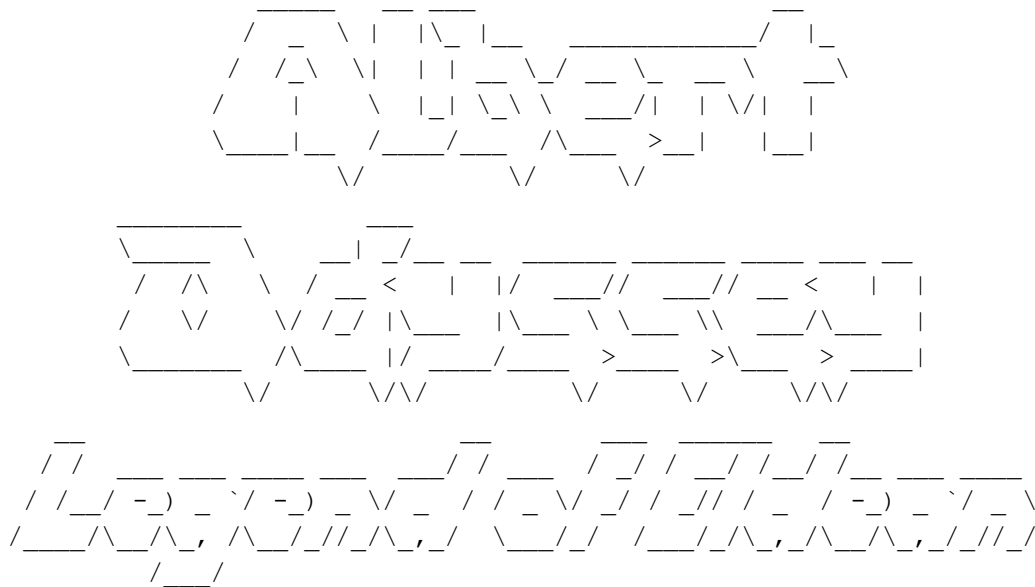


Albert Odyssey: Legend of Eldean FAQ/Walkthrough Final

by Alex

Updated on Jul 15, 2007



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|                                     |  
|           Author: A I e x          |  
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|           Completed: April 1st, 2005 |  
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|                                     Controls                                     (00070) |
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O=====O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Button | Effect |
O=====O-----O-----O-----O-----O-----O-----O-----O-----O-----O
| Direction Key | Moves character and cursor in the menu |
|-----|-----|
| Start Key | Opens up the menu |
|-----|-----|
| Left Shift Key | Displays more options on item and magic menus |
|-----|-----|
| Right Shift Key | Displays more options on item and magic menus |
|-----|-----|
| X Button | Not used |
|-----|-----|
| Y Button | Not used |
|-----|-----|
| Z Button | Not used |
|-----|-----|
| A Button | Initiate conversations, search and select from menus |
|-----|-----|
| B Button | Cancel commands |
|-----|-----|
| C Button | Initiate conversations, search and select from menus |
O-----O-----O-----O-----O-----O-----O-----O-----O

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O=====O
|                                     Game Mechanics                                     (00080) |
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/_| -----o-----\
/ | (00081) \-----o-----

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Items - In this menu you can view all the items and equipment you have collected, and use any items that are available for use in the menu.

Magic - In the magic menu you can see the magic each of your characters have and use any that are highlighted in white, cycle through with L & R

Arms & Armor - This is the equip menu which allows you to put on and take off weapons, armor, shields and accessories.

Status - Here you can see the current status of your character and check how much more experience you need to the next level.

HP - Your current maximum hit points

- MP - Your current maximum magic points
- Attack - The amount of damage you can deal with a normal attack
- Hit - Probability of successfully hitting an enemy
- Agility - Speed at which you move and react in battle
- Resist - Resistance to negative status effects
- Defense - Higher defense means less damage to characters
- Avoid - Higher probability of avoiding attacks
- Wisdom - Higher value means more effective magic

System Menu - You can change options here such as cursor type, load one of your games and switch from Stereo sound to Mono sound.

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  /| lbert Odyssey /-----o
 /_| -----o-----\           Battle Menu           |
/  |      (00082)   \-----o

```

Sword Icon - This is the basic attack icon, select this and your character will perform a normal physical attack which damages the enemy.

Shield Icon - This is the defend button, select this and you will have a much higher chance of blocking the enemies' attack or reducing damage taken.

Boot Icon - This is the escape command, if you select this then you have a chance of escaping from battle to avoid death, but you get no experience.

Bag Icon - This is the item menu, you can select an item for use in battle, select the item and then select the target to use it on.

Staff Icon - This is the magic menu, similar to the attack menu you can use attack magic but you can also use healing and support magic as well.

Fireball Icon - One of the two special icons, Gryzz does not have magic but rather uses special breath attacks which usually damage the whole enemy party.

Feather Icon - This is the special attack of Amon who rather than using magic has a special physical attack that targets all enemies.

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 /_| -----o-----\           Status Effects           |
/  |      (00083)   \-----o

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Green Face Icon - This means poison, when poisoned you will continually take damage each turn until the poison is cured or wears off.

Lightning Bolt Icons - This is the freeze status which makes it so that you cannot move at all until you cure it or it wears off.

Gray Stone Icon - This means your character is stoned and will not turn back to normal until you use a special status healing item on them.

Heart Icons - This is similar to confusion in other games where you lose control of the character and they attack whoever they please including party.

Z Icon - The character has fallen asleep and will not get a turn until he/she wakes up naturally or is hit by an enemy, or is cured by an item.

White Ghost Icon - The character is under the mute status which means they are now unable to cast magic until the mute status is cured.

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/_| -----o-----\
/ | (00001) \-----o

o----- Item Checklist -----o
| Mint....._____ | Pike, your mute-voiced hero. Pick up the
| Calm Herb....._____ | enchanted sword from the desk and then equip
| Mint....._____ | it. You can equip the sword by accessing
| Calm Herb....._____ | the menu with the start button and selecting
| Protect Ring....._____ | "Arms & Armor" for Pike. Set Cirrus into
| Cotton Armor....._____ | the weapon slot and then head downstairs.
| Small Shield....._____ | Laia tells you to go out and find Folte so
| Mint....._____ | we'll need to do that. You can of course
| | explore the forest at your leisure as well.
| | Head right across the walkway and go past
o-----o the first door. At the second one you will
find numerous pots there, examine the two

you can reach to find a 'Mint' and a 'Calm Herb.' Head through the door
beside the pots and ascend the stairs. Outside of this room you'll find a few
more pots, in these you can get a 'Mint,' 'Calm Herb,' and 'Protect Ring.' Be
sure to equip the Protect Ring in your Etc slot in the Arms & Armor menu. It
increases your defense by five which is extremely helpful at this point. Go
back downstairs and walk across to path left to the next house. This has a
staircase that leads down to the ground level of the Harpy Forest.

Before you do anything else there's something you should note, at the lower
right hand side of the forest you'll see a large pedestal with a hovering orb
on top of it, as you may have guessed this is a save point and can be used to
record everything you've done up to now. Head left from the save point and a
scene will automatically trigger. Continue left along the path and speak to
the old man by the tree to get a quick tour of the forest via a little race
walking exercise. After this has been taken care of make your way back up to
your house where a scene should automatically occur when you go inside. Now
you've got another task to do so leave and head back down to ground level. At
the top there are two soldiers guarding the path but if you approach them they
will let you pass. Head up past the large crystal and a scene takes over as
you approach the well. Note that in this game the choices you make are rather
trivial and only really have an effect on the coming dialog that follows so
basically you choose based on the type of conversation you would prefer. The
scene here is rather long, continue to watch until you find yourself back in
the village and in control outside your house. Your appearance has changed
now that you've equipped the 'Cotton Armor,' 'Small Shield,' and 150 Gold
that the Elder gave you. With this you are free to leave the village. Be
sure to save your game first as various dangers lie outside in the field.

You will start to get into random encounters on the world map here, don't be
too afraid you're well equipped to handle them especially if you picked up
that Protect Ring. First of all I'd recommend leveling up to level two before
you reach the bridge, this should only take three or four fights. If you head
North of the Harpy Forest and then West from there you will find the small
burnt village of Karnait, this is where you were found at the beginning of the
game, your hometown. Approach the centre of the village to trigger a scene.
If you check the remains on the left you can find the only pot that remained
in tact, inside is a 'Mint.' That's all there is to do here, now leave the
village. Continue North until you come to a bridge and then cross it. Be
sure to get yourself to level two as I mentioned before crossing it.

You'll automatically be thrust into a scene here followed immediately by a fight. Nothing too difficult here, basically just two of the same enemies you've been fighting up to this point in battle, you should be able to take them out one at a time each with a single blow. The girl introduces herself afterward and offers you a chance to make some purchases, so use the opportunity to do so. Now leave the bridge via the North exit and head left where you'll find a little creek with a small dock over it. Enter this area and go up a little bit to find the Mountain Pass.

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/_| -----o-----\
/ | (00002) \-----o

```

o----- Item Checklist -----o Walk up and cross the wooden plank that goes over the small creek. Head right and when you come to a fork examine the small little pond on your left, it's a magical pond which will heal your HP & MP to full when you drink from it, so drink up. Continue right and follow the path until you reach another fork. Take the upper left path here (or upper right if you want to find another fresh spring) and go through the door you come to. Now you'll need to fight a couple of new enemies, but as long as you're at least level four you won't have any problems with it. You don't really have any useful magic at this point, so normal attacks will suffice just fine. Don't be surprised if you can actually defeat these things in a single blow. After the battle the secret exit is shown to you and you can get out of here. Before you do though be sure to check the pot on the left to get a 'Life Root.' From here it's pretty much just a linear path through the next two rooms and out of the cave. When you get out on the world map and head North you'll find a village and a house beside it. Go into the house first and examine the pot to the left of the front door for a 'Warp Wing.' Warp Wings allow you to instantly transport to villages you've been to before, which is quite helpful. You can't actually enter the cottage itself at this point, so leave and head into the village.

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/_| -----o-----\
/ | (00003) \-----o

```

o----- Item Checklist -----o There's a few things to check out in this village before really continuing with the game. First of all examine the pot on your left to find a 'Mint' inside it. Head up the main path and you will find another pot on your left with 'Gag' in it. Above that are two more pots, one with 'Spearmint' and the other with '20 Gold.' In the middle of the right hand side of town is the Power Crystal and above it past the shop is a save point you may want to consider using. Weapon shops are marked with the crossed swords while item shops and bars simply have the words "Item" and "Bar" on the side, you can't miss them. Be sure to do some shopping before you go into the bar. Once you're satisfied that everything has

```

o- Weapon Shop -----o
|
| Short Sword.....22 Gold |
| Long Sword.....36 Gold |

```

been taken care of then make your way to the bar which happens to be on the upper left side of town, next to the inn. You can speak to bar patrons to try and collect some information but they really won't be too helpful, your primary goal is to approach the stage and watch the singer's performance. Now leave the bar and head back toward the entrance of the village to trigger a scene. Following this scene get ready for your first boss battle.

Darts.....	44 Gold	
Cotton Armor.....	18 Gold	
Singer's Dress.....	46 Gold	
Large Shield.....	13 Gold	
o-----o		
o- Item Shop -----o		
Mint.....	8 Gold	
Calm Herb.....	6 Gold	

o- Boss (Belnard) -----o

|

| The battle with Belnard is not a difficult one if you're prepared, hopefully you purchased the weapon and shield upgrades for Pike here at the local shop. Have Pike stick with his normal attack and Eka should use her Wind Arrow magic spell. With about 400 HP or so Belnard lies somewhere between pushover and moderately difficult. You'll easily be able to defeat him before the need to heal arises, but even if it does you should have plenty of Mints at this point.

|

o-----o

Get ready for another scene after the boss is defeated. Listen to everything the singer has to say while you visit with her at her house then once everything is said and done, return to Gigarl village. Now you can do something you were unable to do before, head right immediately as you enter and follow the fence on the outer edge around the corner and examine the secret pot hidden here to find '24 Gold.' With that wonderful secret stash now in your possession it's time to depart for Solace. Due West of Gigarl you will first find the town of Chestoria, which makes for a good resting point.

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/| lbert Odyssey /-----o
/_| -----o-----\                Chestoria                |
/ | (00004) \-----o

```

o----- Item Checklist -----o

		Well let's first get our bearings here, you
		may note that the save point in this town is
Mint....._____		located at the lower right corner, and the
Force Ring....._____		inn right above it. To the right of the
Amulet....._____		inn's front door are three pots in which you
36 Gold....._____		will find 'Mint,' 'Force Ring,' and
Regular Clothes....._____		'Amulet.' Check left of the weapon shop's
Magic Tomato....._____		front door above the inn to find '36 Gold.'
12 Gold....._____		On the left side of the shop in the pots are
Spearmint....._____		'Regular Clothes,' 'Magic Tomato,' and '12
Miracle Mango....._____		Gold.' Head up the alley on the right hand
Gag....._____		side of the weapon shop to find three more
Mint....._____		pots with 'Spearmint,' 'Miracle Mango,' and
Grizzle Fang....._____		'Gag.' On the left side of town we have a
Mink Tonic....._____		couple of pots left of the item shop
Warp Wing....._____		containing 'Mint' and 'Grizzle Fang.' Below
Dress Clothes....._____		here on the right side of the bar basically
10 Gold....._____		on the main path are a ton of pots where
Bola....._____		you'll find 'Grizzle Fang,' 'Mink Tonic,'
Gag....._____		'Warp Wing,' 'Dress Clothes,' and '10
Magic Tomato....._____		Gold.' Below the bar in front of the
10 Gold....._____		psychic's house are two pots containing

| Rations Kit....._____ | 'Bola' and 'Gag.' Head around behind the
 | Magic Shield....._____ | psychic's house and go down the little area
 | Power Potato....._____ | on the left side between the house and the
 | Star Pin....._____ | fence to find a pot with a 'Magic Tomato' in
 | Gale Boots....._____ | it. That about does it for pots in this
 | | area, you'll probably want to do some
 o-----o shopping now, especially when you realize
 the armor and weapons you just found suck
 more than the stuff you're already wearing. When you're ready to proceed head
 up toward the Castle of Chestoria.

