarionis)

Appearance: Yellow book.

Description: "A book of magic. Partially written in blood."

AT 70, HIT 10

Price: 16,000

*

1 modified from ?BOOK found in Demitel's Manor.

1 modified from ?BOOK dropped by Undine.

MISAREQ (Misarequiem)

Appearance: Blue book.

Description: "A book of magic. Written in the form of a play so the spells
aren't understood at a glance."

AT 500, HIT 60

Price: 64,000

*

1 modified from ?BOOK found in Fenrir Temple.

MIST7SUN (Mistsevensan)

Appearance: Purple book.

Description: "A book of magic. The illusionary work gossiped about in the
Eastern Continent."

AT 500, HIT 10, EVA 50

Price: 64,000

*

1 found in Burning Tower.

NECRO (Necronomicon)

Appearance: Light red book with black symbol on it.

Description: "A book of magic. The magic researchers' Bible."

AT 20, HIT 10

Price: 500

*

Klarth starts with this.

NG

Appearance: Pac-Man on the cover.

Description: "A book with a round yellow character on its cover. Absolutely
not 'no good' ['NG' = common Japanese abbreviation for 'no good' --
convenient opposite of 'OK' that we should adopt! - N.S]."

AT 765, HIT 1, DEF 1, EVA 1, LUCK+1

Price: N/A

*

1 found in snow north of Unicorn's Forest (TH).

SRANOFRA (Seranofragmen)

Appearance: Orange book.

Description: "A book of magic. A fragment of writing sealed up in a certain
library's basement."

AT 60, HIT 30

Price: 1,000

*

Received after defeating JAML in Alvanista Castle.

TOOLMAGK (True Magic)

Appearance: Brown book.

Description: "A book of magic. Titled "The Truth of Magic", it is, as it were,
the ultimate work."

AT 700, HIT 50, EVA 30

Price: 150,000

*

1 modified from ?BOOK found in Dhaos's Castle.

Y.KINGS (Arrownings)

Appearance: Red book with a design on the cover.

Description: "A book of magic. Bound in deep crimson with yellow imprints."

AT 60 DEF 1

Price: 4,000

*

1 modified from ?BOOK dropped by Demitel.

Arche's Weapons

BROO (Broom)

Appearance: Regular yellow broom.

Description: "Just a broom. But put it in *her* hands and it becomes a convenient means of transport."

AT 20, HIT 10

Price: 15

*

Arche starts with this.

BRUSH (Dekibranch)

Appearance: Square brown broom.

Description: "With this, the RedRibbon, and the Black Clothes, you too can be a fine witch otaku ['fan' ...BTW, I think they're referring to the film 'Kiki's Delivery Service' here - N.S.]"

Don't think anything special happens when you do equip these three items...

AT 500, HIT 10

Price: 990

*

Bought in Elven Town (Future).

MAGICAL (broom)

Appearance: Broom with pink handle and knob on end.

Description: "A broom ridden by a witch from another world."

AT 200, HIT 10

Price: 9,000

*

1 found in Dhaos's Castle.

1 won from the seventh Coliseum battle.

MISTY (broom)

Appearance: Grey broom.

Description: "A beautiful broom made of fine silverwork."

AT 100, HIT 10

Price: 2,800

*

1 found in Morlia Gallery (Past).

STAR (broom)

Appearance: Yellow broom with a large yellow swish of light.

Description: "A magical broom that leaves behind a trail like shooting stars."

When Arche moves in battle, she leaves behind a trail of colored sparks.

AT 640, HIT 10

Price: 1,000

*

Received from Arche's Mom in Elven Town in the future.

1 won from the eighth Coliseum battle.

SYLPH

Appearance: Blue broom.

Description: "A broom containing the power of the Wind Spirit."

AT 380, HIT 10, WIND

Price: 2,800

*

1 found in Volt's Cave.

VI. SHOPPING LIST

PRESENT

Crossroads To Euclid:

APPLE (gel), ORANGE, PANASHIA, FLARE!

Euclid Weapon Shop:

LONG, SABR, RAPI, SELF-S, SELF-L, ROD, CHAIN, LEATHER (glove), ROUND (shield),
BREAD, CHE, APPLE (gel), MAN, IRON (boots)

Euclid Food Shop:

BREAD, CHE, BEE

Morrison's House: APPLE (gel), ORANGE, PANASHIA, FLARE!, SABR, RAPI, SELF-L, CHAIN,
LEATHER (glove), ROUND (shield), ROD, JETBOOT

PAST

Beladam Item Shop: APPLE (gel), ORANGE, MIXED, PANASHIA, FLARE!, LIFE!, LIQUOR,
SPECS, MAN, LEATHR (cape), JETBOOT

Beladam Weapon/Armor Shop: LONG, SABR, FINESABR, RAPI, WELDN, BATLAXE, CHAIN,
RING (armor), LEATHR (hat), IRONHELM, LEATHER (glove), ROUND (shield), AMBER (robe)

Euclid Food Shop: BREAD, CHE, BEE, APP

Euclid Weapon/Armor Shop: FINESABR, WELDN, BATLAX, RING (armor), IRONHELM,
LEATHER (glove), KITE, AMBER, JETBOOT

Euclid Item Shop: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, SPECS., MAN,
LEATHR (cape), IRON (boots), RABBIT, TALSM

Harmel Item Shop: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR,
LEATHR (cape), IRON (boots), RABBIT, TALSM, HOLY!, DARK!, PICK, ROP

Harmel Weapon Shop: FINESABR, WARUUN, WELDN, BATLAX, CRESAXE

Harmel Armor Shop: RING (armor), IRONHELM, LEATHER (glove), KITE, AMBER, ANKH (hat).

Venetia Item Shop: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR,
LEATHR (cape), IRON (boots), RABBIT, TALSM, HOLY!, DARK!, MIST

Venetia Food Shop: BREAD, CHE, BEE, APP, STEA, SWEE, SUSHI

Venetia Weapon Shop: FINESABR, WARUUN, WELDN, SESCO, BATLAX, CRESAXE, GEMROD

Venetia Armor Shop: RING (armor), SPLINT, IRONHELM, HELMET, LEATHER (glove),
IRON (glove), KITE, FOOTHIGH, AMBER, ANKH (hat), JETBOOT

Alvanista Item Shop: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR

Alvanista Item Shop 2: HOLY!, DARK!, LEATHR, THIEF, SPECS., RABBIT, TALSM, MIST, HOLY,
FOOT, MISTY, SILVER, PICK, RUNE!, POISON C., PARALY C.