Check the right side of the stairs in the castle courtyard for two pots containing '10 Gold' and a 'Rations Kit.' Enter the castle and pass through the first hallway, then go left and through the door. Examine the only pot here to find... nothing but dust. Oh well. Check the room on the opposite side for a bit better stash, there are four chests here. Open all of them to get 'Magic Shield,' 'Power Potato,' 'Star Pin' and 'Gale Boots.' At this point in the game that's really all there is to do in Chestoria, it acts as a nice place to take a break and allows you to pick up a hell of a lot of items. Return to the inn and sleep if you still need to heal, then save your game and be on your way. Head South from Chestoria and kind of keep yourself close to the West coast. Eventually you'll come to a bridge, cross the bridge and head North to reach Solace.

o- Weapon Shop -----o
 | |
 | Scimitar.....46 Gold |
 | Darts.....44 Gold |
 | Leather Armor.....48 Gold |
 | Singer's Dress.....46 Gold |
 | Large Shield.....13 Gold |
 | |
 o-----o

o- Item Shop -----o
 | |
 | Mint.....8 Gold |
 | Calm Herb.....6 Gold |
 | Gag.....16 Gold |
 | |
 o-----o

/| lbert Odyssey /-----o
 /_ | -----o-----\ Solace |
 / | (00005) \-----o

o----- Item Checklist -----o All right, well you will find the save point
 | | at the lower right hand corner of this town,
 | Magic Shield....._____ | similar to Chestoria. Check the pot at the
 | Mint....._____ | upper right hand corner for a 'Magic
 | Grizzle Fang....._____ | Shield.' At the lower left corner in front
 | 10 Gold....._____ | of the weapon shop there's a 'Mint' inside
 | Silver Candlestk....._____ | the pot. Do some shopping here and upgrade
 | | your weapons and armour before you continue.

o-----o Enter the house at the upper right corner
 and go upstairs, here you'll find a large
 treasure chest with 'Grizzle Fang' inside. Go up the stairs leading to the
 other section of town and check the pot at
 the upper right corner for '10 Gold.' Enter
 the door beside this pot and climb the
 stairs to the top, now go out the door here
 and examine the pot for a 'Silver
 Candlestk.' Now pass through the three
 archways leading North. Enter the church
 and prepare for a scene.

o- Weapon Shop -----o
 | |
 | Cutlass.....54 Gold |
 | Wolf's Nail.....50 Gold |
 | Hard Leather.....62 Gold |
 | Large Shield.....13 Gold |
 | Turtle Shell.....40 Gold |
 | |
 o-----o

During the night you are awakened and must leave the sanctuary for town. Be aware that random battles can occur out here so if you did any shopping now would be a good time to put on your new equipment. Fight your

o- Item Shop -----o
 | |
 | Mint.....8 Gold |


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 /_| -----o-----\                Dragon Shrine                |
 / |      (00007)      \-----o
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o----- Item Checklist -----o  When you enter the Dragon Shrine watch the
|                                  | scene, then when you have control again
| Mystic Forge....._____ | enter the room at the lower left. Examine
| Dragon Horn....._____ | the barrel here for a 'Mystic Forge' and
| Spearmint....._____ | then the pot for a 'Dragon Horn.' Leave and
| 16 Gold....._____ | check the barrels and pot in the lower right
| Protect Ring....._____ | room for a 'Spearmint,' '16 Gold,' and
| Mink Tonic....._____ | 'Protect Ring.' One the next level up in
| Mint....._____ | the room on the left is a 'Mink Tonic' in
| Banshee Tear....._____ | the pot. Outside the room again on the
| 21 Gold....._____ | right side there are a couple barrels and a
| Power Potato....._____ | box, examine all of them for a 'Mint,'
| Mint....._____ | 'Banshee Tear' and '21 Gold.' In the room
| Spearmint....._____ | beside it with all the sick Dragomen you can
| Warp Wing....._____ | find 'Power Potato' and 'Mint.' Finally
| Mystic Forge....._____ | enter the room at the top and examine the
|                                  | barrel for a 'Spearmint.' Save your game at
o-----o  the save point and then head up for a scene.
          Following the scene as you attempt to leave
one of the Dragonmen requests to join you on your journey, Gryzz is now a
permanent member of your party. Don't leave yet however, return to the
elder's room and go to the back where you can find a 'Warp Wing' in the pot
and a 'Mystic Forge' in the barrel. Be sure to save your game before leaving
the Dragon Shrine and a scene occurs when you leave, followed by a boss fight.
```

```
o- Boss (Rachessa) -----o
|
| The first thing you should do is have Eka cast the Invigorate spell. Now |
| set one of your characters aside as a healer and get everyone else to |
| attack. Gryzz's brute strength will come in handy during this battle, |
| especially after you've cast the Invigorate spell. Rechessa can also use |
| the Invigorate spell as well as a powerful lightning attack which only |
| targets one party member. Note that she is extremely resistant to magic |
| so your primary damage will come from basic physical attacks. Even Eka |
| and Leos should be using physical attacks if they don't need to heal or |
| use support magic. She has a lot of HP, but so does every other boss. |
|
o-----o
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After defeating Rachessa you are free to leave the area. Head North on the world map and then West, soon enough you'll come to the town of Gadel.

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 /_| -----o-----\                Gadel                |
 / |      (00008)      \-----o
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o----- Item Checklist -----o  After a quick scene and meeting up with a
|                                  | rather unpleasant man, head left a little to
| Silver Candlestk....._____ | find the save point behind a fence. All
| 63 Gold....._____ | right lets get down to business, head to the
| 72 Gold....._____ | most upper left corner of town, up the alley
| 42 Gold....._____ | left of the item shop into a somewhat hidden
| Life Root....._____ | door to find a completely empty house...
| Splint Mail....._____ | that is except for the third floor. Examine
| 100 Gold....._____ | all the pots here to find 'Silver
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| Eerie Ring....._____ | Candlestk,' '63 Gold,' '72 Gold,' '42 Gold'
|                               | and 'Life Root.' That's pretty much all the
o-----o pots in the main area of town, be sure to
                               | check out the shops and upgrade all your
equipment for all your characters. Now head North toward the top of town
where another scene occurs. Agree to the
man's request and follow him up to the
castle. When you get inside the castle head
down the hall to the left and go up through
the door. There are two chests in here
containing 'Splint Mail' and '100 Gold.'
Leave the room and head up through the
triple doors to reach the courtyard.
Continue up and up the stairs in the castle
to reach the second floor. Ascend the
stairs on the left and follow the path down
to a door which leads outside, here you will
find a pot containing 'Eerie Ring.' Return
to the previous room and go up the stairs.
When you come to a fork head left and up
through the door above you. A scene occurs
in here. Afterward head down a couple of
rooms and enter the large doors leading to
the king's throne room. After another scene
it's time to leave Gadel, but be sure to
save your game beforehand. Leave the town
and head South while staying close to the
edge of the trees on the West side. When
you come to an opening head West and follow
this path until you reach Balan's fort.

```

- ```

o- Weapon Shop -----o
| |
| Broad Sword.....66 Gold |
| Ninja Stars.....63 Gold |
| Eagle Dagger.....90 Gold |
| Ring Mail.....70 Gold |
| Sacred Robe.....68 Gold |
| Kite Shield.....44 Gold |
| Turtle Shell.....40 Gold |
| |
o-----o
o- Item Shop -----o
| |
| Mint.....8 Gold |
| Spearmint.....40 Gold |
| Grizzle Fang.....10 Gold |
| Calm Herb.....6 Gold |
| Banshee Tear.....12 Gold |
| Warp Wing.....20 Gold |
| Rations Kit.....65 Gold |
| |
o-----o

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/ | (00009) \-----o-----o

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o----- Item Checklist -----o You'll be attacked right away when you
| | arrive here. Fight your way past the Punk
| Mink Tonic....._____ | Thugs who are no more difficult than the
| Spearmint....._____ | enemies you have faced thus far. Enter the
| Life Root....._____ | fort and head left to the next screen.
| Magic Tomato....._____ | Follow the path around and enter the first
| Gag....._____ | door you come to. There's a pot here on the
| Grizzle Fang....._____ | left side of the door containing 'Mink
| Miracle Mango....._____ | Tonic.' Proceed through the door to rescue
| 56 Gold....._____ | the first group of people. The pot beside
| Mystic Forge....._____ | them hides a 'Spearmint.' Head up the
| Magic Shield....._____ | stairs and out the door now. Just to your
| Life Root....._____ | left you'll find another door, go through
| Power Potato....._____ | it and head downstairs to find another door
| Mystic Forge....._____ | leading up to the second group of people.
| Magic Shield....._____ | Examine the pot after they are saved to find
| 130 Gold....._____ | a 'Life Root.' Leave the room and head down
| Mink Tonic....._____ | to find yourself outside again. Left of
| Amulet....._____ | here through the door are two more rooms and
| Bastard Sword....._____ | a pot outside of them with a 'Magic Tomato'
| Spearmint....._____ | in it. Check out the left room to find some
| Spearmint....._____ | more hostages, the pot in here contains
| Mystic Forge....._____ | 'Gag.' Check out the right room for the
| Magic Tomato....._____ | mother load of treasure chests. In these
| Magic Shield....._____ | you will find 'Grizzle Fang,' 'Miracle

```

|                           |                                              |
|---------------------------|----------------------------------------------|
| Magic Tomato....._____    | Mango,' '56 Gold,' 'Mystic Forge,' 'Magic    |
| Power Potato....._____    | Shield' and inside the pot is 'Life Root.'   |
| Mink Tonic....._____      | Head back outside and take the upward main   |
| 64 Gold....._____         | path this time. At the four way split head   |
| Gag....._____             | left and take the first path going up you    |
| Magic Tomato....._____    | come to. This will lead you around to a      |
| Peppermint....._____      | door, go inside and examine the two pots     |
| Power Potato....._____    | here for a 'Power Potato' and a 'Mink        |
| Holy Symbol....._____     | Tonic.' Enter the room and the right and     |
| Holy Symbol....._____     | save the hostages, then examine the pot for  |
| Knight Bracelet....._____ | a 'Mystic Forge.' In the left room there     |
| Star Pin....._____        | are five more chests and a pot containing    |
| Willow Leaf....._____     | 'Magic Shield,' '130 Gold,' 'Mink Tonic,'    |
| Ivory Stamp....._____     | 'Amulet,' 'Bastard Sword,' and 'Spearmint.'  |
| 73 Gold....._____         | Ascend the stairs and then go directly down  |
| Bastard Sword....._____   | from the door you come out of and it will    |
| 48 Gold....._____         | lead you down to a couple of pots containing |

o-----o bottom of the path is a single pot with a  
'Magic Tomato.' Return to the door you came  
out of and head right, ignore the stairs for now and go down. Follow the path  
right until you reach two doors. Enter the one on the left and open all five  
of the chests here to receive 'Magic Shield,' 'Magic Tomato,' 'Power Potato,'  
'Mink Tonic,' '64 Gold,' and a 'Gag' in the pot. Leave and enter the right  
door, descend the stairs. Examine the pot for a 'Magic Tomato' then head  
through the door to rescue the last of the hostages. The pot in this room has  
a 'Peppermint' in it. Go back up the stairs outside this door and follow the  
path left around to the large staircase you ignored the first time. Ascend it  
and approach the main door here, a scene will take over. Grab the two chests  
in here containing 'Power Potato,' and 'Holy Symbol.' Make sure to heal you  
party, Pike in particular, before you go outside this room as there's a boss.

o- Boss (Balan) -----o  
|  
| This is a one on one fight that basically boils down to a battle of |  
| attrition. You attack, then he attacks and this continues the entire |  
| duration of the fight. Of course you'll need to stop and use a Spearmint |  
| now and then, but that shouldn't be a problem. The damage you deal to |  
| Balan in this battle is pretty meaningless as it will end automatically |  
| after enough time has passed anyway, just focus on staying alive. After |  
| the battle there's ascene and you're thrown right back into the fight. |  
| Your sword is much more powerful this time around so use a Mystic Forge |  
| and smash the crap out of him. Should only take a couple of turns. |  
|  
o-----o

After a lengthy scene you'll find yourself back in the king's throne room, he  
has given you free reign over everything in the castle so now you can head  
down a few screens and check those three doors that have the two guards posted  
beside them. You weren't allowed in before but now you can open each one of  
them up and find a 'Holy Symbol' in the left room, 'Knight Bracelet,' 'Star  
Pin,' and 'Willow Leaf' in the left room, finally an 'Ivory Stamp,' '73  
Gold,' 'Bastard Sword,' and '48 Gold' in the centre room. Now it's time to  
leave Gadel entirely. Head South from the town past the forest where you went  
toward Balan's and then go West down at the next time a path opens up. Follow  
the West shoreline down and you'll find a bridge, on the other side it leads  
up to a forest where your path is blocked, enter this forest to find a town.

/ | (0000A) \-----o

o----- Item Checklist -----o Save your game at the save point right above  
| | you and then speak to Chad. Enter either of  
| Rations Kit.....\_\_\_\_\_ | the houses and head up to the second level.  
| | On the right side of the walkway here is a  
o-----o weapon shop, you may want to do some

shopping. The item shop is just up the stairs here as well. Exit the item shop and examine the pot for a 'Rations Kit.'

Enter the centre house and go up the stairs to the fourth level. When you come out of the door and step onto the platform a Birdman flies down in front of you. Speak to him once and then go down the stairs. Exit out of this room and enter the house of the left, this is the house of the elder. Speak to the elder and you can use this place like a free inn. Head down one more floor and enter the house on the left side.

o- Item Shop -----o ~~~~ o-----o

| |  
| Mint.....8 Gold | Speak to both of the Birdmen here and head  
| Grizzle Fang.....10 Gold | down to the ground level of town. That  
| Calm Herb.....6 Gold | takes care of just about everything you can  
| Banshee Tear.....12 Gold | do here so exit the town via the North exit.  
| Gag.....16 Gold | If you head North across the bridge and then  
| | make your way Northwest you will soon find  
o-----o the village of Tomari, home of the Beastmen.

/| lbert Odyssey /-----o  
/\_| -----o-----\ Tomari |  
/ | (0000B) \-----o

o----- Item Checklist -----o First of all save your game then check the  
| | pot up a bit and on your right, beside the  
| Magic Shield.....\_\_\_\_\_ | weapon shop. It contains 'Magic Shield.'  
| Mint.....\_\_\_\_\_ | Now you can do even more shopping, upgrade  
| | the weapons you just upgraded in Weran even  
o-----o higher. Enter the upper left house in the  
village and examine the pot to find 'Mint.'

All right now here's what you want to do, start by talking to all the Beastmen in the town area. There are three houses at the top of Tomari, speak to all the people inside each house. Now once you've talked to what you think is every Beastman enter the house at the top centre again and talk to the chief again and his sidekick, this probably isn't all necessary but it's a precaution since this event can be difficult to trigger sometimes. Now with all this done when you leave the chief's house you should see a suspicious Beastman run by to the right. Watch the scene and get ready.

o- Weapon Shop -----o  
| |  
| Falchion.....92 Gold |  
| Grenades.....86 Gold |  
| Shura.....90 Gold |  
| Eagle Dagger.....90 Gold |  
| Sacred Robe.....68 Gold |  
| Round Shield.....62 Gold |  
| Buckler.....60 Gold |  
o-----o

o- Boss (Necromancer) -----o

| |  
| The Necromancer has an extremely powerful normal attack, but fortunately |  
| for you that power is balanced by the fact that he has a pathetically low |  
| HP total, probably less than 500. The problem is though that he can call |

| for corpses to join the battle who too are powerful and each have between |  
| 200 and 300 HP. Use spells that hit all enemies like Malitov Cocktail and |  
| to a lesser extent Gryzz's breath. After dealing enough damage to the |  
| Necromancer he drops and then you can just clean up the corpses. |  
|

o-----o  
Watch the scene after the battle and then o- Item Shop -----o  
with your newest party member in tow save |  
the game and head for Tomari. Enter the | Mint.....8 Gold |  
house of the village elder and speak to | Calm Herb.....6 Gold |  
Chad. Say that you are ready to go to the | Life Root.....270 Gold |  
West continent and that's it. You're off! |  
|

/| lbert Odyssey /-----o  
/\_| -----o-----\ Desert Mountain |  
/ | (0000C) \-----o

o----- Item Checklist -----o Head up the path and stay on the left hand  
| | side as much as you can, eventually you  
| Rations Kit.....\_\_\_\_\_ | should come to a couple of broken pots.  
| | Examine it to receive 'Rations Kit.' Go  
o-----o back down a bit and head right. When you  
| | come to a fork take the upper left path and  
save your game. Run down and around to the right, the path curves around to  
the left and goes over a bridge. Approach the dragon's corpse for a scene.

o- Boss (Belnard) -----o  
| |  
| This will be your first battle with a full party so make it count. By now |  
| Gryzz should have the Healing Breath ability which will pretty much be |  
| your best healing ability for the rest of the game. Despite him being |  
| such a good healer you might want to delegate that task to someone else as |  
| when he is equipped with two Shuras his regular attack is something to |  
| behold, especially if you use a Mystic Forge on him. Cast Invigorate to |  
| increase your accuracy since he blocks so often and rely mostly on just |  
| normal attacks the whole time. His attacks aren't nearly as powerful as |  
| the Necromancers and his speed is low but his HP is high so keep at it. |  
| |  
o-----o

Head down from the body of the dragon and when you find yourself on the world  
map again head directly Southwest to find the desert village Bugdoniel.

/| lbert Odyssey /-----o  
/\_| -----o-----\ Bugdoniel |  
/ | (0000D) \-----o

o----- Item Checklist -----o You can follow Decimus right away but  
| | instead opt to first look around the little  
| 700 Gold.....\_\_\_\_\_ | place. There's not much in the line of  
| | things to find but there are weapon and item  
o-----o shops to check out and equipment to upgrade  
| | of course. There's a save point located  
right around the middle of town as well. Once you're ready to continue enter  
the tent beside where Decimus and Chad are standing. After learning of your  
strategy Ceramis gives you '700 Gold' and you're on your way. Head to the inn  
which is at the upper left corner of town and stay there for the night. Watch  
the scene that follows and then prepare to for your party's departure to

Radoria's great floating castle.