Alvanista Food Shop: BREAD, CHE, BEE, APP, STEA, SWEE, TU

Alvanista Armor Shop: SPLINT, BREASTPL, HELMET, GAUNT., FOOTHIGH, SILVER (robe),
LAND, BLUE (ribbon), JETBOOT

Alvanista Weapon Shop: WARUUN, SESCA, CRESAXE, HALBR, CRISMLD, BARDICH, GEMROD, RUBY

Olive Village Item Shop 1: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR

Olive Village Item Shop 2: HOLY!, DARK!, LEATHR, THIEF, SPECS., RABBIT, TALSM, MIST,
HOLY, FOOT, MISTY, SILVER (hood)

Olive Village Food Shop: BREAD, CHE, BEE, STEA

Olive Village Armor/Weapon Shop: SESCA, HALBR, BARDICH, RUBY, BREASTPL, HELMET, GAUNT.,
SILVER (robe), LAND, BLUE

Elven Village Item Shop 1: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR

Elven Village Item Shop 2: HOLY!, DARK!, SPECS., TALSM, MIST, HOLY, MISTY

Mid Gald Item Shop 1: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR

Mid Gald Item Shop 2: LEATHR (cape), THIEF, SPECS., RABBIT, TALSM

Mid Gald Food Shop: BREAD, CHE, BEE, APP, STEA, SWEE, TU

Mid Gald Weapon Shop: HALBR, MEKHALBR

Mid Gald Armor Shop: PLATE, FINE (shield), HELMET, GAUNT., SILVER (robe), FINE (hat),
STRIPED, JETBOOT

FUTURE

Most shops in the future share the same goods. The two regular item shops are as follows:

Item Shop 1: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR

Item Shop 2: HOLY!, DARK!, LEATHR, THIEF, SPECS., RABBIT, TALSM, MIST, HOLY (cross),
FOOT, MISTY, SILVER (hood), PICK, RUNE!, POISON C, PARALY C

Food Shop: BREAD, CHE, BEE, APP, STEA, SWEE, TU

Miguel Item Shop: Same as Item Shop 2

Miguel Weapon/Armor Shop: DAMOCLES, SRDGRAVE, COMPOSIT, MITHRILL (robe), CLOSED,
HOLY (robe)

Euclid Item Shops: Regular two item shops.

Euclid Food Shop: BREAD, CHE, BEE, APP, STEA, SWEE, TU, RADI

Euclid Armor Shop: MITHRILL (robe), CLOSED, HOLY (robe), JETBOOT

Euclid Weapon Shop: DAMCOLES, SRDGRAVE, COMPOSIT

Venetia Item Shop: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR,
LEATHR (cape), IRON (boots), RABBIT, TALSM, HOLY!, DARK!, MIST

Venetia Food Shop: BREAD, CHE, BEE, APP, STEA, SWEE, SUSHI, KEL

Venetia Armor Shop: MITHRILL (robe, armor, glove), CLOSED, PRETTY (ribbon), HOLY (robe), JETBOOT

Venetia Weapon Shop: DAMOCLES, SRDGRAVE, (Sinclair), CLEAVER, COMPOSIT

Alvanista Item Shop 1: Regular Item Shop 1.

Alvanista Item Shop 2: Regular Item Shop 2 plus STONE C

Alvanista Food Shop: Regular Food Shop.

Alvanista Armor Shop: MITHRILL (robe, armor, glove), CLOSED, PRETTY (ribbon), HOLY (robe), JETBOOT, RIB

Alvanista Weapon Shop: POLEAX, DESTROY, CRANE, HOLY (rod), ?SWORD (HOLY sword)

Olive Village Item Shops: Regular Item Shops.

Olive Village Food Shop: BREAD, CHE, BEE, STEA

Olive Village Weapon/Armor Shop: SESCA, HALBR, BARDICH, RUBY, BREASTPL, HELMET, GAUNT., SILVER (robe), LAND, BLUE, ?SWORD (FLARE! sword)

Freezekill Item Shop: Regular Item Shop 2.

Freezekill Food Shop: Regular Food Shop.

Freezekill Weapon/Armor Shop: RAZOR, DESTROY, CRESCENT, HOLY (rod), MITHRILL (robe, armor, glove), CLOSED, PRETTY (ribbon), HOLY (robe), JETBOOT, RIB

Ary Food Shop: Regular Food Shop.

Ary Weapon/Armor Shop: DESTROY, ?SWORD (LONG), ?SWORD (COFFIN), ?BOW (SELF-S), ?BOW (AQUA), MITHRILL (robe, armor, glove), CLOSED, PRETTY (ribbon), HOLY (robe)

Ghis Shop 1: RARE!, RARE (helm), RARE (shield), REGAUNT, CRESCENT (bow)

Ghis Shop 2: COMBO!

Elven Town Item Shop: ELVEN (cloak), HOLY!, DARK!, SPECS., TALSM, MIST, HOLY (symbol), MISTY, BRUSH, BLACK

Elven Town Food Shop: CHE, BEE, APP, STEA

Ninja Town Shop: HALBRD, TUNA, APPLE (food), SWEE, MI, JELLY, APPLE (gel), LIFE!, LIQUOR, HOLY!

Morlia Gallery Shop: APPLE (gel), ORANGE, MIXED, PANASHIA, LIFE!, FLARE!, LIQUOR, BREAD, CHE, BEE, SUSHI, VEG, RUNE!, SPECS.

VII. MONSTER LIST

Monster Format

Location
NAME OF MONSTER (Name used in other FAQs) Max HP/Max TP - observed attributes, what it

drops, etc.

If a monster has already appeared in the game, the format looks as follows:
(NAME OF MONSTER - Previous location name)

If a monster is a boss or otherwise only appears once in a level, it is marked with a *.

The monsters are arranged by location. The ? are Japanese messages which popped up when the SPECS. item was used; when I find out their translations, I will add them to the list.

Totus Forest

BUGB (Bugbear) 70/0, - weak against Fire, drops CHE
OWL 50/0
GBEE 10/0 - drops APPLE (gel)
*BO (Boar Child) 30/0 - drops ROAST
*BOAR 200/0

Jail Cell

OAKJELY (Orc Jelly) 80/0 - drops APPLE (gel)
LEECH
(BUGB - Totus Forest)
*G.SLUG 120/0
*DEVIL (Spend Devil)

Underground Temple

(G.SLUG - Jail Cell)
(BUGB - Totus Forest)
GOU (Ghoul) 115/0 - drops APPLE (gel)
ZOMBIE (Living Dead) 130/0 - drops LIFE!/LIQUOR/PANASHIA
SKELL (Skeleton) 100/0 - drops APPLE (gel)/LONG
*GOLM - 280/0 - absorbs Earth, drops HOLY!
FEROCI (Ferocious) 80/0 - drops CHI

Euclid Area

(BUGB - Totus Forest)
BOGL (Borgul) 60/2 - Weak against Fire/Thunder, drops CHE/SPECS.
(FEROCI - Underground Temple)
WOLF (Killer Wolf) 280/0 - drops ROA
(G.SLUG - Jail Cell)
HORNT (Hornet) 120/0 - weak against Fire/Thunder

Sylph's Mountain

HARP (Harpy) 200/10 - weak against Fire/Thunder, drops APPLE (gel)
*SYL (Sylph) 100/20 - drops RUNE! uses LIGHTNING
GAST (Ghast) 260/0 - drops LIQUOR
HELLMST (Hellmaster) 4700/0 - uses GARNET; can't be harmed