```
o- Weapon Shop -----o
|
| Great Sword.....116 Gold |
| Grenades.....86 Gold |
| Copper Raccoon.....120 Gold |
| Long Spear.....108 Gold |
| Half Coat.....110 Gold |
| Buckler.....60 Gold |
|
o-----o

o- Item Shop -----o
|
| Mint.....8 Gold |
| Spearmint.....40 Gold |
| Grizzle Fang.....10 Gold |
| Banshee Tear.....12 Gold |
| Life Root.....270 Gold |
| Warp Wing.....20 Gold |
| Rations Kit.....65 Gold |
|
o-----o

/| lbert Odyssey /-----o
/_| -----o-----\
/ | (0000E) \-----o
```

```
o----- Item Checklist -----o
|
| Star Pin....._____ |
| Power Potato....._____ |
| Peppermint....._____ |
| Magic Tomato....._____ |
| 48 Gold....._____ |
| Javelin....._____ |
| Chain Mail....._____ |
| Flame Saber....._____ |
| Amazon Cloth....._____ |
| Peppermint....._____ |
| Mink Tonic....._____ |
| Mondo's Katana....._____ |
| Overlord's Ring....._____ |
| Dragon Horn....._____ |
|
o-----o
```

When you reach the floating castle you'll be thrust into a battle with an Iron Dragon. This thing has over 1000 HP so it's kind of like a miniboss, fortunately you should be able to weather his attacks and heal between them so just keep attacking until it goes down. Head through the door and then through the next one right above you, in this room you'll find a freshwater spring and a save point. You can't get out of this castle so make sure you understand that before saving the game (you can get out of course once you beat it, but not before.) Leave this room and head around to the left side of the stairs. Through this door you will find many flights of stairs leading you all the way up to the fifth floor where you will find a button on the back of the wall. Press this button and then return to

the main floor. Head around to the right side and get the treasure chest containing 'Star Pin.' Head up the stairs and go down the right side and you'll eventually reach a room with two switches, press the right one but not the left one. The left one resets the switch you already pushed so if you do press it you'll have to go back up all those stairs. Return to the main room, ave you game, and now when you go up the stairs beside the safe room the double doors at the top will be unlocked since you pressed both buttons.

Head left when you go in and then exit through the door below you. Follow the walkway to a room with a single chest containing 'Power Potato.' Make your way back up and go through the door above the one leading to the walkway. There's a large chest here with a 'Peppermint' inside. Outside again follow the path up and make a left turn at the four way split. In this room you'll find a 'Magic Tomato' and '48 Gold' in the two chests. Head up from the fork to find a couple of doors here, go through either of them and enter the room below the stairs to find a chest with 'Javelin' inside. Turn left at the top of the stairs and climb up to the next level, make a right at the fork and go down. Through the door at the bottom is a switch that opens up the door you passed by, inside you'll find a treasure trove of chests containing 'Flame Saber,' 'Amazon Cloth,' 'Peppermint,' 'Mink Tonic,' 'Mondo's Katana,' and 'Overlord's Ring.' Inside the pot below is a 'Dragon Horn.' Return to the previous hallway and go left to the end, then down. At the bottom you'll find a room with a chest containing 'Chain Mail.' Enter the next door and go up the stairs all the way around until you reach another save point and

freshwater spring. When you proceed forward you had better be prepared.

```

o- Boss (Radoria) -----o
|
| Radoria's basic attack is the Capricorn Arrow which does heavy damage to
| a single party member. you'll want to devote one person to healing the
| damage done by this attack at the beginning. His normal physical attack
| is like a weaker version of the Capricorn Arrow where he just sort of
| summons crystals and shoot them at you. He has an extreme resistance to
| magic so physical attacks are the way to go, you might also want to use
| one of the many Magic Shield items in your inventory to reduce the damage
| you take somewhat. This boss is deceptively simple and if I could
| underline and boldify the world deceptively I would because there comes
| a certain point in the fight where he will start to use Icicle Bomb which
| pretty much takes the damage from one of his normal attacks and applies it
| to your entire party. It's absolutely brutal. At that point you just
| have to hope Gryzz is fast enough to keep the Healing Breath coming while
| the rest of your party musters all the damage they can. If I had to guess
| I'd say he has about 5000 HP which is a hell of a lot, and when he starts
| with the icicle bomb it means he's got about 1500-2000 remaining.
|
o-----o

```

A rather lengthy scene follows the battle, continue on once it's over.

```

/| lbert Odyssey /-----o
/_| -----o-----\ Agnus
/ | (0000F) \-----o

```

```

o----- Item Checklist -----o
| | town and head around to the shops to pick up
| None..... / | some new equipment. There really isn't a
| | lot to do in this town, you'll find a save
o-----o point right at the entrance you may want to
 | use after all that. Leave Agnus and make
your way to the East, then continue down Southeast. Eventually you will come
to the small port town of Sitonus.

```

|                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                       |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> o- Item Shop -----o     Mint.....8 Gold     Spearmint.....40 Gold     Grizzle Fang.....10 Gold     Calm Herb.....6 Gold     Warp Wing.....20 Gold     Rations Kit.....65 Gold     Magic Shield.....70 Gold     o-----o </pre> | <pre> o- Weapon Shop -----o     Willow Leaf.....110 Gold     Thunder Nail.....120 Gold     Nihil.....156 Gold     Glaive.....140 Gold     Power Staff.....135 Gold     Chain Mail.....123 Gold     Plate Mail.....138 Gold     Buckler.....60 Gold     o-----o </pre> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

```

/| lbert Odyssey /-----o
/_| -----o-----\ Sitonus
/ | (0000G) \-----o

```

```

o----- Item Checklist -----o
| | left, now go left and climb the stairs.
| 64 Gold....._____ | Above the bar you will find a pot with '64
| | Gold' inside of it. Check out the weapons
o-----o shop right above you and then visit the item
 | shop on the other side of town. When you're

```



ready to proceed with the game enter the house just above the bar beside the pot where you found the money. Tell the captain that you want a ride over to Tomari and agree to what he requests.

|                          |  |                             |  |
|--------------------------|--|-----------------------------|--|
| o- Item Shop -----o      |  | o- Weapon Shop -----o       |  |
|                          |  | Dark Disc.....142 Gold      |  |
| Mint.....8 Gold          |  | Southern Cross.....186 Gold |  |
| Spearmint.....40 Gold    |  | Murasame.....122 Gold       |  |
| Calm Herb.....6 Gold     |  | Halbert.....155 Gold        |  |
| Banshee Tear.....12 Gold |  | Flame Rod.....150 Gold      |  |
| Life Root.....270 Gold   |  | Protection Dre.....120 Gold |  |
| Rations Kit.....65 Gold  |  | Silk Robe.....125 Gold      |  |
| Gag.....8 Gold           |  | Round Shield.....62 Gold    |  |
|                          |  |                             |  |
| o-----o                  |  | o-----o                     |  |

```

/| lbert Odyssey /-----o
/_| -----o-----\
/ | (0000H) \-----o

```

```

o----- Item Checklist -----o
|
| None..... / |
|
|
o-----o

```

When you arrive on the ghost ship simply go down the stairs and enter the third room. Grab the treasure and get your ass out of there. Watch the scene and prepare yourself for battle against a rather nasty creature.

```

o- Boss (Flesh Urchin) -----o
|
| With all the weapon upgrades you got in Agnus and Sionus you should be
| adequately prepared to face this boss. Now you're definitely going to
| want to use a Magic Shield here because the boss' physical attack is
| absolutely phenomenally powerful. In fact when you damage this boss
| enough he gets a new attack called Acid Cascade which hits you entire
| party but it's so much weaker than the previous attack you'll actually
| be looking forward to it. When he starts using it keep Gryzz on top of
| healing with his Healing breath and use whatever other attacks you have,
| both physical and magical are fairly effective against this boss.
|
|
o-----o

```

Following the battle you will get off the boat at a nearby dock, head directly East from this dock and then follow the coast North a bit. From there continue East staying along the coast to reach the town of Mycent.

```

/| lbert Odyssey /-----o
/_| -----o-----\
/ | (0000I) \-----o

```

```

o----- Item Checklist -----o
|
| Chain Mail....._____ |
| Peppermint....._____ |
| Rations Kit....._____ |
| 5 Gold....._____ |
| Life Root....._____ |
| 76 Gold....._____ |
| Short Sword....._____ |
| Life Root....._____ |
| Amulet....._____ |
| Turtle Shell....._____ |
|
|
o-----o

```

Directly above you right when you enter the town is a save point. Head down and left in front of this house is a barrel with a 'Chain Mail' inside. Around to the left side of the house is a pot with a 'Peppermint' in it. Around the other side of the house is a pot with a 'Rations Kit' in it. Ascend the stairs and check the pot on the left for a mere '5 Gold.' Over on the right side of town behind the house at the lower right is a pot with a 'Life Root' inside. Enter the house just right of the

```

| main entrance and examine the three pots to
o-----o get '76 Gold,' 'Short Sword,' and 'Life
 Root.' Check the pot in front of the item
shop for an 'Amulet.' Beside the item shop is a building with a no entry sign
beside it, in there is a half open barrel
containing 'Turtle Shell.' Now that all o- Weapon Shop -----o
that is taken care of stay at the inn and do |
some shopping. When you're prepared make | Knight Saber.....148 Gold |
your way to the upper right corner of town | Orithalicon.....158 Gold |
and go into the large factory. Speak to | White Fox.....160 Gold |
everyone here in order to learn a little bit | Heavy Lance.....170 Gold |
about the machine. Now head to the upper | Knight Suit.....152 Gold |
| Gale Bikini.....144 Gold |
o- Item Shop -----o | Overlord's Rob.....138 Gold |
| ~~~~ | Tower Shield.....100 Gold |
| Mint.....8 Gold |
| Spearmint.....40 Gold |
| Grizzle Fang.....10 Gold |
| Calm Herb.....6 Gold | left mansion of town and watch a quick
| Warp Wing.....20 Gold | scene. Leave town and head North across the
| Rations Kit.....65 Gold | bridge. When you come to a fork take the
| East branch and follow that path until youu
o-----o eventually reach the graveyard of Ages.

```

```

/| lbert Odyssey /-----o
/_| -----o-----\ Graveyard of Ages |
/ | (0000J) \-----o

```

```

o----- Item Checklist -----o Enter the graveyard and start by going
| right. Follow the path around and when you
| None..... / | come to a fork it really doesn't matter
| which path you take, both will lead you up
o-----o to the upper left corner where you can
proceed West to the next screen. On this
screen take the lower left branch and it will lead you down to a save point.
Head back up and take the upper right path now, there's a number of forking
paths ahead of your but just weave between them as you go up. Find a bridge
at the upper left corner and there's a quick event. Be sure to heal your
entire party before you continue through the door, now watch the scene here.

```

```

o- Boss (Palm o' Doom) -----o
|
| You'll be facing off against a giant palm in this battle as indicated |
| by the boss' name. Like most battles you should start this one by using |
| a magic shield on your party. If Eka has it you'll also want to use Force |
| Blade on Gryzz, Amon and Pike. Especially Gryzz because he's pretty |
| much going to be the whole battle for you here. See the thing is the |
| boss uses an ability called Hades wind which paralyzes your entire party |
| and is almost impossible to avoid, however Gryzz is immune to status |
| effects. Instead of trying to heal you party with anti-paralysis items |
| each turn and just having them be paralyzed again, just fight the entire |
| battle with Gryzz. It may sound impossible but really with his Healing |
| Breath healing him for over 600 HP and his attack being super powerful, |
| combined with the boss wasting turns using Hades Wind which cannot ever |
| have an effect on Gryzz, this will end up a one sided battle hard to lose. |
|
o-----o

```

After the battle you're automatically returned to Gadel. Once you've spoken to the king leave Gadel and use Kia's Teleport spell to travel to Mycent.

Enter Mycent and go to the large factory at the upper right corner for a scene. After all is said and done leave the king's throne room and head down toward the South side of Gadel for another scene. Save your game and leave the town, use Kia's teleportation spell and head to the town of Chestoria.

```
 /| lbert Odyssey /-----o
 /_| -----o-----\ Chestoria |
 / | (0000K) \-----o
```

o----- Item Checklist -----o Once you arrive in Chestoria head North and  
| into the castle to meet with the queen, when  
| None..... / | you get there a scene occurs. When you're  
| brought to your quarters speak to all your  
o-----o party members and then approach your bed to  
sleep during the night. When you awaken  
head outside the castle and down to the middle of town. East of the weapon  
shop is a path leading to the circus which is normally blocked but you can  
access it now. Enter the large tent and go into the room and the back right  
corner. A scene automatically triggers when you do. When you have control  
again return to town and save your game. Now head to the circus area and  
enter the big top. You'll find Lamm and the queen in the central area here.

```
o- Boss (Lamm) -----o
|
| You'll be fighting against Lamm and the Gryzz clone here, be sure to take |
| out the Gryzz clone first as it has less HP. Fortunately compared to |
| most battles as of late this one really drops in difficulty, Lamm's |
| attacks with the exception of the one that can charm you are pretty weak, |
| and the Gyzz clone will go down fast. Have your party use a magic shield, |
| then have Eka cast Force Blade on Pike, Gryzz and Amon, from there turn |
| her into a healer and have Kia do whatever, she's pretty useless here. If |
| someone does happen to get charmed simply cast Refresh on them before they |
| can do any real damage. There's no reason anyone should die here. |
|
o-----o
```

Once all this is over and done with it's time to head to Agnus, there you will find another scene when you arrive. Head up the stairs to trigger yet another and before you know it you'll be in Mycent. Speak to all the workers in the factory to continue the scene here. Approach the airship from the upper side of the cockpit and take flight. If you take a look at your world map in the System Menu part of the menu screen you'll see two islands at the upper left corner, well the more North of the two is the island with the towers on it, if you feel that you're ready to take on the challenge, then head there now.

```
 /| lbert Odyssey /-----o
 /_| -----o-----\ South Tower |
 / | (0000L) \-----o
```

o----- Item Checklist -----o The first thing to do is head right and go  
| up at the first chance you get, there's a  
| Fairy Robe.....\_\_\_\_\_ | chest here containing 'Fairy Robe.' Now  
| Magic Bikini.....\_\_\_\_\_ | head right and follow the path around until  
| 36 Gold.....\_\_\_\_\_ | you reach a door, through the door examine  
| Sophia's Mantle.....\_\_\_\_\_ | the coffin for a 'Magic Bikini.' Also  
| 10 Gold.....\_\_\_\_\_ | examine the bookshelf for '36 Gold.' Move  
| Royal Blade.....\_\_\_\_\_ | left past the stairs and enter the other  
| W Hook.....\_\_\_\_\_ | room, there's a chest here with 'Sophia's  
| Stardust Robe.....\_\_\_\_\_ | Mantle,' and the bookshelf has '10 Gold' on  
| Warp Wing.....\_\_\_\_\_ | it. Out in the hall again go left and up

```

| Peppermint....._____ | to find a chest containing 'Royal Blade.'
| Ivory Stamp....._____ | Now ascend the stairs and make a right at
| Ancient Armor....._____ | the top, go through the first door you pass.
| Gale Boots....._____ | You'll find four chests in this room
| Hero Shield....._____ | containing 'W Hook,' 'Stardust Robe,' 'Warp
| Peppermint....._____ | Wing' and the upper right chest is actually
| _____ | a monster-in-a-box. Don't worry, the thing
o-----o really xsn't that difficult at all. After
defeating it you can open the chest and
get a 'Peppermint.' Leave the room and head down, as you make your way left
go through the nicely decorated door here. The upper left chest has a monster
and an 'Ivory Stamp,' the middle chest has 'Ancient Armor,' and the right
chest has 'Gale Boots' inside. Leave the room and go up the stairs on your
left. There's only a single path here leading around to the stairs that go up
to Balan, so before going up them make sure you're adequately prepared and
heal up. You may even want to exit the tower and save your game first.

```

```

o- Boss (Balan) -----o
|
| This is your first of the four fights with the bosses of the four towers, |
| these fights are not only very difficult but they are very long as well |
| so settle in and make some popcorn before each one. The boss has copious |
| amounts of health and some decent power behind his sword so use a Magic |
| Shield and cast Force Blade on your most powerful characters. Magic |
| actually works surprisingly well against this boss, Kia's Burst Flare |
| for one can knock off some good damage each turn. For the most part the |
| battle is pretty slow and predictable, but like most bosses he does |
| change his basic tactic as he edges closer and closer to death. Balan's |
| Grand Swing targets the entire party for a little over half the damage he |
| deals with a single swing to everyone in the group. You'll get so used to |
| just attacking over and over again while healing in between, that |
| eventually when the boss actually dies, you'll be like "What the hell?" |
|
o-----o

```

After defeating Balan and watching the scene open the chests to receive 'Hero Shield' and 'Peppermint.' Leave the tower and return to some town to save and restock. Now the next one you should take on is the West tower.

```

/| lbert Odyssey /-----o
/_| -----o-----\ West Tower |
/ | (0000M) \-----o

```

```

o----- Item Checklist -----o Take note of what the clown says, the doors
| _____ | in this place are all screwed up. Head left
| Hyakki....._____ | past the first door and follow the path up,
| Miracle Mango....._____ | when you come to a fork head North and open
| Peppermint....._____ | the chest containing 'Hyakki.' Go down and
| Skull Killer....._____ | make your way right to the poopsite side
| Magical Robe....._____ | where you'll find a 'Miracle Mango' in the
| Phalanx....._____ | chest. Now here's how to get to the next
| Phoenix Shield....._____ | floor. Return to the entrance of the tower
| Angel Feathers....._____ | and go right, when you come to a door head
| Vision Armor....._____ | through it to reach a dead end. Leave back
| _____ | out again and you'll be in a different hall,
o-----o turn around and go up and bingo, there's a
treasure chest with a monster-in-a-box and
the staircase. After defeating the monster there's nothing in the chest so
you don't really have to if you don't want to. Ascend the stairs for another
quick scene with that stupid clown. Open the chest directly on your right