Demitel's Manor

(HARP - Sylph's Mountain)
OAKPOT (Orcrot) 2250/0 - Weak against Fire/Lightning, drops APP/APPLE (food)
BONE K. (Bone Knight) 450/0
(GOLM - Underground Temple)
*LILT (Liliti) 600/20 - uses ICETORN, STONEWAL, STORM - drops RUNE!
*DEMI (Demitel) 2700/0 - uses GARNET, drops ?BOOK (Y.KINGS)

Boat to Alvanista

*MEYER 2400/0 - drops ?SWORD (FAMEFACE)

Alvanista Castle

*ARS (Ares) 2500/0 - weak against Fire, absorbs Water, drops LAVEN/BOURB.
*JAML (Jamil) 3400/100, - weak against Fire/Wind, Thunder no effect, uses TRAKBEAM,
drops BLAKONYX

Alvanista Area

RAPTOR! (Raptor King) 620/0 - Weak against Fire/Thunder, drops CHI
(HORNT - Euclid Area)
G.TOAD 620/0
HILLGIANT 1050/2 - Weak against Fire

Undine's Cave

G RED (G.Redsel) 650/0 - Weak against Fire/Thunder, drops PANASHIA
SQUID 2243/0 - Weak against Fire, drops SUSHI
NARED (Nereid) 1000/50 - Weak against Fire, uses ICENEEDLE, ACID
*UNDINE 6450/300 - Weak against Fire, uses ICETORN, drops ?BOOK (LEVYONIS)

Nome's Cave

CLAYIDL 1/1 - can't be hurt.
*NOME 3400/150 - drops ?BOOK (HBOOK).

Ifrit's Volcano

OGR (Ogre) 1400/2 - Weak against Water, Fire no effect, drops STONE
AZR (Azer) 1200/55 - Weak against Water; Wind/Thunder no effect; Fire absorb;
uses FIREBALL, TRAKBEAM, ERUPT; drops RUNE!
*IFRIT - Weak against Water, teleport, drops FLAME (cape).

Morlia Gallery

MAN (Caveman) 750/0 - Weak against Water/Fire/Holy, drops APP
G.BAT 420/0 Weak against Fire/Holy
P.TOAD (Poison Toad) 820/0 - Poison hit
BLAKBAT (Black Bat) 320/0 - Weak against Fire/Holy
(OGR - Ifrit's Volcano)
(AZR - Ifrit's Volcano)
GARGO (Gargoyle) 1250/0
LIZ FLY (Lizard Fly) 870/50 - Weak against Thunder/Holy, Fire attack
(SQUID - Undine's Cave)
(NARED - Undine's Cave)
(G RED - Undine's Cave)
*MAXWELL 7500/400 - uses HEA, drops STONE

Olive Village Area

AGME (Agmie) 860/2, *6 - Weak against Wind, Fire no effect, drops BEE
DES FLY (Desert Fly) 900/20 - Weak against Water, drops FLARE!
(HARP - Sylph's Mountain)
DIRA (Della) 600/100
BASIL (Basilisk) 4850/0 - Weak against Water, absorbs Fire, Stone hit, drops BASILISK

Ymir Forest

LIZMAN (Lizardman) 1270/0 - Weak against Fire, absorbs Water, Stone hit,
drops HOLY!/?SWORD (LONG)/?SWORD (STRIKEAX)
LILLY (Waterlily) 820/100, - Weak against Fire, absorbs Water, drops LIFE!
(OAKPOT - Demitel's Mansion)

Treant Forest

DRAK (Drake) 1500/0 - Weak against Fire/Thunder, Paralyze hit
(LILLY - Ymir Forest)
(OAKPOT - Demitel's Mansion)

Luna's Tower

CORP (Corpse) 1550/0 - Weak against Fire, drops RUNE!
MAGE (Dark Mage) 1100/100 - uses GRAVE, STONEWAL, TRAKBEAM; drops STONE/RESIST
GOLEM (Clay Golem) 2270/0 - Weak against Water, Fire/Thunder no effect, absorbs Earth
SAVEN (Sarven) 1800/0 - Thunder no effect, drops ?SWORD (LONG)/?SWORD (SLAYER)

Mid Gald Area

COYO 1000/0 - drops ROA

(AGME - Olive Village Area)
(SAVEN - Luna's Tower)
(OAKPOT - Demitel's Mansion)
(OWL - Totus Forest)
(HORNT - Euclid Area)

Snowfield Battles

(AGME - Olive Village Area)
OAKTREE (Mighty Oak) 3050/0 - weak against Fire/Thunder, drops APP/APPLE (food)
HOUND! (Gaze Hound) 2250/0 - Weak against Holy, Paralyze hit
(DRAK - Treant Forest)
*ISHRAN (Ishlant) 5000/100 - drops POISON C.

Aerial Battles

VULTURE (War Vulture) 1800/100 - Weak against Fire/Thunder, Poison hit, drops CHI
CHAR (Charon) 2000/60 - absorbs Fire, Holy, Water, Earth, Thunder; uses THUNDER, HEA;
teleport; drops MIXED
DEMON (Grey Demon) 1150/0 - drops LIFE!
(ISHRAN - Snowfield Battle)

Dhaos's Castle

GOLEM!! (Iron Golem) 7150/0 - weak against Holy
ADPT (Adept) 3600/150 - uses ICEWALL, FIREWALL; Thunder no effect, teleport
(CHAR - Aerial Battle)
DRACONA (Dragon Knight) 2000/5 - Weak againts Fire/Thunder,
drops ?SWORD (LONG)/?SWORD (MOON)
REDLOPR (Red Roper) 1400/0 - weak against Fire, Paralyze hit, drains HP, drops ORANGE
DULLA (Dullahan) 3550/0 - weak against Holy, uses BARI
DRUI (Druid) 3300/80 - uses BARI, CUR; absorbs Holy/Thunder, drops REVDOLL
*EVILLORD 10500/60 - Weak against Fire/Holy, Fire attack, drops RUNE!
*DAO (Dhaos) 49900/1000 - Weak against Thunder/Holy, drops EMERALD

Abyss of Thor

BLULOPR (Blue Roper) 2250/2 - Paralyze hit, drops MIXED
3000R 3000/0 - Weak against Thunder
4400R 4400/0 - Weak against Thunder
2SH 18600/0 - Weak against Fire/Thunder
*DAO (Dhaos) 65000/1000, Stone hit

FUTURE

Miguel/Euclid/Venetia Area

DRAGFLY 950/50 - drops HOLY!/DARK!
NOL (Naul) 2150/0 - Weak against Fire, Paralyze hit, drops SUSHI
MAYFLY 2000/50 - absorbs Holy/Thunder, drops DARK!
ACLOPR (AC Roper) 3250/20 - Weak against Fire, absorbs Thunder and Holy, drains HP
OOZE (Grey Ooze) 2820/0 - Weak against Fire/Holy, drops FLARE!

Volt's Cave

MIST (Phantomist) 2420/150 - uses ICEWALL, RAY; drops BASILISK/RESIST
DRAGON? (Dragon Tooth) 3780/0 - drops ?SWORD (LONG)/?SWORD (DRAGTOOF)
(MAYFLY - Miguel/Euclid/Venetia Area)
(DRAGFLY - Miguel/Euclid/Venetia Area)
LKNIGHT (Living Knight) 3150/0 - Fire no effect; drops ?BOW (SELF-S), ?BOW (AQUA)
HELLO (Alroune) 2200/100 - drains TP; drops PROTECT
*VOLT 28000/400 - absorbs Holy/Thunder, Earth no effect, uses THUNDER; drops EMERALD

Nome's Cave

STAGE 2120/0 - Holy weakness, Fire no effect
DESCHA (Death Charon) 3650/200 - Weak against Holy, Fire/Thunder no effect;
uses FIREWALL, LIGHTNING; teleport

FROGGY 6520/0 - Weak against Holy, Fire no effect, absorb Water, poison hit
FIEND 5150/0 - Fire/Holy weakness
GAZER (Death Gaze) 42500/0 - Holy weakness, Water/Thunder no effect; Earth/Fire absorb;
poison hit, instant death hit

Olive Village Area

NOCWING 2520/0 - Water weakness, drops SPECS.
N.CLYD 2460/10 - Water weakness, Fire absorb
PICOCL 2550/0 - Water weakness, Fire/Thunder absorb, drops CHARM!
(BASIL - Past Olive Village Area)

Ifrit's Volcano

(SKELL - Underground Temple)
(AZR - Past Ifrit's Volcano)
FLAME (Flame Zee) 11200/40 - weak against Water, absorbs Fire, uses ERUPT,
drops ?BOW (SELF-S)/?BOW (FLARE)

Sylph's Mountain

(VULTURE - Aerial Battle)
??? 3050/0 - weak against Fire/Holy, Thunder/Wind no effect, drops DARK!

Undine's Cave

KRAKN 10250/0 - Fire weakness, Poison hit, drops ?BOW (SELF-S)
G SQUID 2250/0 - Fire weakness
(DESCHA - Future Nome's Cave)

Totus Forest

(BO - Past Totus Forest)
(BOAR - Past Totus Forest)
(DRAGFLY - Miguel/Euclid/Venetia Area)
WASP - 884/0, Weak against Fire/Thunder

Demitel's Manor

RAC (Race Fiend) 7280/0 - drops MIXED
(FIEND - Future Nome's Cave)
GHOST (Specter) 6250/0 - Paralyze hit, drops PANASHIA
(HARP - Past Sylph's Mountain)

Abyss Of Thor

(BLULOPR - Past Abyss Of Thor)
(4400R - Past Abyss Of Thor)
(KRAKN - Future Undine's Cave)
3SH 15600/0 - weak against Thunder, drops RAZOR
10000R 10000/50 - weak against Thunder

Alvanista Area

FLBORG 5150/0 - drops BEE
FOODMST 10000/5
FUD 2100/0 - Fire weakness, Water absorb, Earth no effect
BULL 3120/0 - all elemental spells ineffective, drops PANASHIA
GREROK 2555/0 - drops HOLY!/?BOOK (HBOOK)

Ymir Forest/Treant Forest

TWIG (Branch) 16451/0 - Fire weakness, Water no effect
MANDRA (Mandrake) 10200/100 - Fire weakness, Earth no effect, Water absorb, Stone hit,
drain TP, drops PARALY C/STONE C
SAFT (Shaft) 5100/40 - uses BARI, GRAVE, EXPLODE; teleport; drops LEATHR (cape)
PRIST (Priest) 7531/60 - Paralyze hit, uses ACID, THUNDER, RESTORE
ASSBUG (Assassin Bug) 5580/0
*SRF (Seraph) 12700/400 - Holy/Dark absorb, uses COLD, FIRESTORM
*ORIG (Origin) 45000/1000 - Holy/Dark absorb, uses BARI, INDIGNAT

Burning Tower

YOCOL (Yochawl) 8550/0 - Weak against Water, Fire absorb, Paralyze hit, drain TP,
drops FLARE!/SPECS.

(FLAME - Ifrit's Volcano)

DOOMNIG (Doom Knight) 12280/0 - Water weakness, Fire absorb, Instant kill hit,
drops FLAME (ring).

HELDOG (Hell Hound) 6500/0 - Fire absorb, Water weakness

GERALDI (Geraldine) 13200/0 - Fire absorb, Water weakness

CLERI (Grell Lick) 8300/60 - Fire/Water weakness, use HEA, PICOHAMR,
drops FLAME (ring)/APPLE (gel)

*FLAMB. (Flamberg) 45700/300 - Fire absorb, Thunder/Wind/Holy no effect, uses INDIGNAT

Fenrir Temple

(CLERI - Burning Tower)

KUNO (Kunoichi) 3500/0 - Poison hit, Fire weakness, Water absorb, Earth/Wind no effect,
teleport, drops TU/SWEE

CEND (Sendam) 8350/0 - Drain HP, Fire weakness, Water absorb, Thunder no effect,
drops MIXED/APPLE (gel)

CATICA (Cartikea) 13150/0 - Fire weakness, Water absorb, Wind/Earth/Holy no effect
drops APPLE (gel)

EKM (Ekim) 8000/400 - Fire weakness, Thunder attack, uses COLD, Thunder absorb,
drops ?SWORD (LONG)/?SWORD (ARCWIND)

*F.BEAST (Fangbeast) 30000/0 - Water attack, Water absorb,
Thunder/Earth/Wind/Holy no effect

Ary Area

NINJ 2000/0 - Holy weakness, Fire/Water/Thunder no effect, Poison hit, drops CHARM!

S.FLOWER 9200/100 - Fire weakness, Water absorb, Paralyze hit, Stone hit, drops VEG
OWL 1800/0

Morlia Gallery

B.FOOT (Bigfoot) 36000/100 - Fire weakness, Wind no effect, Water absorb, drops IVORY

SKRM 16400/100 - Holy weakness, Wind/Thunder absorb, uses EXPLODE;
drops ?BOW (SELF-S)/?BOW (BERSERK!)

ICE.ELEMN (Ice-Elemental) 20000/100 - Wind/Water/Thunder absorb, uses TIDLWAV, CUR

MANTAK 32500/100 - Holy weakness, Stone hit, drops ?BOW (BERSERK!)

BEASTMST (Beast Master) 20700/0 - drops ?BOW (BERSERK!)