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which contains another monster-in-a-box. Inside the chest after defeating the monster is a 'Peppermint.' Open the door above the chest, you can tell this acts like a normal door as opposed to a teleportation door by the fact that the background is black and not blue. Examine the coffin in this room to get the 'Skull Killer.' Take the lower right exit out of this room and follow the hall to another door. In here are two chests containing 'Magical Robe' and 'Phalanx.' Climb the stairs outside the door and head through the door at the top. There's a chest here with a 'Phoenix Shield' inside. There's no special tricks here, simply run up about four rooms and heal before going up.

```
o- Boss (Krishna) -----o
|
| Prepare yourself for one of the most annoying bosses in the history of the |
| known universe. She'll deceive you by pretending she's not that difficult |
| and then before you know it, the game is over. I'd advise equipping some |
| Star Pins and Sophia's Mantle before battle since she'll use Vlag's |
| Domain which inflicts status abnormalities on everyone. The deal is she |
| has a basic attack as well as the Astral Ring which does good damage to |
| your entire party but Gryzz's Healing Breath should be able to counter it. |
| Really that's all you'll need to worry about for the first two thirds of |
| the battle, for the last third it gets ridiculous. EVERY SINGLE TURN |
| virtually without exception she will cast Vortex which deals between |
| 600 and 700 damage to your entire party, you're going to have to go on |
| the offensive and kill her as fast as you can here because virtually no |
| party can take that kind of punishment every single turn. Eventually she |
| will die, but to make that happen be at least level 42 for everyone in |
| your party before trying this battle. One alternative I find that works |
| to help you other than leveling up is getting equipment from other towers. |
|
o-----o
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After defeating the boss open the chests to get 'Angel Feathers' and 'Vision Armor.' Leave this tower and head on to the East tower after saving.

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/| lbert Odyssey /-----o
/_| -----o-----\ East Tower |
/ | (0000N) \-----o
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o----- Item Checklist -----o Enter the tower and start by checking the
| | upper left corner of the first floor. There
| Miracle Mango....._____ | are two chests here, the one on the right is
| Hyakki....._____ | a monster-in-a-box, which contains a
| Moon Disc....._____ | 'Miracle Mango' after you open it. Open the
| Hope Sword....._____ | one on the left to get a second 'Hyakki.'
| Wind Armor....._____ | Enter the room with the blue door at the
| Material Sword....._____ | centre of this floor to find two chests
| | containing 'Moon Disc' and 'Hope Sword.'
| | Head to the lower left corner and go up the
o-----o stairs. There's a door just above you here,
enter the room and examine the coffin for
'Wind Armor.' That's the only item on this floor, climb the stairs at the
bottom side of this floor in the middle. There are no items on the third
floor either so it's a quick trip to the top to meet with the boss.
```

```
o- Boss (Aine) -----o
|
| I'm sure you have the idea by now, begin the battle with a Magic Shield |
| and then cast any other support magic you need. You should have a much |
| easier time with this boss because while it is true he does have a more |
| powerful spell than Krishna's Vortex, he doesn't spam it every single |
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| turn like a cheapass. You can look forward to a lengthy but rather
| uneventful battle. Have Kia use the Quickster spell almost every turn
| giving priority to Gryzz, then Eka then either Pike or Amon. Kia should
| use the Force Blade spell on both Gryzz and Amon when she doesn't need to
| heal. Eventually Aine may come to the point where he DOES spam Atomic
| Flare, and that can get ugly, so pound the crap out of him so that he
| dies before it can get too dangerous. You should be about level 45.
|
|
|-----o

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Following the battle grab the 'Material Sword' out of the chest on the left and then leave the tower and save. Time for the final tower, to the North.

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/| lbert Odyssey /-----o
/_| -----o-----\ North Tower |
/ | (00000) \-----o

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o----- Item Checklist -----o When you enter, in this very first room
| | check the upper right corner to find a chest
| Tomahawk G....._____ | with a 'Tomahawk G' inside. On the second
| Ancient Cane....._____ | floor go either left or right, both
| Sky Javelin....._____ | directions take you around to the next set
| Guy's Medallion....._____ | of stairs leading up. Follow the path up
| | and go left when you can to find a chest
| | containing 'Ancient Cane.' The doors here
|-----o just loop you around the room so ignore them
and go up, beside the stairs is a chest with 'Sky Javelin.' Now ascend the
stairs to the fourth floor. Don't go into these doors or you'll be warped
back to the third floor, instead head around to the bottom where you'll find
the next set of stairs leading up. Go through the door ahead of you to reach
and continue through the next door to reach the boss of the North tower.

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o- Boss (Guy) -----o
|
| You may be surprised to find out that Guy's is actually the easiest of
| the four bosses, while his attacks can be extremely powerful he doesn't
| have a single attack that targets your entire party. Basically here's
| how it goes, he'll use either a weak normal attack or a fairly weak
| magic spell and this goes on for the entire first half of the battle,
| where he changes is when he casts the Karma Blade. He will still be using
| the magic at this time which is good but his normal attack has now
| changed so that it does a critical hit every single time for about 1200
| points of damage. Dedicate Eka as your healer and have everyone else
| attack with everything they've got, I wouldn't go into this battle until
| Kia is level 48 because that's when she learns the Starduster spell which
| deals about 1000 damage to Guy, and will really ease things significantly.
|
|
|-----o

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Open the chest on the left to get 'Guy's Medallion.' Leave the tower, save your game and make sure you're ready. It's time to fly your large airship directly into the central tower at Fargasta now that the forcefield's gone. You won't be leaving once you come here, so keep that in mind.

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/| lbert Odyssey /-----o
/_| -----o-----\ Fargasta |
/ | (0000P) \-----o

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o----- Item Checklist -----o You'll get the chance to do some shopping
| | before you go into the tower, you can buy

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|                           |  |                                              |
|---------------------------|--|----------------------------------------------|
| Life Root....._____       |  | some rare items you've never been able to    |
| Peppermint....._____      |  | purchase before and since this is the last   |
| Magic Tomato....._____    |  | dungeon go ahead and blow all of your money. |
| Overlord's Ring....._____ |  | Enter the tower and examine the pedestal to  |
| Spearmint....._____       |  | warp yourself to the eighth floor. Follow    |
| Power Potato....._____    |  | the hall down and to the right until you     |
| Miracle Mango....._____   |  | come to a fork. Take the North branch and    |
| Peppermint....._____      |  | go into the door at the end of the path      |
| Mystic Forge....._____    |  | after it curves right, you'll find a save    |
| Mint....._____            |  | point here (don't save over your original    |
| Banshee Tear....._____    |  | file if you still want to leave.) Leave the  |
| Power Potato....._____    |  | room and go down, make a left at the first   |
| Spearmint....._____       |  | fork and enter the room there. Examine the   |
| Life Root....._____       |  | two pots for a 'Life Root' and               |
| Hell's Chime....._____    |  | 'Peppermint.' Left of that room is another   |
| V's Yoyo....._____        |  | with a 'Magic Tomato' in the pot. Note that  |
| Evil Blade....._____      |  | when you speak to the people of Fargasta you |
|                           |  | do battle with them. Return to the fork and  |
| o-----o                   |  | go down, you will find another room here.    |

Examine the pot to receive 'Overlord's Ring.' There's nothing to be found in the room directly left so go into the one just past it and look in the pot to find a 'Spearmint.' Now at the fork beside the door take the left branch, then go down at the first chance you get. Enter the first door at the bottom and examine the pot for a 'Power Potato.' Check the room on the right, in the pot there you'll find a 'Miracle Mango.' Leave the room and go back left, when you reach the fork continue left and it leads you around to the bottom where you find another door. Check the pots here for a 'Peppermint' and a 'Mystic Forge.' You'll find a 'Mint' in the pot in the room on the right. The room next to this one hides a 'Banshee Tear.' To the right there's a fork in the path, head down until you reach an elevator. Ride the elevator down to the seventh floor and disembark when you come to a stop.

|                            |  |  |
|----------------------------|--|--|
| o- Lulu Saliban -----o     |  |  |
|                            |  |  |
| Peppermint.....1000 Gold   |  |  |
| Calm Herb.....30 Gold      |  |  |
| Banshee Tear.....60 Gold   |  |  |
| Life Root.....1350 Gold    |  |  |
| Mink Tonic.....2250 Gold   |  |  |
| Power Potato.....2700 Gold |  |  |
| Magic Tomato.....3500 Gold |  |  |
|                            |  |  |
| o-----o                    |  |  |

Follow the hall as far as you can go until you reach a dead end then step on the blue teleporter. Now you'll have three to choose from here, take the one on the right. When you arrive at the next area turn around and go into the one you just came from. When you arrive at the next one do the exact same thing. Now you should be at the top of a long hallway, head down to the bottom and enter the room on the right. You'll find four pots here containing 'Power Potato,' 'Spearmint,' 'Life Root,' and 'Hell's Chime.' Open the containers to get 'V's Yoyo' and 'Evil Blade.' Leave the room and head up the hallway back where you came from and step onto the warp panel. Now you'll be back at the three again. Step onto the middle one and it will bring you to another three, now step onto the left one. Follow this hall up to the top and go through the door, now use this device to warp to the sixth floor.

Make your way up the hall until you come to a fork in the path, take the left branch and go through the first door you come to. Walk into the room and drop down to the fifth floor. Head down until you reach a fork then go right and head South to the elevator. Ride it to the fourth floor. There's only two rooms here, the first has a save point in it and the second has an odd crystal that will refill your HP & MP to full when you examine it. Return to the elevator and ride down to the third floor. You've only got one option here, examine the pedestal and it warps you back up to the fourth floor. Head right and step onto the warp panel. Now that you're on the second floor follow the

path down to the elevator and ride it up to the fourth floor. Follow the linear path to the room and the end and examine the pedestal to be warped all the way back up to the seventh floor. Head right and go through the door, this time you are warped to the first floor. Walk around the hall and go through the first door you come to, there's a save point here. Continue along until you reach an elevator and ride it down to the basement and through the door for a scene, get ready to face off against the boss of the game. I wouldn't recommend going into this until you're at least level 53 - 55.

o- Boss (Novia) -----o

|  
| You shouldn't have too much trouble in this battle, her most powerful  
| attacks are the basic magic spells she has like Dyna Stream and Gravity  
| Bomb but she won't use those mostly until later. Your most powerful  
| weapon by far is the Karma Blade skill you acquired from guy, make sure  
| cast that on yourself and then have Eka cast Force Blade on you to  
| bring the damage with each attack to more than 1500. She doesn't have too  
| much health so the battle won't last nearly as long as the other ones  
| you fought in the tower, just make sure to use Gryzz to keep your HP up.  
|

o-----o

o- Boss (Alorna) -----o

|  
| The true power of the Immortal Queen comes out now and she's stronger than  
| ever, she'll be using Skull Pulse right from the start and you HP totals  
| remain the same from the previous battle so if you won with barely any  
| health you may not even get a chance to move here. Once again the most  
| important thing to do is cast the Karma Blade spell with Pike and begin  
| attacking like mad with the help of the Force Blade spell. Have Kia cast  
| Starduster and use Gryzz and Eka as healers. Amon should just attack  
| normally since it's all he's good for. When Healing Breath can't keep up  
| with her attacks anymore spend one of your turns using whatever Peppermint  
| items you have to get everyone back into tip-top shape. Remember that  
| you can blow all your items away, this is the final boss fight so who  
| needs to hang on to them. Now soon comes the most dangerous part, the  
| boss will in fact cast Starduster which will deal approximately 1000  
| damage to everyone in your party, don't let their health drop below that.  
| Luckily when she casts this she should only have a couple of thousand  
| hit points left so hit hard and fast to take her down.  
|

o-----o

o- Boss (Vlag) -----o

|  
| And the game forces you to face another boss, without letting you heal,  
| to be honest I don't know what the hell they were thinking, you'll be game  
| over if you didn't finish off the previous boss with enough health.  
| Regardless this boss doesn't have TOO much health but it will cast  
| Starduster for more than one turn in a row whenever it feels like it,  
| you're pretty much going to have to rely on things like Peppermints and  
| Miracle Mangos along with Gryzz's Healing breath to stay alive. Remember  
| that the Ressurrect spell is great, it revives with FULL HP so use it often  
| and as always Karma Blade is the way to go. When the boss is almost dead  
| its colour will change to green but not much about the boss actually  
| changes besides it becoming a little faster and its physical attacks  
| doing more damage. Destroy this form and the ending is finally yours.  
|

o-----o



You beat the game. Good job!

Now sit back and enjoy the ending.

d--(o\_o)--b

O=====O  
| Characters (00020) |  
O=====O

Pike - When Pike was still an infant, his parents were brutally murdered in a goblin attack. Left to die at his parents side, Pike was later rescued by the beautiful harpy, Laia. Raised as a younger brother by Laia in the Harpy Forest, Pike has never ventured beyond the woods. The only one he truly confides in is his father's magic sword, Cirrus. Pike will be forced to confront his fears as he races toward a climactic fight in order to save all that he holds dear.

Eka - As Pike's first friend outside of Harpy Forest, she vows to stay with him to the very end. Not only is she a talented singer in the village of Gigarl, but she is very knowledgable when it comes to using both attack and healing magic.

Leos - In the city of Solace, Leos tends to the healing needs of the people. Respected by the people of Solace for her fair and impartial treatment of others, she's earned their loyalty, as well. If provoked to battle, she is not shy about using the martial arts to inflict pain on her attackers. All in all, a powerful ally, with powerful healing abilities as well.

Gryzz - A proud soldier of the dragon tribe with a stern disposition constructed to hide his soft side. He is extremely talented at multi-blade combat, and his breath is similarly useful in battle. After Pike and his party save his sister, Gryzz decides to join Pike as an honourable way to express his gratitude.

Amon - A half-breed birdman despised by humans and fowl alike. His turbulent childhood has prepared him well to defend against a multitude of attacks, but it also has enabled a defiant, flamboyant streak that sometimes masks his gender. Nonetheless, his experience and skill as a fighter is highly valued by Pike.

Lulu - Half-human , half-beast, this woman is quickly taken by Pike's moves in battle. Never far when there's a profit to turn on a sale, Lulu lives to serve Pike's every need.

Aine Blood - He likes nothing better than the smell of victory in the thick of battle. A traditional warrior, he shuns complicated battle strategies in favor of direct attacks.

Guy - A notably brave and intelligent young man who befriends Pike. Many rumors are circulating claiming that he is a descendant of the legendary hero, Albert.

Varetta - Kia's grandmother is wise, resourceful, and wields a variety of magics with ease.

Kia - As the granddaughter of Varetta, she is extremely knowledgable in her study of magic. She soon joins Pike and his friends in order to save someone

she loves.

Cirrus - This magical sword was passed to Pike's father long ago. It can speak, and frequently offers advice to Pike.

Laia - Many years ago, on her way back to Harpy Forest, Laia noticed a young infant abandoned in a burned-out village. Since then, she's taken it upon herself to raise Pike. Since she found him in such a vulnerable state, Laia is always certain that Pike will need her help. However, the day soon comes when Pike will prove to be stronger than Laia ever could imagine.

Novia - A protege of Belnard, Novia soon gains power and an overwhelming interest in the mysterious Immortal Queen Alorna. She also has an undeniable interest in Balan, but her reasons are not clear.

Belnard - Drunk with the power granted him by Radoria's Power Crystals, Belnard begins a ruinous quest to collect all the Power Crystals in the land. Unfortunately for Pike, Belnard doesn't big harpies or their friends.

Estan - Shrouded in mystery, this solemn guardian seems to appear just when Pike needs help the most. His motives are unknown, but he is searching for a special item.

Rachessa - Rachessa's undying devotion and love for Belnard is the primary motivation for her entry into the service of evil. Radoria uses her weakness for Belnard to suit his twisted plans.

Balan - This fearsome muscle-bound terror was once a peace-loving servant of good. However, the dark sword Madriker corrupted his soul. Now, he seres Novia's twisted needs.

Krishna - She has three loves: soft leather, hard whips and young Pike. She's extremely cunning and quite, with a laugh Pike loves to hate.

O=====O  
| Plot Summary (00010) |  
O=====O

/| lbert Odyssey /-----o  
/\_| -----o-----\ Background |  
/ | (00011) \-----o