MEGS 32300/100 - Holy/Dark no effect; uses INDIGNAT, TIDLWAV

ARACO 22150/0

G.BEAST 50000/0 - all elementals no effect, fire hit; drops ?SWORD (LONG)/?SWORD (DOOM)

URCHIN 765/765 - cannot be hurt by anything, instant kill hit

BOA 20150/0 - Weak against Fire/Thunder, Poison hit

HELLMST (Hell Master) 24700/0 - Fire hit, drops SAG

YNAL 14200/100 - uses PICO, RAY

SHEE (Banshee) 20000/150 - Earth weakness, uses ACID, DEA (instant death), CUR,
drops ?BOW (SELF-S)/?BOW (SAND)

ISIS 20000/200 - Holy weakness, uses DEA (instant death), drops ?SWORD (CENTURY)

*WYVERN 41000/400 - uses ACID

Coliseum Battles

(BUGB - Past Totus Forest)

(KRAKN - Undine's Cave)

(MANDRA - Ymir Forest)

(ACLOPR - Miguel/Euclid/Venetia Area)

(DRACONA - Past Dhaos's Castle)

(OAKPOT - Past Demitel's Manor)

GOLEM! 20250/0 - Fire/Water/Earth/Wind/Thunder no effect, drops STONE/STONE C

BAS KING 21850/0 - Water weakness, Fire/Holy absorb, Thunder/Earth/Wind no effect,
Stone hit, Paralyze hit, drops BASILISK

JENNY 19200/100 - Fire weakness, drains HP, Paralyze hit

DRANEWT (Dragon Newt) 12500/0 - Water no effect, Fire absorb, Poison hit

BB.KING 24160/2 - Fire weakness

UDKARA 32250/0 - Weak against Fire/Thunder

(B.FOOT - Morlia Gallery)

SP.STAR 23150/0

B.SUPER 33250/20 - Weak against Fire, Paralyze hit, drain HP, Dark no effect

FL.ROME 33900/0 - Water weakness, uses FIREBALL, teleport

KEMA 21000/400

(MEGS - Morlia Gallery)

(WYVERN - Morlia Gallery)

*DOZO 28500/0 - Holy weakness, drops WINE

*KYO 15500/0 - Holy weakness, drops UKYO

Dhaos's Castle

*DARKEYE? 56600/100, teleport, all elemental spells ineffective, drops STONE C

(DRANEWT - Coliseum Battle)

TEROR 9950/0

(SRF - Ymir Forest)

CARDNL (Cardinal) 4400/350 - Thunder weakness, uses PICOHAMR, RESTORE, BARI,
drops APPLE (gel)

NINJA!! (Ninja Master) 8500/0, teleport - drops SWEE

ROAMEYE? 30000/100 - Fire/Water/Wind/Thunder/Earth no effect, Poison hit, uses CUR,
EXPLODE, INDIGNAT, COLD; teleport; drops EMBLEM

REBL (Hanzou) 17500/0 - Holy weakness, Stone hit, drops FOOT

(GOLEM! - Coliseum Battle)

(BAS KING - Coliseum Battle)

*SEALEYE? 62600/50 - Fire absorb, uses CUR

*DAO (Dhaos) 56000/2000 - All elemental spells ineffective, Stone hit, uses METEOR, SLOW

*PH.DAOS (Phazer Dhaos) 64765/7765

*D.ARMS (Dhaos's Arms) 40765/1765 - uses ACID

VIII. COLISEUM MINI-FAQ

The Coliseum in Future Euclid is home to some nasty monsters and some great prizes. Here's how it works: You go to the far left of the castle and talk to the soldier. Say Yes twice to begin battles. This will just be Cless against one baddie at a time. All of your healing items, besides LIQUOR, will be taken away for these battles; you get three APPLE gels and one ORANGE gel. Use them wisely! You'll fight 8 battles in succession, followed by a boss battle. You have a choice to not fight the boss battle (say No twice); if you choose it, you'll get 30,000 Gald. (Besides for the very first time, when you'll still get your Combo.) If you say Yes twice, your HP and TP will be healed before the fight. For the first nine times you fight in the Coliseum and win, you'll get a different set of items and fight a different set of enemies.

Before you enter, make sure you've got a PARALY C (Paralyze Check) or STONE C (Stone Check) equipped, preferably both; you'll need them. The other option is to use a LIQUOR at the start of each battle, but that'll drop your attack power by 20%.

Here's the list of enemies and prizes!

If you've done the first part of the Ninja Town subquest, you'll fight Kyo and Dozo at the end of your current battle instead of the Wyvern. If you beat them, you'll get a WINE and an UKYO. If you lose, a scene will still play out. The next time you start the Coliseum, you'll continue as if you'd never fought that set of battles.

The three techs I used the most were Tiger Teeth (first Short Range tech), Energy Wave (received after completing the Burning Tower; second last Short Range tech), and Energy Dome (last Long Range tech).

BATTLE 1

Enemies: BUGB, KRAKN, MANDRA, ACLOPR, DRACONA, OAKPOT, GOLEM!, BAS KING

Prizes: Cless gains a new Combo

This one starts you off fairly easy. Don't hold back your techniques for the Mandrake; it can drain your TP anyway. Get the AC Roper as quickly as you can before it drains your HP. Be patient with the Mithril Golem; he can pack a nasty punch and leave you senseless.

Unless you've got both Checks equipped, use Long Range techs for the Basilisk King.

BATTLE 2

Enemies: BUGB, JENNY, KRAKN, GOLEM!, BAS KING, DRANEWT, MANDRA, BB.KING

Prizes: POT, BEER, FLAG

Play the Jenny the same way you did the Mandrake, but be extra careful; it can paralyze you.

BATTLE 3

Enemies: UDKARA, ACLOPR, KRAKN, BAS KING, GOLEM!, DRANEWT, MANDRA, B.FOOT

Prizes: PARALY C, STONE C, POISON C

The Udkara is like the Oakpot; stay far away and use your jumping slash. Don't get too close to the Bigfoot. If he starts throwing snowballs, go after him; otherwise, keep your distance. If he puts out his icicles, you can't come near him without getting majorly hurt. Just wait till they go away, then (carefully!) smash him.

BATTLE 4

Enemies: DRACONA, JENNY, KRAKN, BB.KING, GOLEM!, DRANEWT, BUGB, SP.STAR

Prizes: ROAST(1), ROAST(2), ROA, BEE, GOODBEEF, DRAGON, CHI, STEA

The Special Star is a souped-up archer; he doesn't have a lot of tricks.

BATTLE 5

Enemies: OAKPOT, B.SUPER, KRAKN, BAS KING, GOLEM!, DRANEWT, ACLOPR, FL.LOME

Prizes: BOURB, LAVEN, SAG, SAVO, BOURBON, LAVANDER, SAGE, SAVORY

B.Super is invincible against Dark attacks, so none of the weapons found in the Morlia Gallery will work against him; you'll have to use the Eternal Sword. The Flame Lome is Ifrit's twin; he'll use Fireball a lot and teleport around. If you have the Golden Armor, just use regular attacks and let him heal you! 8-) Otherwise, go at him as fast as you can, so he doesn't get a chance to attack.

BATTLE 6

Enemies: DRACONA, UDKARA, KRAKN, BAS KING, GOLEM!, DRANEWT, OAKPOT, KEMA

Prizes: PANASHIA, LIQUOR, RUNE!, FLARE!, CHARM!, LIFE!

Kema is a clone of Nome. However, this time you don't have Mint to heal you! This is a tough battle. Like before, wait until you see the four shadows come together, then smash it before it can start turning into missiles again. If you're lucky, you'll get it dizzy. Don't come too near to it; stay far away then let loose with a fast long range tech. The prizes for this battle are crappy (besides for CHARM!) but the next ones are nice.

BATTLE 7

Enemies: SP.STAR, B.SUPER, FL.LOME, B.FOOT, DRANEWT, BB.KING, BAS KING, MEGS

Prizes: MAG ROUGE, MAGICAL (broom, ribbon, and pouch)

This is the toughest battle you'll have. I recommend waiting till after Morlia Gallery for this. Megs is an extremely nasty enemy. Use your long-range techs and don't try to get close at all! She'll put up her shield and you're almost as good as dead. Also, her dive attacks seem to have an excellent chance of making you dizzy. Keep away! The prizes for winning are super-cool, though. *^_^*

BATTLE 8

Enemies: KEMA, DRANEWT, BB.KING, UDKARA, GOLEM!, JENNY, B.FOOT, MEGS

Prizes: STAR (hat, robe, broom, and rod)

This one is a bit easier than the last one; try to keep all your Gels till the last two battles.

BATTLE 9

Enemies: DRACONA, JENNY, KRAKN, BB.KING, GOLEM!, DRANEWT, BUGB, SP.STAR

Prizes: STAR (glove, helm, and shield)

Compared to number 7, this is a joke.

BATTLE...

Prizes: APPLE (gel), ORANGE (gel)

After the first nine battles, the game will choose your opponents randomly from the first nine sets. Your prizes are always just two crappy gels; if you like, just skip the boss and claim the cash. The only point of doing any more battles is to raise Cless's EXP.

IX. MORLIA GALLERY TIPS

The secret dungeon of Morlia Gallery is very challenging and offers some very cool items. Before you start, however, you must be at level 65 to even enter the Gallery. The best place to raise levels is the Ymir Forest, but Arche isn't allowed in there. However, the Treant Forest is second-best, and if you just head to the Ninja Village, Arche can come with you! Before attempting any of it, I highly suggest you do the Treasure Hunt and get several excellent items, including the NG Book, B Line Shield, H Gaunt, and most importantly, the SAPH and DARK items. Use RUNE! on both of them to change them to a SEFURA and DAEMON. The SAPH will give you 120% the experience you have before, and if you give DAEMON to Cless (it'll disable his techniques, though) you'll get twice that! It should make experience building a snap! I recommend getting at least level 70 before you go in.

I also highly recommend entering Dhaos's Castle and getting the METEOR spell; it'll be invaluable down there. The SHAD and ASGA summon spells are also useful. Make sure you have the rings found in the Future Nome's Cave, Undine's Cave, and Sylph's Mountain.

You've already done the first nine levels of the Gallery in the Past, so just head down the staircase you see, then down some more. You'll eventually reach the end; you'll see a soldier. Head right and up to reach a room with a bunch of people. One of them is a shop; another is a free inn. If you like, this is a great place to build up levels, with a free inn nearby! 8-) To enter the Gallery, go down and then left. You'll see a flash. All of your HOLY! bottles have been destroyed! No cheating on this one! 8-) Make sure you do have HOLY! bottles before you step in, because otherwise your PANASHIA bottles (which you really do need) will be destroyed instead.

I highly recommend having an entire set of Gels; that is, 15 of every single kind. (Use RUNE! items to get all the ones you need; you should have enough money from all that level building to afford them all.) Also be sure that you have 15 RUNE! bottles. Now that you're ready, head down.

I had my characters set on the following settings:

Mint: Value HP (third setting)

Arche/Klarth: Normal (first setting)

Chester: Violent (first setting)

The actual level doesn't get complicated until the 18th floor; till then, there's only a single road. However, the enemies are unbelievably hard. Here's a rundown of what you'll see:

B.FOOT: Don't get too close; he'll stick out needles and give you a poke you'll remember! The time to get him is when he starts throwing snowballs. Have your magic users attack him if his needles are up (the MISTY accessory is useful here). If you're lucky, he'll drop an IVORY, which can be used back up top to exchange for Mah-Jong pieces.

SKRM: He resembles Maxwell, in appearance and tactics. Avoid him when he's a ball, then go for him; he's not that hard. If he drops a ?BOW, modify it for the BERSERK! bow, which makes Chester an awesome addition to the party!

ICE.ELEMN: They're not too hard; go close and hit them!

MANTAK and BEASTMST: If you wait even a bit, they'll each let go with massive spells which no armor can absorb. Have Mint handy!

MEGS and ARACO: Don't go close to Megs with Cless; hit her with METEOR or ORIG from afar. Have Cless concentrate on the ARACOs.

G.BEAST: A super-hard enemy with 50,000 HP! Usually you can run away real fast. However, I suggest trying to kill him until he drops a ?SWORD which can be modified into the DOOM sword, which IMO is even better than the BAHAMUT axe found at the 20th floor! Once you have the DOOM sword, run away whenever you see him; it's not worth the hassle.

URCHIN: This small green guy CANNOT BE HURT and he instantly kills anyone he touches. Run away; there's nothing else you can do.

BEASTMST and BOA: The BOAs will rush at you incessantly while the BEASTMST casts GARNET. Put Arche or Klarth at the back (or middle, if you're surrounded) and blast BEASTMST, and have Cless and Chester deal with the BOAs.

HELLMST and YNAL: The YNALs aren't too bad, but get rid of them quickly; they can cast PICOHAMR, which can dizzy your entire party. Have Klarth or Arche hit the HELLMST with ORIG or METEO before he can cast GARNET.

SHEE: Either hit them quick or stay away; they can cause instant death.

ISIS: Use ASGA if you have Klarth. She may drop a ?SWORD which can be modified into a CENTURY sword, which could come in useful somewhere else. *^_^^*

The final boss is a joke compared to these nasty enemies.

OK. Some facts about the Gallery:

There are only two gas rooms in the gallery. Each room is a dead end and contains only one thing: a new summon spell for Klarth. (You must have the rings mentioned above before you can get the spells!) One room is on the 18th floor and one is on the 21st floor.

You'll notice a pattern in the earlier floors; basically, you're just going around and around. If you see a staircase down, deviating from that pattern, it's a small treasure room.

Floor 18 is the first tough one; you can't see more than a little bit around you. Starting now, explore everywhere! There's some nice treasure... but some stupid stuff, as well. You'll find a spell for Arche at the left side of the 18th floor.

On floor 19, you'll be in a room which only flashes from time to time so you can see where you are. Be patient and wait for the flashes. You'll find the Golden Armor in this room - a must-have!! The room is a maze set up in a grid fashion; you have to see where the openings are to continue around; if there isn't one, you have to go back until you find one. In a room to the left of the grid room, you can find the Combo Counter.

On floor 20, you'll find a small maze with stone soldiers who'll push you if you enter their line of vision. To get past it, do the following:

Walk left and down, then to the right between the two soldiers (you should not have been pushed yet at this point). Now, if you go right you'll be pushed up out of the maze, so step up. The soldier facing right will push you a bit; let him. Now go right a bit and step down to be pushed back left. You're home free!