In ancient times, magic masters created the mystic kingdom of Fargasta. I is said that there, the Eldean brothers and a sister were born. Unfortunately, as they grew, the Black Dragon Vlag sensed the power of the Eldean clan, and sought to destroy the Eldeans and their enchanted kingdom. As the Black Dragon began its murderous assault, the three siblings combined their power dealing the wicked beast a mortal wound that spewed vile blood upon them. Once word spread that the dragon was no more, the people of Fargasta rejoiced in their new found heroes and reveled in thoughts of eternal peace. However, the revelry was cut short when one of the three claimed the foul sword, Madriker, crafted from the soul of Vlag. Taking the title "Immortal Emperor," he set about destroying all that was pure in the land. Though many fought the black tide valiantly, all were crushed by the insane power of the fiend-sword. Soon it was clear that each of the Eldean clan had gained immortality by means of Vlag'sblood. Radoria had moved to darkness while Estan and Cirrus shone brightly in opposition to his advance. The battle of the immortals spanned days...and Radoria's strength was growing with each passing second. When it seemed as if there was no way to stop her power-mad

brother, Cirrus quietly called upon the one secret power she had hidden from her brothers and transformed herself into the Holy Sword of Eldean. It was a final desperate act to counter the vicious and undeniable power of Madriker. Surprised but determined, Estan took the Holy Sword, raised it high and cast a mighty blow toward Radoria. The resulting blast sent tremors through the land for untold distance... As the bold and curious alike approached the battleground, they found no trace of the Eldean clan, Radoria, Estan and Cirrus had vanished. Many thought that the tragic legend of Eldean had thus ended. Alas, it had only begun...

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/| lbert Odyssey /-----o
/_| -----o-----\ Introduction |
/ | (00012) \-----o

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In the opening video after beginning the game we see a scene of a village burning. A man, woman, child, and rather dazzling sword are in a flaming house preparing to make their escape. The goblins it seems have attacked the village and are slaying all the townspeople. The man apologizes for having to use Cirrus, the magic sword with the ability to speak, but she tells him that it is all right and to use her as he needs. They leave the house and try to escape however all the exits are blocked, and the goblins are everywhere. The man tries to fight back valiantly but the goblins it seems are too strong and he and his wife are both struck down. The sword cries out saying that she failed her master, but she will not fail the child who was thrown aside after the death of his mother, but is still alive. The scene ends and the village is in ruins, but no longer burns. A winged woman (harpy) descends from above picking up the child and the sword, saying it must have belonged to the baby's father. She returns to the Harpy Forest with the young child, and between then and the start of the game many years have passed so that the young child Pike, has grown to young manhood. He awakens in his bed in the Harpy Forest.

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/| lbert Odyssey /-----o
/_| -----o-----\ Harpy Forest |
/ | (00013) \-----o

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Pike is awakened by the obnoxious shouting of the sword Cirrus on his desk. He picks up the sword and goes downstairs where he meets up with Laia, the harpy who rescued him. She speaks of a dream she had during the night involving a flash of light and a scream, it sounds rather terrifying but she brushes it off as nothing telling Pike that Folte went out early but does not seem to be back yet, she tells Pike to go out and find him. Pike heads down to the ground level of the forest and is interrupted by two young winged men who don't seem too happy. They taunt and make fun of him for not having any wings, saying Laia must be pretty emberassed to have a brother like him. Pike returns to his home without any indication of seeing Folte, however it seems he returned in the time Pike was gone. Everything seems to be set for your nice big lunch but something is wrong... there's no water. Time for Pike to make a trip down to the well. He heads there and passes by a large power crystal, it is said that the people of this village have worshipped the crystal as their guardian for many years. Pike throws the water bucket down into the well and that's when Cirrus speaks up asking Pike if he has forgotten that tomorrow is Laia's birthday. She decides for him that the best present they could get is a nice bouquet of flowers. The cheerful flowery mood is dimmed however when a large dragon appears overhead. Riding the dragon is a man clad in black who descends down right in front of them. He says that after all these years he has finally found it and demands to know the name of the place it has been hiding all this time. Pike is of course speechless but when Laia appears from behind Belnard deduces from the wings that this must be the Harpy Forest. He says that indeed he will leave and never come back, but before that he must slay them both and take the Power Crystal. He calls upon

the power of the crystal and Radoria to turn them both to stone. As he is about to stomp them to pebbles Cirrus comes forward saying she won't lose another master and a bright light shines as the scene comes to an end.

Pike wakes up in his bed later with Cirrus asking him if he remembers what happened. He asks where Laia is and if she's okay, but Cirrus only apologizes. It seems that Laia has been turned to stone and the only way to save her is the magic of humans, the magic of Pike's kind. Pike goes downstairs only to see Laia's stone body standing there. Folte says there may be someone in a village nearby who can help her but he needs to remain to protect the village. He asks Pike to venture out and find help for Laia. Along the way he comes across the burnt remains of his hometown. As he walks toward the centre he is approached by a strange man who has many questions for Pike. He says that he onced sensed its presence here and now this sense is stronger than ever before, if Pike comes across something special he should surely hold it close and with that the strange man departs. Continuing on his journey he meets a rather odd woman on the bridge he comes to next, she is being attacked by two werewolves so Pike steps forward to fight them off for her. She is very grateful to have her life saved by him, she had wished to run but was transfixed by his swordfighting skills. She introduces herself as Lulu Saliban. It seems she is a half-human half-beast girl who travels the world selling her herbal wares and offers Pike a chance to do some shopping. Following this encounter Pike heads North and enters the Mountain Pass cave.

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 /| lbert Odyssey /-----o
/_| -----o-----\ Mountain Pass |
/ | (00014) \-----o
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Pike makes his way through the Mountain Pass to the end where he finds a fairy trapped in a jail cell being held by some nasty goblins. In return for being saved she shows Pike the secret exit to the cave. Pike leaves the cave and heads North where he comes across the small village of Gigarl.

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 /| lbert Odyssey /-----o
/_| -----o-----\ Gigarl |
/ | (00015) \-----o
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Arriving at the village Cirrus congratulates Pike on making it this far and says now all they have to do is find a priest capable of healing Laia, which of course is easier said done. Pike heads for the bar and tries to collect some information from people but they aren't too helpful. That's when the bar singer comes out on stage and leaves Pike in a drooling daze. With that Pike leaves the bar but things have gotten quiet, suddenly as he approaches the entrance of the village the man on the dragon returns once again. Suddenly as Belnard tries to get Pike to explain how he survived the powerful magic of the crystal a knife flies out of nowhere and the singer from the bar appears telling the man on the dragon to state his business and be on his way. Of course the man persists and begins casting powerful magic driving Pike and the singer back. Puffs of smoke appear as Lulu, the traveling merchant from before appears. She tells Pike that she has a plan and he agrees to trust her on this one. They lead him toward the town gate and from the second story of a nearby house Lulu uses a large punching glove apparatus to knock Belnard from his dragon. She then comes down and uses what she calls a "Card Hurricane" to bind Belnard's magic. He attacks them and Pike and Eka get ready to fight. They defeat Belnard and leave him crouching on the ground, that's when a woman on another dragon appears to save him. He vows that they will meet again and flies off. Lulu explains that she didn't even seal his magic, she simply bluffed him on that one and with that she is off. Eka asks Pike to explain why that crazy man was trying to kill him, Pike agres and they set off to Eka's house which happens to be just next to the village.

Arriving at her house the singer introduces herself as Eka and asks if the voice she heard before was actually coming from Pike's sword. That's when Cirrus introduces herself to Eka saying she was born (or forged) in the kingdom of Fargasta. Eka makes some food for Pike and he relates to her the story of Laia. Eka recommends traveling West to the town of Solace where they will find Koras, the head priest. She explains that her parents were priests there but she moved here when they passed away a long time ago. She asks Pike if it would be okay for them to travel to Solace together, Pike agrees. Off they head toward the village of Solace, but first come across Chestoria.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Chestoria |
 / | (00016) \-----o
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Basically Chestoria just acts as a stop for Pike and Eka to upgrade their equipment and meet with some interesting people including the queen, who happens to be a very rude person. After upgrading they leave again for Solace.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Solace |
 / | (00017) \-----o
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The party arrives at Solace and quickly heads up to meet with the priest. When they arrive they are greeted by two apprentices who say that Leos is out at the moment but will be back soon. When the party asks to see the high priest Koras. The apprentice says that Koras is Leos' father and passed away long ago protecting the kingdom from an army of monsters. The apprentices say that Leos is carrying on the work of Koras and she too is a priest. Leos arrives and Pike relates to her the story of Laia and how he is searching for a cure. Leos leads them into a back room where many people who have been turned to stone also lay, she says that she lacks the fortitude to overcome the power of the spall. That's when another man enters the room, his name is Kynis and he has found someone with the power to reverse the spell, a man named Guy who is said to be a descendant of the legendary hero Albert who is waiting in the town of Gadel. They decide to rest before leaving.

During the night Eka comes in to wake Pike up because of all the sounds going on outside. There's a lot of commotion and screaming going on out there. It seems that a vampire is loose and turning humans into Memnochs. Memnochs are slaves of the head vampire but still look human so they can bite and infect others. Pike and Eka head for town where they find the evil vampire wrecking havoc. It seems that Koras, Leos father sealed away the vampire Valerian 12 years ago but he has managed to escape. He challenges Leos to come to his castle and then escapes. That's when a young girl appears named Karsha, she approaches Kynis saying that she still loves him despite the fact that he left her and then all of a sudden bites him, it seems she was indeed a memnoch. Kynis tells the group to head for the castle while he stays to fight them off.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Valerian Castle |
 / | (00018) \-----o
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Arriving at the castle Pike, Eka and Leos make their way up to challenge the evil vampire Valerian. Leos says that for the sake of the townspeople she will slay the evil vampire and he says her father made the same speech, and Leos will share the same fate. Before battle she asks him how he managed to escape the seal her father used on him and he explains that a woman seeking the love of Belnard came and took the Power Crystal that was sealing him in. With this the vampire attacks but the party is able to defeat him. Leos is

sad however saying that regardless of their victory, Kynis still cannot be saved. They return to the city and it seems Kynis is all right, it also turns out that he and Leos are an "item." While they're off doing thier thing the apprentices say that it was because of a sleeping powder given to them by someone named Lulu Saliban that they were able to stop the memnochs. With that Leos returns and it's time to head off for the town of Gadel. As they attempt to leave Solace they see what appears to be a Dragonman lying at the front of the town. Barely clinging to life the Dragonman identifies himself as Garado, and his people are dying. He asks the group to find Leos and tell her to help, fortunately she's right there with them. With that they are off.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Dragon Shrine |
 / | (00019) \-----o
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Arriving at the Dragon Shrine Leos meets with the two Dragonmen at the entrance who explain that the Dragonmen are never stricken with illness and they knew not where else to turn. Leos cues in some kind of psychic sense and determines simply by standing there that the water supply must be the source of their sickness. The Dragonman tells them to go share this discovery with their leader, Grak. They meet with the dragon elder. Leos says they must gather all the sick into one place and the elder says it's already done, all the Dragonmen who are sick are gathered in the infirmary. Leos comes up with an elixyr which can save the Dragonmen and has Eka spread it around to all of them. Leos turns down the elder's offering of a reward saying ti was what she was born to do, as they leave one of the Dragonmen who says his name is Gryzz requests to join them on their journey. As they are leaving the Dragon Shrine a dragon-riding woman comes down and asks how one of the Dragonmen could still be alive. She says that the Dragonmen have always been a constant thorn in Belnard's side so she decided to do away with them. Eka explains that her little plan didn't quite work out as all the Dragonmen are still alive and well. That's when the woman recognizes them as the people who fought and weakened Belnard, she vows to get revenge and attacks them. After defeating her she calls out for Belnard to avenge her and promptly dies.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Gadel |
 / | (0001A) \-----o
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Upon arrival the town seems virtually deserted, that's when one man followed by a small army approached. He has a large sword, a mohawk and some serious muscles. He tells the group to get out of his way, hee needs to get back to the castle, and with that he leaves town. When the party heads up they are mistaken for a couple of "Balan's" men by a young red haired knight named Chad. That's when another older knight named Decimus appears and apologizes for Chad's actions. He invites all of them to come up and visit the castle. When they go there they meet with a group of three people in a small room. One one them happens to be the legendary guy while another man named Ceramis and woman named Varetta are also there. Guy says that he cannot break the spell but that does not mean there isn't a way. First they must learn of the legend of Radoria. The three siblings were born in the kingdom of Fargasta and used their combined power to defeat the Dark Dragon Vlag which bestowed immortality upon them. In time one of the brothers became evil and built a floating castle. The three of them are here to enlist help in defeating Radoria which can be accomplished because of Guy's Karma Blade or "Holy Sword." With that they are off to see the king. Despite being told to go home the group is determined to help so they set off to find Guy again. They find them in an audience with the king who explains that Radoria lives in a floating fortress in the sky making it almost impossible to attack him directly. The king explains however that a once good man named Balan has been

pillaging the town and must be stopped before they can leave it unprotected. The plan is for the knights to act as a decoy at Balan's fort while Pike's group and the mercenaries sneak in to rescue the hostages. The mercenaries go by the name Silver Vixens, three highly trained women. Despite their objections the king's ruling remains the same and Pike's group sets off to help them. They make their way South until they reach Balan's fort.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Balan's Fort |
 / | (0001B) \-----o
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When they reach Balan's fort the group begins their assault on the right side of the structure. They make their way through the fort freeing hostages along the way, meeting up with the Silver Vixens as they go. When they finally free the last of the hostages Cirrus senses some kind of magical power at the North end of the fort. When the group goes to investigate they find the Silver Vixens are trying to open a sealed door, Seta uses her power to break the seal and Pike's party follows. Inside they find a woman who identifies herself as Novia, saying she is neither an enemy nor friend... just an observer. She then teleports out of there. They rescue the final three hostages and leave the room only to find Balan outside. Novia is there too and she casts a spell to knock the vixens away, she tells Balan to fight Pike one on one to see how strong he is and Balan does. Just when Balan is about to strike the finishing blow Cirrus appears and grows into a much larger sword. Pike strikes Balan down and while he is weak he is able to escape with Novia. The Silver Vixens apologize for their attitude toward Pike from before and they all return to Gadel. Suddenly Belnard appears on his flying dragon. Just as he is about to strike a mortal blow to Pike the cloaked man whom Pike first met in his village ruins appears. He says his name is Estan and he will not allow Pike to be slain, he fires a burst of magic toward Belnard but Belnard manages to escape. Estan explains that Cirrus is the item he's been looking for this whole time, and that Pike should hold it close to him always, for now Cirrus is weakened but will regain its power in time. They report to the king who asks Pike to go and help Guy on his quest to defeat the evil Radoria.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Weran |
 / | (0001C) \-----o
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Arriving in the Birdmen toward of Weran the party meets up with Chad who says that it has become impossible to catch a ship from Tomari, it seems the Birdmen and the Beastmen are on the brink of war and no one knows what to do. Pike heads up to the top of town where he finds a rather confident Birdman who says the coming war is just ridiculous, that either side actually believes an attack is coming is crazy. Pike also meets up with a family who have a son named Amon, whom the father does not get along well with. With nothing else to do the group decide to leave the village of the Birdmen for Tomari.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Tomari |
 / | (0001D) \-----o
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Pike's group enters Tomari and begins talking to all the Beastmen gathering information. It seems all the Beastmen dislike the Birdmen though their reasons are suspicious, one says he was a victim to magic but Birdmen can't use magic. After speaking to the elder who seems intent on waging war Pike's party leaves and suddenly an odd looking Beastman runs by. They follow him to the other side of town where he transforms into a demon and disappears. They come to the conclusion that Radoria and this evil demon have been the source of the coming war between the Birdmen and the Beastmen. The party along with

Chad confront the evil demon and defeat him. While the village elders cannot grant the use of their armies in the fight against Radoria, a young Birman named Amon decides to join up with Pike and his group anyway. So with Amon in tow the group heads to Tomari where they are able to get a boat.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Desert Mountain |
 / | (0001E) \-----o
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The group makes their way up the mountain on the Western continent and find a dead dragon at the top. Just as they are trying to deduce the cause of death they see Estan standing on the edge of the cliff battling dragons off with his magic. When he sees that Belnard and his legions are too powerful he sacrifices himself in order to destroy them all, and says to use this chance to attack Belnard and not let his death be in vain. With that the battle begins. Following the defeat of Belnard he says that despite his death his soul will forever be in the service of Radoria who is 100 times as powerful as he. Amon wonders if they can really defeat someone that strong but Eka seems confident. The group leaves the mountain and heads for Bugdoniel.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Bugdoniel |
 / | (0001F) \-----o
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Arriving in Bugdoniel the group meets up with Decimus and follows him into one of the tents where Guy is waiting. Guy outlines the basic attack strategy they're going to use to attack the castle and then tells Pike and his party members to stay overnight and get some rest at the inn. During the night Eka comes to wake Pike up, it seems there's something seriously wrong with Leos and she's come down very sick. Ceramis appears saying time is of the essence and they must go now. That's when Lulu pops in and offers to give Leos a special medicine to cure here completely for the price of every last bit of gold the party has. Of course they agree and Leos is magically cured. The floating caslte descends from the sky and everyone gets on, when the ground shatters below them many solders including Pike begin to plummet down to their death but fortunately Amon the Birdman is there to rescue Pike while he falls.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Air Castle |
 / | (0001G) \-----o
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The group enters the castle and are greeted by three large guardians which are promptly dispatched by Guy, Ceramis and Varetta with ease. When the group themselves enter the castle they are separated from the other three and must defeat one of the guardians themselves. They make their way through the castle and finally come to what seems to be like a pretty important room, but there is a terrible sight. All of the knights and even the three warriors have been trapped in some kind of stasis pods. Moving further ahead reveals that the floating castle is actually being kept afloat by the large power crystals. Radoria appears and casts a spell of paralysis on the party in preparation to kill them all, but Estan stops him. It seems he is not dead after all. They talk back and forth for awhile, Radoria telling Estan that he cannot be defeated, only their dear departed sister had such power. Estan then prepares to sacrifice himself once again to bring the power of the Holy Sword. Cirrus explains that long ago she turned herself into the holy sword so that along with Estan they could defeat Radoria. Estan could have dealt Radoria a fatal blow but Cirrus wouldn't allow it. Now she knows he is no longer the brother she once loved and can strike him down, and so they do battle. Following the battle Radoria may think that he has won but Cirrus has other plans, she launches herself forward to stab directly through his chest.



Unfortunately with that Cirrus too is gone, but she says she will always be close to Pike. The other side effect is that the Power Crystals are no longer supported by Radoria and the floating castle won't be floating much longer. The only thing to do is rescue everyone and get the hell out of the castle. Thanks to the power of one of Varetta's teleportation spells they escape.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Intermision |
 / | (0001H) \-----o
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Back in Gadel once again the king congratulates them on their journey and Guy relays many thanks and respect for Pike. They leave the throne room and start saying their goodbyes. Amon asks Eka if she and Pike will be staying together but she seems a bit too embarassed to answer. The two of them return to the Harpy Forest where Pike grew up and there they find the village elder waiting for them along with a no-longer-stoned Laia coming down the stairs. And so peace returned to the land, in time the trouble with Radoria faded to a distant memory, and then, one day, quite unexpectedly...

While Eka and Laia are cooking one day someone shows up at the door. A young purple haired girl named Kia who says she is the granddaughter of Varetta. She also mentions that Varetta is in desperate need of help. She has brought both Amon and Gryzz back with her and explains that Varetta along with both Guy and Ceramis have gone missing. The king fo Gadel has sent her to get Pike and bring them back to investigate the matter. With the power of a teleportation spell Kia has them warping to Gadel. The king explains that one they thought was dead a long time ago is still very much alive and that person is Balan. He somehow survived and now lives only to bring death and destruction upon those who tried to kill him. Guy, Ceramis and Varetta were trying to track him down when they went missing and now the party must venture to Agnus where they were last seen and meet up with a man named Mylius.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Agnus |
 / | (0001I) \-----o
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They arrive in Agnus after a quick teleportation and meet Mylius who is a priest at the sanctuary. He explains that he is actually Leos' uncle, she comes from a long line of priests and healers. Unfortunately he also happens to be rather useless so they set off to look for clues themselves.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Sitonus |
 / | (0001J) \-----o
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The group enters a house when they arrive here where they find the captain of the ship completely drunk. They ask for a ship to get over to Tomari however he says they certainly wouldn't be asking if they knew about the ghost ship. Pike replies that he isn't afraid of a ghost ship. The captain says he's either incredibly brave or incredibly stupid. Pike agrees to get the Ghost Ship's treasure in exchange for a ride wherever he wants.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Ghost Ship |
 / | (0001K) \-----o
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The group and the captain set sail in hopes of finding the ghost ship and of course they eventually do. The captain gets them as close as he possibly can and Pike's party boards the ship. They grab the treasure and manage to get off the ship with no problem, however once they do the ship suddenly starts to

sink. Then, from out of the water, comes a giant amphibious monster which attacks the party. After defeating the beast they set sail for the next coast which happens to bring them right near the town of Mycent.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Mycent |
 / | (0001L) \-----o
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From the looks of things in this town it seems like the Duke is having some kind of flying ship built. There's not much else going on in this town so the group leaves and begins a new trek North toward the graveyard of Ages.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Graveyard of Ages |
 / | (0001M) \-----o
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The group makes their way through the Graveyard of Ages and as they reach the end suddenly an earthquake shakes the entire cave, something must be going on through this door. On the other side there stands Novia in front of an enormous guardian whom she just defeated. She picks up a chalice and turns around. A man named Aine Blood is just about to kill Varetta when Pike's party steps in. They decide to kill the entire party as well but it seems that the guardian isn't completely dead, so of course being typical bad guys they decide that the guardian will easily be enough to take out the party and escape. Of course they defeat the guardian... 's hand and save granny Varetta who says she doesn't know where Guy and Ceramis are but Novia must know as she seems to be at the centre of all this. They return to Gadel and Varetta relates to the king her belief that Novia is actually the High Priestess of Fargasta, how else would she have known about the Holy Vessel. They decide that Pike and his group must travel to Fargasta and stop Novia, but the only way to get there is blocked. The king knows a magical vehicle known as an "airship" being built in Mycent so that is the groups next destination.

After arriving at Mycent they find a horrific scene. There stands guy beside the wreckage of the airship, he however seems completely unresponsive. Then a woman dressed in leather appears, she calls herself Krishna and she was with Novia and Aine when they took the Holy Vessel at the Graveyard. Krishna shoots her mouth at them, then uses her magic to turn Eka into a pig before escaping. They return to Gadel in hopes that grany Varetta can break the spell, which of course she can. The king explains that during the time they were gone they received word from Novia saying that if the knights of Gadel don't surrender she will attack Gadel, Chestoria and Agnus. During their talk it seems Gadel is already being attacked by Balan, Pike and his group go out to see what they can do to help and out there Balan and dozens of large sickle wielding demons are attacking the knights of Gadel. Balan and Decimus do battle but it seems Balan is the stronger contender and Decimus falls. Balan tries to challenge Pike to a one on one battle but it seems there are too many knights here so he tells Pike that he will be waiting in Fargasta, if he can ever manage to get there. Balan escapes and the group heads to Chestoria.

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 /| lbert Odyssey /-----o
 /_| -----o-----\ Chestoria |
 / | (0001N) \-----o
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Upon arrival at the city they find in the throne room a Dragonman who looks completely identical to Gryzz. The group is at a loss to explain this but say the one here must be a fake. The queen calls in a Seer named Ema Worth who uses her psychic powers to determine that the party's Gryzz is actually a fake. The say this cannot be true so they decide to test it, both Gryzz's are thrown in jail and the one who tries to escape must be the fake. That night

they wake up so they can go find solid proof that their Gryzz is the realy Gryzz. They head to the circus where the fake Gryzz was working as a guard and find a letter on the table. It basically tells Krishna that if the fake Gryzz can gain the queen's trust they can assassinate her and replace her with a fake queen. Sincerely Lamm. In the morning they summon Lamm to the throne room and confront him with the evidence, in his desperation he grabs the queen and kidnaps her. When they enter the big top they find Lamm and the queen there. Suddenly the queen turns into a clown, and the clown (Pierre) explains that he was already posing as the queen under Krishna's orders, but Lamm came up with the stupid fake Gryzz idea and left the letter lying around. Krishna appears and threatens to kill Lamm, but he's got his hands full fighting off Pike and the group. After defeating him Lamm turns into a pig, it seems that he always was a pig and Krishna turned him into a human. She says she'll be waiting for him in Fargasta and teleports away. Now they head off to Agnus.

They find the town of Agnus in ruins, Mylius is the only person still alive, he says that Aine Blood attacked and told Mylius to tell Pike that he'll be waiting in Fargasta. Barely alive the group teleports to Mycent where they find him a safe place to rest and heal up. That's when Amon and Gryzz come rushing saying there's a big surprise for them. It seems that under Varetta's eye the airship has been completed. The workers have learned a thing or two about Fargasta as well, it seems that there are four towers, Balan waits in the South, Krishna in the West, Aine in the East and someone in the North, quite possibly Novia herself. Varetta arrives and tells them to take the airship, Cornelius, for the maiden flight. It's off to Fargasta.

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/| lbert Odyssey /-----o
/_| -----o-----\ South Tower |
/ | (00010) \-----o

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They climb up the tower and meet with Balan at the top. After a long battle they defeat him, he says that Novia still loves him and she brought him back to life asking only that he kill Pike, when he is about to do so Kia steps into the way telling him that he used to be a kind man and while she cannot forgive him for what he has done she can beg him to become that man again. He thanks Kia for showing him his ugly reflection, drops his sword and dies in peace. The evil sword Madriker disappears with him. They disable the first of the four forcefield generators around the main tower and head to the next.

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/| lbert Odyssey /-----o
/_| -----o-----\ West Tower |
/ | (0001P) \-----o

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At the top of the tower the group find's Krishna and begins to fight with her. After defeating Krishna, Pierre appears. With Krishna dead his true form comes through, turns out he was actually Ceramis all along and was under Krishna's evil spell. Ceramis leaves the tower and returns to Gadel.

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/| lbert Odyssey /-----o
/_| -----o-----\ East Tower |
/ | (0001Q) \-----o

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Aine Blood is the guardian of this tower, Kia begs him to stop using his powerful magic abilities for evil, but he is unwilling to change so unfortunately they must defeat him. So he dies and that's about it.

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/| lbert Odyssey /-----o
/_| -----o-----\ North Tower |
/ | (0001R) \-----o

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Arriving at the top of the North tower to their surprise they find Guy waiting there. He is under Novia's spell but is still able to speak just a little, he apologizes but tells the group that they are going to have to kill him. After the battle the Silver Vixens show up just as Guy is about to die, but Kris, one of the vixens won't let him because she is carrying his child and won't let her child grow up without the father. They tell Pike to get get Novia and they take Guy away, with the four forcefield generators disabled it's now time to head for the main central tower where Novia is waiting for them.

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/| lbert Odyssey /-----o
/ | -----o-----\ Fargasta |
/ | (0001S) \-----o

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They arrive on top of their central tower only to see their airship blasted out of the sky. There is Novia rather displeased with how far they've come, she summons her minions to destroy the party when all of a sudden a blast of explosions comes out of nowhere. There stands the Silver Vixens along with Chad and the Knights of Gadel. Even Lulu Saliban is there. The group navigates through Fargasta and finally reaches the bottom of the tower where Novia is using the power of the Eldean brothers, Cirrus and Vlag together. It turns out that Novia is the last surviving member of the family the hero Albert sought to destroy, her only purpose is to revive the Immortal Queen. After battling and defeating Novia she still uses what power she has left to transform into the Immortal Queen Alorna. Following the defeat of the evil queen the party must fight Vlag in another dimension. When that's all said and done all that remains is the evil sword Madriker which Pike destroys with the help of Cirrus. The ending is mostly just scenes without dialogue, everyone is returning home of course. The whole group gathers together one more time in the Harpy Forest, and so the game comes to an end.

~ fin ~

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| Magic List (00030) |
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/| lbert Odyssey /-----o
/ | -----o-----\ Pike |
/ | (00031) \-----o

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| Name          | Effect              | MP | Target |
|---------------|---------------------|----|--------|
| Lecture       | Cause Sleep         | 5  | Party  |
| Refresh       | Heal Conditions     | 3  | One    |
| Dispel        | Break Spell Ability | 7  | One    |
| Lightning     | Electric Attack     | 2  | One    |
| Lifesaver     | Increase Strength   | 5  | One    |
| Time Trap     | Slow Agility        | 6  | One    |
| Thunder Cloud | Electric Storm      | 13 | One    |
| Resurrect     | Return From Dead    | 15 | One    |

|              |                    |       |       |
|--------------|--------------------|-------|-------|
| Gravity Bomb | Gravity Attack     | 22    | Party |
| -----        | -----              | ----- | ----- |
| Karma Blade  | Magic Blade Attack | 50    | Self  |
| -----        | -----              | ----- | ----- |

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/| lbert Odyssey /-----o
/_| -----o-----\
/ | (00032) \-----o

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| Name        | Effect                | MP | Target |
|-------------|-----------------------|----|--------|
| Wind Arrow  | Vacuum Attack         | 3  | One    |
| Recover     | Restore HP            | 4  | One    |
| Invigorate  | Increase Attack       | 4  | Party  |
| Refresh     | Heal Conditions       | 3  | One    |
| Aqua Lance  | Flood Attack          | 5  | One    |
| Barrier     | Increase Defense      | 2  | One    |
| Vortex      | Vacuum Attack         | 7  | Party  |
| Force Blade | Increase Attack Power | 6  | One    |
| Dyna Stream | Flood Attack          | 15 | Party  |
| Lifesaver   | Increase Strength     | 5  | One    |
| Silence     | Seal Magic Ability    | 6  | Party  |
| Resurrect   | Return From Dead      | 15 | One    |
| Repulse     | Increase Defense      | 14 | Party  |
| Death Rune  | Death Attack          | 18 | Party  |

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/| lbert Odyssey /-----o
/_| -----o-----\
/ | (00033) \-----o

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| Name             | Effect            | MP | Target |
|------------------|-------------------|----|--------|
| Recover          | Restore HP        | 4  | One    |
| Malitov Cocktail | Explosion Attack  | 5  | Party  |
| Refresh          | Heal Conditions   | 3  | One    |
| Invigorate       | Increase Attack   | 4  | Party  |
| Lifesaver        | Increase Strength | 5  | One    |

|             |                       |   |     |
|-------------|-----------------------|---|-----|
| Barrier     | Increase Defense      | 2 | One |
| Dispel      | Break Spell Ability   | 7 | One |
| Force Blade | Increase Attack Power | 6 | One |

/| lbert Odyssey /-----o  
/\_| -----o-----\ Gryzz |  
/ | (00034) \-----o

| Name           | Effect                | MP  | Target |
|----------------|-----------------------|-----|--------|
| Acid Breath    | Blast Acid            | N/A | Party  |