When you reach the 21st floor the music will change and be out of sync. Keep waiting for the flashes, and keep exploring. The room to the south holds the GREMLIN summon spell; the final room is somewhere to the right. Find the final room first, because the SCOUT (Morlia Orb) you'll find there allows for much easier exploration.

Here's a list of the items (leaving out things like RUNE!, HOLY!, and gels etc.) you'll find on each floor.

Stairway before 13th floor: CAKE.

Stairway before 17th floor: SAG.

18th floor: CHAM summon spell, BLAKHOLE spell.

19th floor: MIRACJAM, SAVORY, POISON C x2, STONE C x3, PROTECT, RESIST x2, SILVER hood, COUNTER, BAHAMUT axe.

20th floor (at end of Soldier Maze): EMERALD

21st floor: TIMER, PROTECT, REVDOLL, GOLDEN armor, MITHRILL robe, REFLEX armor, LEATHR hat, STAR helm, EMERALD x2, COFFIN sword, FAMEFACE sword, GREMLIN summon spell.

Final room: ELIXIR, TIMER, SCOUT, XCALIBR, EXTINCT spell, Combo for Cless.

(I know I'm missing a few things here. *^_^* E-mail omegaonyx@geocities.com if you have more info!)

X. QUICK REFERENCE CHARTS

Rune Bottle Transformations

The RUNE! item can change items you have. It costs 3500 Gald, but is almost always worth it. Here's a rundown of the upgrades etc. which the RUNE! item can effect. Note that some of the changes are two-way; e.g. you can change a FLAME ring to an ICECHARM and vice versa.

Gel Changes:

ORANGE --> PINE <--> LEMON <-- APPLE

MIXED --> MIRACLE

Herb Changes:

BOURB --> BOURBON <--> LAVANDER <-- LAVEN

SAG --> SAGE <--> SAVORY <-- SAVO

Other Item Changes:

CHARM! --> MIRACJAM

TIMER --> CHRONO

SAPH --> SEFURA

Food Changes:

BREAD --> BURGER

CHE --> CHEESE

APP --> APPLE

BEE --> GOODBEEF

ROA --> ROAST

SWEE --> SWEET

STEA --> DRAGON

TU --> TUNA

Elemental Cape Changes:

LEATHR --> AQUA <--> FLAME <-- MAN

Protection Ring Changes:

PROTECT --> FORCE <--> REFLECT <-- RESIST

Boot Changes:

ELVEN --> NITEMARE <--> PERSIA <-- IRON

Other Accessory Changes:

FLAME (ring) <--> ICECHARM

BLAKONYX <--> MOONCRYS

TALSM --> BLUE

MIST --> MAGIC

SILVER --> PRINCESS

EMERALD --> FAIRY

DARK --> DAEMON

Enemy Palette Swap List

This section is really for those who aren't playing with the translation patch. To keep things straight, here's a list of the enemies of the same type (identical but different-colored). See the monster list for their locations. Monsters without twins aren't listed.

Eye-Patched Cats With Clubs (simple enemies)

BUGB, BOGL, AGME, NOL, BB.KING

Owls (sometimes they hover above you and thus are hard to hit with weapons)

OWL, FEROCI, RAPTOR!, OWL

Small Insects (also hover sometimes, but they can also shoot little projectiles)

GBEE, HORNT, WASP, ASSBUG

Big Pigs (sharp tusks!)

BOAR, BOA

Slimes

OAKJELY, OOZE, FUD, FOODMST

Slugs (too short to hit with long-range attacks; either use techs or come close)

LEECH, G.SLUG, G RED

Flying Fiends (usually pretty easy)

*DEVIL, GARGO, DEMON, ARACO

Undead (simple enemies)

GOU, ZOMBIE, GAST

Skeletons (sometimes have some nasty effects if they connect)

SKELL, BONE K., DRAGON?, DOOMNIG

Golems (high evade rate, after which they can really pound you)

GOLM, GOLEM, GOLEM!!, GOLEM!

Canines (Fast but weak)

WOL, WOLF, COYO, HELDOG

Harpies (fast and furious)

HARP, DIRA, VULTURE

Elementals (strong magic)

*SYL, NARED, ICE.ELEMN

Very Nasties (usually use GARNET and other really big spells)

HELLMST, *DEMI, EVILLORD, BEASTMST, HELLMST

Living Trees (can punch you wherever you are, and hit you with lots of apples)

*OAKPOT, OAKTREE, TWIG, UDKARA

Flying Ghosts (teleport around and use lots of annoying spells)

*LILT, CHAR, DESCHA, YNAL

Sword Ladies (fast, and can hit hard)

*MEYER, *ARS, SAVEN, GERALDI

Magic Ladies (use nasty spells and have deadly protective shields)

*JAML, MEGS

Frogs (usually poisonous)

G.FROG, P.TOAD, FROGGY, BULL

Ogres (big and hit hard, usually can paralyze you)

HILLGIANT, OGR, FLBORG, CATICA

Big Squids (lots of HP, can hit many times)

SQUID, KRAKN, G SQUID

Big and Mean Magic Ladies (bosses)

*UNDINE, *FLAMB., SRF

Tinies (weird, but not hard; can't usually hit them from far away)

CLAYIDL, MAN, N.CLYD, PICOCL, GREROK

Flaming Nasties (use lots of fire magic)

AZR, FLAME

Flaming Nastiers (big and bad)

*IFRIT, FL.LOME

Missile Slugs (O_o)

*NOME, KEMA

Bats (weak wimps)

G. BAT, BLAKBAT, STAGE, NOCWING

Large Flying Insects

LIZ FLY, DES FLY, DRAGFLY, MAYFLY

Mysterious Magical Entities

*MAXWELL, SKRM

Basilisks (can Stone and/or Paralyze you)

BASIL, HOUND!, GAZER, BAS KING

Dragon Knights (fast and hard, but not a lot of HP)

LIZMAN, DRAK, DRACONA, DRANEWT

Flower Girls (can drain your HP/TP and possibly Stone/Paralyze you)

LILLY, MANDRA, HELLO, S.FLOWER, JENNY

Flying Skeletons (ridiculously easy)

CORP, ???, RAC, GHOST

Male Mages (nasty, usually can teleport)
MAGE, ADPT, MIST, SAFT

Huge Dragons (don't get too close!)
*ISHRAN, *WYVERN

Ropers (can steal HP/TP)
REDLOPR, BLUELOPR, ACLOPR, YOCOL, CEND, B.SUPER

Archers (one-trick ponies)
DULLA, LKNIGHT, FIEND, SP.STAR, TEROR

Ecclesiastical Figures (can use healing spells)
DRUI, PRIST, CLERI, CARDNL

Small Mechanical Menaces (can hover above you, making them hard to hit)
3000R, 4400R, 10000R

Large Mechanical Menaces (big missile attacks)
2SH, 3SH

Crazy Lightning Dudes
*VOLT, EKM

Ninjas (teleport around, throw stuff, jump on you from the ceiling)
KUNO, NINJ, *DOZO, *KYO, NINJA!!, REBL

Giant Wolf-Beast (extremely hard)
*F.BEAST, G.BEAST

Freaky Magic Ladies (small and powerful)
SHEE, ISIS

Giant Flying Eyes
DARKEYE?, ROAMEYE?, SEALEYE?