| Healing Breath | Recover HP            | N/A | Party  |
| Fire Breath    | Flame Attack          | N/A | Party  |
| Poison Breath  | Blast Poison          | N/A | Party  |
| Frigid Breath  | Cold Attack           | N/A | Party  |
| Thunder Breath | Electric Storm        | N/A | Party  |
| Blast Breath   | Ground Shaking Attack | N/A | Party  |

/| lbert Odyssey /-----o  
/\_| -----o-----\ Amon |  
/ | (00035) \-----o

| Name        | Effect          | MP  | Target |
|-------------|-----------------|-----|--------|
| Eagle Dance | Physical Attack | N/A | Party  |

/| lbert Odyssey /-----o  
/\_| -----o-----\ Kia |  
/ | (00036) \-----o

| Name             | Effect                 | MP | Target |
|------------------|------------------------|----|--------|
| Teleport         | Transfer Locations     | 15 | Party  |
| Flame Petal      | Fire Attack            | 3  | One    |
| Shadow Mist      | Increase Avoid Ability | 4  | One    |
| Lecture          | Cause Sleep            | 5  | Party  |
| Malitov Cocktail | Explosion Attack       | 5  | Party  |
| Binder           | Cause Paralysis        | 6  | One    |

|             |                      |    |       |
|-------------|----------------------|----|-------|
| Time Trap   | Slow Agility         | 6  | One   |
| Burst Flare | Fire Attack          | 10 | Party |
| Dispel      | Break Spell Ability  | 7  | One   |
| Quickster   | Increase Agility     | 8  | One   |
| Mindduster  | Cause Confusion      | 7  | One   |
| Magic Shell | Moderate Magic       | 9  | One   |
| Skull Pulse | Explosion Attack     | 15 | Party |
| Krakatoa    | Earthquake Attack    | 18 | Party |
| Starduster  | Shooting Star Attack | 30 | Party |

Shop List (00040)

/| lbert Odyssey /  
 /\_| -----o-----\  
 / | (00041) \

| Item       | Price    |
|------------|----------|
| Mint       | 40 Gold  |
| Spearmint  | 200 Gold |
| Calm Herb  | 30 Gold  |
| Pink Rouge | 60 Gold  |
| Sunglasses | 80 Gold  |

/| lbert Odyssey /  
 /\_| -----o-----\  
 / | (00042) \

| Weapon         | Price   |
|----------------|---------|
| Short Sword    | 22 Gold |
| Long Sword     | 36 Gold |
| Darts          | 44 Gold |
| Cotton Armor   | 18 Gold |
| Singer's Dress | 46 Gold |

| Large Shield | 13 Gold |  
o-----o-----o

| Item      | Price  |
|-----------|--------|
| Mint      | 8 Gold |
| Calm Herb | 6 Gold |

/| lbert Odyssey /-----o  
/\_| -----o-----\  
/ | (00043) \-----o

| Weapon         | Price   |
|----------------|---------|
| Scimitar       | 46 Gold |
| Darts          | 44 Gold |
| Leather Armor  | 48 Gold |
| Singer's Dress | 46 Gold |
| Large Shield   | 13 Gold |

| Item      | Price   |
|-----------|---------|
| Mint      | 8 Gold  |
| Calm Herb | 6 Gold  |
| Gag       | 16 Gold |

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/ | (00044) \-----o

| Weapon       | Price   |
|--------------|---------|
| Cutlass      | 54 Gold |
| Wolf's Nail  | 50 Gold |
| Hard Leather | 62 Gold |
| Large Shield | 13 Gold |
| Turtle Shell | 40 Gold |

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| Item         | Price   |
|--------------|---------|
| Mint         | 8 Gold  |
| Grizzle Fang | 10 Gold |
| Calm Herb    | 6 Gold  |
| Banshee Tear | 12 Gold |
| Gag          | 16 Gold |
| Magic Shield | 70 Gold |

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 / | (00045) \-----o

| Weapon       | Price   |
|--------------|---------|
| Broad Sword  | 66 Gold |
| Ninja Stars  | 63 Gold |
| Eagle Dagger | 90 Gold |
| Ring Mail    | 70 Gold |
| Sacred Robe  | 68 Gold |
| Kite Shield  | 44 Gold |
| Turtle Shell | 40 Gold |

| Item         | Price   |
|--------------|---------|
| Mint         | 8 Gold  |
| Spearmint    | 40 Gold |
| Grizzle Fang | 10 Gold |
| Calm Herb    | 6 Gold  |
| Banshee Tear | 12 Gold |
| Warp Wing    | 20 Gold |
| Rations Kit  | 65 Gold |

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 / | (00046) \-----o

| Weapon       | Price    |
|--------------|----------|
| Falchion     | 92 Gold  |
| Franciska    | 82 Gold  |
| Kotetu       | 83 Gold  |
| Splint Mail  | 88 Gold  |
| Banded Mail  | 114 Gold |
| Round Shield | 62 Gold  |
| Buckler      | 60 Gold  |

| Item         | Price   |
|--------------|---------|
| Mint         | 8 Gold  |
| Grizzle Fang | 10 Gold |
| Calm Herb    | 6 Gold  |
| Banshee Tear | 12 Gold |
| Gag          | 16 Gold |

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/ | (00047) \-----o

| Weapon       | Price   |
|--------------|---------|
| Falchion     | 92 Gold |
| Grenades     | 86 Gold |
| Shura        | 90 Gold |
| Eagle Dagger | 90 Gold |
| Sacred Robe  | 68 Gold |
| Round Shield | 62 Gold |
| Buckler      | 60 Gold |

| Item | Price  |
|------|--------|
| Mint | 8 Gold |

|           |          |
|-----------|----------|
| Calm Herb | 6 Gold   |
| Life Root | 270 Gold |

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/ | (00048) \-----o

| Weapon        | Price    |
|---------------|----------|
| Great Sword   | 116 Gold |
| Grenades      | 86 Gold  |
| Copper Racoon | 120 Gold |
| Long Spear    | 108 Gold |
| Half Coat     | 110 Gold |
| Buckler       | 60 Gold  |

| Item         | Price    |
|--------------|----------|
| Mint         | 8 Gold   |
| Spearmint    | 40 Gold  |
| Grizzle Fang | 10 Gold  |
| Banshee Tear | 12 Gold  |
| Life Root    | 270 Gold |
| Warp Wing    | 20 Gold  |
| Rations Kit  | 65 Gold  |

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/ | (00049) \-----o

| Weapon       | Price    |
|--------------|----------|
| Willow Leaf  | 110 Gold |
| Thunder Nail | 120 Gold |
| Nihil        | 156 Gold |
| Glaive       | 140 Gold |

|             |          |
|-------------|----------|
| Power Staff | 135 Gold |
| Chain Mail  | 123 Gold |
| Plate Mail  | 138 Gold |
| Buckler     | 60 Gold  |

| Item         | Price   |
|--------------|---------|
| Mint         | 8 Gold  |
| Spearmint    | 40 Gold |
| Grizzle Fang | 10 Gold |
| Calm Herb    | 6 Gold  |
| Warp Wing    | 20 Gold |
| Rations Kit  | 65 Gold |
| Magic Shield | 70 Gold |

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/ | (0004A) \-----o

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| Weapon         | Price    |
|----------------|----------|
| Dark Disc      | 142 Gold |
| Southern Cross | 186 Gold |
| Murasame       | 122 Gold |
| Halbert        | 155 Gold |
| Flame Rod      | 150 Gold |
| Protection Dre | 120 Gold |
| Silk Robe      | 125 Gold |
| Round Shield   | 62 Gold  |

| Item      | Price   |
|-----------|---------|
| Mint      | 8 Gold  |
| Spearmint | 40 Gold |

|              |       |          |  |
|--------------|-------|----------|--|
| Calm Herb    |       | 6 Gold   |  |
| -----        | ----- |          |  |
| Banshee Tear |       | 12 Gold  |  |
| -----        | ----- |          |  |
| Life Root    |       | 270 Gold |  |
| -----        | ----- |          |  |
| Rations Kit  |       | 65 Gold  |  |
| -----        | ----- |          |  |
| Gag          |       | 8 Gold   |  |
| -----        | ----- |          |  |

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/ | (0004B) \-----o

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| Weapon          | Price    |
|-----------------|----------|
| Knight Saber    | 148 Gold |
| -----           | -----    |
| Orithalicon     | 158 Gold |
| -----           | -----    |
| White Fox       | 160 Gold |
| -----           | -----    |
| Heavy Lance     | 170 Gold |
| -----           | -----    |
| Knight Suit     | 152 Gold |
| -----           | -----    |
| Gale Bikini     | 144 Gold |
| -----           | -----    |
| Overlord's Robe | 138 Gold |
| -----           | -----    |
| Tower Shield    | 100 Gold |
| -----           | -----    |

| Item         | Price   |
|--------------|---------|
| Mint         | 8 Gold  |
| -----        | -----   |
| Spearmint    | 40 Gold |
| -----        | -----   |
| Grizzle Fang | 10 Gold |
| -----        | -----   |
| Calm Herb    | 6 Gold  |
| -----        | -----   |
| Warp Wing    | 20 Gold |
| -----        | -----   |
| Rations Kit  | 65 Gold |
| -----        | -----   |

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/ | (0004C) \-----o

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| Item  | Price |
|-------|-------|
|       |       |
| ----- | ----- |

|              |           |
|--------------|-----------|
| Peppermint   | 1000 Gold |
| Calm Herb    | 30 Gold   |
| Banshee Tear | 60 Gold   |
| Life Root    | 1350 Gold |
| Mink Tonic   | 2250 Gold |
| Power Potato | 2700 Gold |
| Magic Tomato | 3500 Gold |

Item List (00050)

| Name          | Description       | Target |
|---------------|-------------------|--------|
| Banshee Tear  | Restore Condition | One    |
| Black Rosary  | ????              | N/A    |
| Calm Herb     | Heal Poisoning    | One    |
| Dragon Horn   | Freeze Monster    | N/A    |
| Eerie Ring    | Attack Power Up   | Party  |
| Gag           | Silence Mage      | Party  |
| Grizzle Fang  | Fix Conditions    | One    |
| Hell's Chime  | Summon Monster    | N/A    |
| Ivory Stamp   | ????              | N/A    |
| Life Root     | Resurrection      | One    |
| Magic Shield  | Defense Power Up  | Party  |
| Magic Tomato  | Magic Power Up    | One    |
| Mink Tonic    | Restore MP        | One    |
| Mint          | Restore HP        | One    |
| Miracle Mango | HP/MP to Maximum  | One    |
| Mystic Forge  | Attack Powerup    | One    |
| Peppermint    | HP to Max         | One    |
| Pink Rouge    | Nice Makeup       | N/A    |
| Power Potato  | Strength Up       | One    |

|                   |                   |       |
|-------------------|-------------------|-------|
| Rations Kit       | HP/MP to Max      | Party |
| Silver Candelstck | ????              | N/A   |
| Spearmint         | Restore HP        | One   |
| Sunglasses        | ????              | N/A   |
| Warp Wing         | Instant Transport | Party |

Equipment List (00060)

| Name           | Effect                   | Type   |
|----------------|--------------------------|--------|
| Amazon Cloth   | Defense +29              | Armor  |
| Amulet         | Agility + 5 / Wisdom +15 | Etc    |
| Ancient Armor  | Defense +70              | Armor  |
| Ancient Cane   | Attack +122              | Weapon |
| Angel Feathers | Defense +66              | Armor  |
| Banded Mail    | Defense +22              | Armor  |
| Bastard Sword  | Attack +30               | Weapon |
| Bola           | Attack +7                | Weapon |
| Broad Sword    | Attack +24               | Weapon |
| Buckler        | Defense +7               | Shield |
| Chain Mail     | Defense +28              | Armor  |
| Cirrus         | Attack +5                | Weapon |
| Copper Racoon  | Attack +32               | Weapon |
| Cotton Armor   | Defense +4               | Armor  |
| Cutlass        | Attack +18               | Weapon |
| Dark Disc      | Attack +40               | Weapon |
| Darts          | Attack +10               | Weapon |
| Dress Clothes  | Defense +5               | Armor  |
| Eagle Dagger   | Attack +35               | Weapon |
| Evil Blade     | Attack +248              | Weapon |

|                 |                                        |        |
|-----------------|----------------------------------------|--------|
| Fairy Robe      | Defense +42                            | Armor  |
| Falchion        | Attack +34                             | Weapon |
| Flame Rod       | Attack +42                             | Weapon |
| Flame Saber     | Attack +45                             | Weapon |
| Force Ring      | Attack +12                             | Etc    |
| Franciska       | Attack +26                             | Weapon |
| Gale Bikini     | Defense +36                            | Armor  |
| Gale Boots      | Agility +5                             | Etc    |
| Glaive          | Attack +54                             | Weapon |
| Great Sword     | Attack +39                             | Weapon |
| Grenades        | Attack +30                             | Weapon |
| Guy's Medallion | Atk +10 / Dfns +10 / Wsdm +5 / Rst +10 | Etc    |
| Halbert         | Attack +62                             | Weapon |
| Half Coat       | Defense +18                            | Armor  |
| Hard Leather    | Defense +10                            | Armor  |
| Heavy Lance     | Attack +70                             | Weapon |
| Hero Shield     | Defense +14                            | Shield |
| Holy Symbol     | Avoid +5 / Resist +12                  | Etc    |
| Hope Sword      | Attack +172                            | Weapon |
| Hyakki          | Attack +158                            | Weapon |
| Javelin         | Attack +46                             | Weapon |
| Kite Shield     | Defense +6                             | Shield |
| Knight Bracelet | Hit +15 / Avoid + 5                    | Etc    |
| Knight Saber    | Attack +57                             | Weapon |
| Knight Suit     | Defense +37                            | Armor  |
| Kotetu          | Attack +23                             | Weapon |
| Large Shield    | Defense +3                             | Shield |
| Leather Armor   | Defense +7                             | Armor  |
| Long Spear      | Attack +40                             | Weapon |
| Long Sword      | Attack +10                             | Weapon |



|                 |             |        |
|-----------------|-------------|--------|
| Magic Bikini    | Defense +72 | Armor  |
| -----           | -----       | -----  |
| Magical Robe    | Defense +89 | Armor  |
| -----           | -----       | -----  |
| Material Sword  | Attack +205 | Weapon |
| -----           | -----       | -----  |
| Mail            | Defense +2  | Shield |
| -----           | -----       | -----  |
| Meiji Staff     | Attack +20  | Weapon |
| -----           | -----       | -----  |
| Mondo's Katana  | Attack +40  | Weapon |
| -----           | -----       | -----  |
| Moon Disc       | Attack +143 | Weapon |
| -----           | -----       | -----  |
| Moon Light      | Attack +20  | Weapon |
| -----           | -----       | -----  |
| Murasame        | Attack +57  | Weapon |
| -----           | -----       | -----  |
| Nihil           | Attack +48  | Weapon |
| -----           | -----       | -----  |
| Ninja Stars     | Attack +19  | Weapon |
| -----           | -----       | -----  |
| Orithalicon     | Attack +67  | Weapon |
| -----           | -----       | -----  |
| Overlord's Ring | Wisdom +8   | Etc    |
| -----           | -----       | -----  |
| Overlord's Robe | Defense +35 | Armor  |
| -----           | -----       | -----  |
| Phalanx         | Attack +159 | Weapon |
| -----           | -----       | -----  |
| Phoenix Shield  | Defense +18 | Shield |
| -----           | -----       | -----  |
| Plate Mail      | Defense +34 | Armor  |
| -----           | -----       | -----  |
| Power Staff     | Attack +30  | Weapon |
| -----           | -----       | -----  |
| Protect Ring    | Defense +5  | Etc    |
| -----           | -----       | -----  |
| Protection Dre  | Defense +23 | Armor  |
| -----           | -----       | -----  |
| Pyrom           | Attack +32  | Weapon |
| -----           | -----       | -----  |
| Regular Clothes | Defense +2  | Armor  |
| -----           | -----       | -----  |
| Ring Mail       | Defense +14 | Armor  |
| -----           | -----       | -----  |
| Round Shield    | Defense +8  | Shield |
| -----           | -----       | -----  |
| Royal Blade     | Attack +118 | Weapon |
| -----           | -----       | -----  |
| Sacred Robe     | Defense +11 | Armor  |
| -----           | -----       | -----  |
| Scimitar        | Attack +13  | Weapon |
| -----           | -----       | -----  |
| Short Sword     | Attack +8   | Weapon |
| -----           | -----       | -----  |
| Shura           | Attack +27  | Weapon |
| -----           | -----       | -----  |
| Silk Robe       | Defense +24 | Armor  |
| -----           | -----       | -----  |

|                 |                                       |         |
|-----------------|---------------------------------------|---------|
| Singer's Dress  | Defense +7                            | Armor   |
| -----           | -----                                 | -----   |
| Skull Killer    | Attack +136                           | Weapon  |
| -----           | -----                                 | -----   |
| Sky Jalelin     | Attack +188                           | Weapon  |
| -----           | -----                                 | -----   |
| Small Shield    | Defense +1                            | Shield  |
| -----           | -----                                 | -----   |
| Sophia's Mantle | Defense +15 / Wisdom +20 / Resist +16 | Etc     |
| -----           | -----                                 | -----   |
| Southern Cross  | Attack +49                            | Weapon  |
| -----           | -----                                 | -----   |
| Splint Mail     | Defense +18                           | Armor   |
| -----           | -----                                 | -----   |
| Star Pin        | Wisdom + 18 / Resist + 18             | Etc     |
| -----           | -----                                 | -----   |
| Stardust Robe   | Defense +64                           | Armor   |
| -----           | -----                                 | -----   |
| Thin Robe       | Defense +20                           | Armor   |
| -----           | -----                                 | -----   |
| Thunder Nail    | Attack +36                            | Weapon  |
| -----           | -----                                 | -----   |
| Tomahawk G      | Attack +191                           | Weapon  |
| -----           | -----                                 | -----   |
| Tower Shield    | Defense +10                           | Shield  |
| -----           | -----                                 | -----   |
| Turtle Shell    | Defense +5                            | Shield  |
| -----           | -----                                 | -----   |
| V's Yoyo        | Attack +210                           | Weapon  |
| -----           | -----                                 | -----   |
| Vision Armor    | Defense +54                           | Armor   |
| -----           | -----                                 | -----   |
| W Hook          | Attack +166                           | Weapon  |
| -----           | -----                                 | -----   |
| White Fox       | Attack +74                            | Weapon  |
| -----           | -----                                 | -----   |
| Willow Leaf     | Attack +32                            | Weapon  |
| -----           | -----                                 | -----   |
| Wind Armor      | Defense +58                           | Armor   |
| -----           | -----                                 | -----   |
| Wolf's Nail     | Attack +14                            | Weapon  |
| -----           | -----                                 | -----   |
| o-----o         | o-----o                               | o-----o |

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| Version History (00061) |  
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Version 0.00 - (March 29th, 2005) - Began the walkthrough  
Version 1.00 - (April 1st, 2005) - Completed the walkthrough

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| Legal (00062) |  
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=====  
| Credits (00063) |  
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Thanks to CJayC for continuing to keep GameFAQs running smoothly, and the same to Sailor Bacon. Thanks to Sean, Mark and Jeremy here at the University of Guelph, thanks to everyone in the GameFAQs FAQ contributor community for being great people, and thanks to everyone who takes the time to send feedback.

Thank you very much finally, to anyone and everyone reading this walkthrough.

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