Causes of Elemental Damage

The following is a list of Elemental spells and weapons. Use them to max out your strategy against specific enemies.

Fire:

Spells: FIREBALL, ERUPTION, FIREWALL, FLARETORN, EXPLODE, FIRESTORM

Summon: IFRIT

Techniques: Phoenix Attack, Flame Wall Stab, Burning Sword

Weapons: SABRE!, FLAMBERG, FLARE!, FLARE bow

Ice/Water:

Spells: ICENEED, ICETORN, ICEWALL, COLD, TIDAL WAVE

Summon: UNDINE

Techniques: Energy Sword

Weapons: CENTUARY, COFFIN, FAMEFACE, VORPAL, AQUA bow

Thunder:

Spells: LIGHTNG, THUNDER, INDIGNATION

Summon: VOLT

Techniques: Energy Wave (first part), Lightning Attack

Weapons: STRIKEAX, CRESCENT bow

Earth:

Spells: GRAVE, STONEWAL
Summon: GNOM
Techniques: Ground Thunder
Weapons: DRAGTOOF, DUEL, MURA, SLAYER, SAND bow

Wind:
Spells: STORM
Summon: SYL
Weapons: ARCWIND, GALE bow, SYLPH broom

Holy:
Spells: RAY
Summon: LUNA, ASGA
Weapons: CENTURY, HOLY, MOON, RAZOR

Dark:
Summon: SHAD
Weapons: DOOM, BAHAMUT, XCALIBR, RAPIER!, SOUL bow

Protection From Elementals

If enemies use specific elementals, here's a list of armor which can protect you from it. Note that it's useless to have more than one item which absorbs elemental effects. The FLAME and AQUA capes, and the SILVER hood, only offers 30% protection from their elementals; the PRINCESS hood offers 50% protection; and the ICECHARM gives 100% protection. All other armors will absorb the elemental as HP. Check the armor list for locations of these items.

Fire:
BLACK robe (Arche), GOLDEN armor (Cless), Mam Bane (Cless/Chester), RARE! armor (Cless/Chester/Klarth), AMETHE (Klarth), SILVER/PRINCESS hoods (Mint/Arche), FLAME cape (all), ICECHARM (all)

Water:
BLACK robe (Arche), Mam Bane (Cless/Chester), REFLEX (Cless/Chester), STAR robe (Mint/Arche/Klarth), RARE shield (Cless), DIAMOND (Klarth)

Thunder:
BLACK robe (Arche), GOLDEN armor (Cless), HOLY robe (Mint/Klarth), Mam Bane (Cless/Chester) REFLEX (Cless/Chester), RARE helm (Cless), SAPP (Klarth)

Earth:
BLACK robe (Arche), REGAUNT (Cless/Chester), AQUA ring (Klarth), FLAME cape (all)

Wind:
BLACK robe (Arche), GOLDEN armor (Cless), REFLEX (Cless/Chester), !SARDNIX (Klarth), AQUA cape (all)

Holy:
Mam Bane (Cless/Chester), MITHRILL plate (Cless/Chester), MITHRILL robe (all), MOONSTON (Klarth)

Dark:
GOLDEN armor (Cless), Mam Bane (Cless/Chester), REFLEX (Cless/Chester), STAR robe (Klarth/Mint/Arche)

Best Equipment

Here's my opinion of the best equipment for each character:

Cless

XCALIBR, GOLDEN armor, GOLDHELM, B LINE, HGAUNT., NITEMARE, FOOT

Mint

BCROD, STAR, STAR, RING, PRETTY, MISTY, EARRI

Klarth

NG, STAR, STAR, RING, nothing, FAIRY, DIAMOND

Arche

STAR, STAR, MAGICAL, RING, PRETTY, FAIRY, PRINCESS

Chester

BERSERK!, Mam Bane, STAR, RING, REGAUNT, NITEMARE, FOOT

Location List

The only places that exist in the Present are Totus, Totus Forest, Crossroads to Euclid, Euclid, Morrison's House, and Underground Temple.

TOTUS: In the Past this is called Beladam, and in the Future it's called Miguel.

TOTUS FOREST: South of Totus.

CROSSROADS TO EUCLID: North of Totus.

EUCLID: North of the Crossroads.

EUCLID JAIL CELL: You can't reenter this once you're out.

MORRISON'S HOUSE: Southwest of Totus. The shop here is the same in every time era.

UNDERGROUND TEMPLE: East of Morrison's House. In the Future this is Volt's Cave.

HARMEL: Only exists in the Past; it's north of Euclid.

BART'S HOUSE: North of Harmel, right next to a mountain.

SYLPH'S MOUNTAIN: Head up once you're inside the Bart's House screen.

VENETIA: North of Harmel, on the edge of the ocean.

DEMITEL'S MANOR: On an island west of Harmel.

ALVANISTA: Southeast of Euclid.

UNDINE'S CAVE: On an island north of Venetia.

NOME'S CAVE: East of Totus, past the bridge.

OLIVE VILLAGE: On the sandy continent to the southeast of Alvanista.

IFRIT'S VOLCANO: Cave just to the east of Olive Village.

MORLIA GALLERY: Cave to the southeast of Alvanista, past the red docking house.

YMIR LAKE: Far to the south of Alvanista (you have to go east, then down, then west).

ELVEN VILLAGE: Inside the Ymir Lake Forest, to the northwest.

TREANT FOREST: North of Elven Village.

LUNA'S TOWER: North of Olive Village, south of Mid Gald.

MID GALD: Far to the north of Olive Village (on a green continent, not sandy). (Past only)

SNOWFIELD: Northeast of Mid Gald.

DHAOS'S CASTLE: Northeast of the snowfield.

UNICORN FOREST: Northwest of the snowfield.

ABYSS OF THOR: Once it's raised, you can enter it on the island between Freezekill and Undine's Cave.

FREEZEKILL: On the snowy continent just east of Venetia. (Future only)

ARY: On the snowy continent northwest of Freezekill. (Future only)

GHIS SHOP: On a small island east of Ary. (Future only)

SHADOW'S CAVE: Cave to the southeast of Ary. (Future only)

NINJA TOWN: Can be reached in the northwest of Future Treant Forest.
(From the Elven Village, go up three, left two, then up three again.)

BURNING TOWER: In the lava enclosed in mountains, east of Olive Village. (Future only)

FENRIR TEMPLE: Inside Freezekill.

DHAOS'S CASTLE (Future): Can be reached through the cave west of Ary.

Enjoy! Send all comments, additions, corrections, and questions to omegaonyx@geocities.com.
Later!

--Dan Orner

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