

Tales of Phantasia (Import) FAQ/Walkthrough

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Tales of Phantasia
Walkthrough (version 1.00)

Based on: SFC, NTSC-J version (SHVC-ATVJ-JPN)

- The damage you deal is $(cATP - eDFP)(x+c)er$
 - cATP: Character's Attack Power
 - eDFP: Enemy's Defense Power
 - x: General damage multiplier (1,0 by default). A critical hit (c) increases the multiplier by 0,5 and also has a chance of inflicting Stun, which lasts for a couple of seconds.
 - e: Elemental variable (1,0; 2,0; 0,5; 0; -1)
 - r: Random multiplier (1,03125; 1,0625; or 1,125).
- Some of Cless' battle skills ignore the enemy's DFP. I refer to these moves as 'energy-based.'
- Damage received is $(eATP - cDFP)*4(x+c)er$
 - For some reason, the damage is reduced by 1, 2 or 3 points for most enemies. This happens after the first multiplier.
- You recover 5% TP at the end of a battle.
- Items you've recently received will have their names displayed in green. At most 8 items will be highlighted like so.
- After using an item during battle, it takes 5 seconds before you can use the Item command again.
- You should disable new spells as you obtain them, except for healing. Magic can certainly be useful, but using it indiscriminately will quickly drain your TP.
- At AI setting 3, Mint will use a single-target healing spell once a character's HP drops below 2/3. She will use Nurse/Resurrection if more than one character has fallen below 2/3 HP.
- Settings 1 and 2 are not recommended, as then she won't heal until a character is below 1/6. Multi-target healing is used when more than one character is below 1/3. Apparently after reaching a certain level, she'll start healing even single targets when they're below 1/3.
- Mages have a 2 second cooldown after casting a spell.
- There are several events, both mandatory and optional, that can only be triggered after talking to specific NPCs.
- Enemy attacks that cause status ailments will still do so even if you're not taking any damage.
- Exp is divided among active party members.
- Paralyzed characters will not gain any Exp, but they will still cause the Exp to be divided.
- Hold L or R while at the edge of the battlefield to run away from battle. The time required to do so is determined by your active party's total level compared to the enemy's total level (it doesn't average the levels out like in later installments). If you're paralyzed or petrified, you can run away regardless of your position.
- Your Luck stat may vary greatly.
- Cless reaches 9999 HP around Lv87 (unboosted).
- Arche will have about 9100 HP at Lv99.

- Once you're confident in your abilities, you should definitely try speedrunning the game.

- Healing items

Apple Gummy	30% HP	Orange Gummy	30% TP
Lemon Gummy	60% HP	Pine Gummy	60% TP
Mix Gummy	30% HP&TP	Panacea Bottle	Heal status
Miracle Gummy	60% HP&TP	Life Bottle	Revive with 25% HP
Elixir	100% HP&TP+status		(takes 6,5s)

Bugs

- Hitting multiple enemies with a single normal attack produces an increase in the damage multiplier for one hit.

- Because of the delay in single-target healing spells, Mint may cast a healing spell twice.

- The Persia Boots cause elemental resistance to not work properly. As a result, a character may absorb an element they're not supposed to absorb. It can even happen to non-elemental special attacks that you were never supposed to be able to absorb.

- There also seems to be an issue with the way the game handles your characters absorbing elemental physical attacks and, as a result, they will heal you for 9999 points.

- The play time counter bugs out a little if it exceeds 99:59 (which will certainly never happen in normal circumstances). Instead of 100, it shows 10, but it seems to run normally after that.

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Items (nc): 10 G, Ringo \\ \ Totis ||

Default (Cless): Longsword, Leather Armor (Artifact), Wood Shield, Manto

Default (Chester): Self Bow S, Leather Armor, Manto

- You'll start off at Level 1 with 2 Apple Gummies, 100 Gald and the key items Pendant and Wood Sack S (you can check your key items by choosing Kichouhin o Miru in the Item menu).

- You should tweak the settings a bit. I set message speed to max, Confirm to Y and turn off Enkaunto Kakunin and the voices (not all voices are turned off). When Enkaunto Kakunin is on, the camera moves to the right at the beginning of a battle.

- There's really nothing of interest going on here. The old lady at the inn asks you to move the Bushbaby statue and place it in front of the window. You'll get 10 G for that. If you move it without first agreeing to help, you'll get nothing.

- You can get an apple from the old man in one of the establishments. You can either keep it or give it to Amy.

- Cless has six different normal attacks: 2 basic attacks and 4 jump attacks. Jump attacks are triggered when you have some distance to the enemy and press Confirm a second time as you're running in to attack.

- Jump attacks are slower as you need to run back and forth, but they're also more powerful (+0,5 to the basic multiplier) and usually safer.

- Hold Up when pressing Confirm to do a thrust attack instead of a slash.

- Cless can equip three types of weapons: swords, axes and polearms.

All of these have two separate ATP values; one for slash (Kiri), one for thrust (Tsuki).

̄ Swords often strike a balance between axes and polearms. Rapiers are the exception and have higher Tsuki than Kiri.

̄ Polearms often have higher Tsuki than Kiri. They have the longest range of the three types.

̄ Axes typically have higher Kiri than Tsuki. They have the shortest range of the three.

- You have 4 slots for waza: two Short Range and two Long Range.

- You can only block attacks from the front. The same goes for the enemy, but it's rather difficult to get behind the enemy (without having another enemy hitting you in the back).

Items: Life Bottle, Orange Gummy \\ \ Desolate Road ||

- Move the statue out of the way to access the path that leads to the two chests. The encounter rate is really high there.

Shop: \\ \ Euclid ||

Longsword	140 G		
Saber	200 G		
Rapier	180 G	Roll Pan	5 G 10
Self Bow S	50 G	Cheese	10 G
Self Bow L	200 G	Beef	40 G 80
Rod	10 G		
Chain Mail	900 G		
Leather Helm	600 G		
Leather Glove	150 G		
Round Shield	300 G		
Manto	20 G		
Iron Boots	1010 G		
Jet Boots	210 G		

- Self Bow L, Leather Glove, Iron Boots = 1360 G
- You can get 2 Chainmails in the second dungeon, so I suggest you save the money and wait. I wouldn't recommend the Leather Helm either.
- The Iron Boots will become something quite useful once upgraded.
- Do **not** buy any new swords! You'll lose your swords soon.
- Eating food gives you HP regeneration on the field, but it's really not that useful. Healing spells get the job done faster and cheaper.

Item: Life Bottle \\\ Seirei no Mori ||

Boss: Boar (+ 3x Boar Child)

- Better get a few levels. Bugbears hit pretty hard, so using Majinken isn't a bad idea. You should also try to attack at the same time as Chester. That way, if you get blocked, you have a better chance of getting away without taking damage.
- Note that Chester has no waza or critical hit roll.
- If you're hurt badly, you can rest at Cless' place.

[Boss]

- 26 xp, 63 G
- The cubs are likely to run away, but Shuusouraizan can take them out with a single hit.

\\\ Totis ||

- After the event here, Chester will leave the party.
- Whatever you do, do **NOT** pick up the weapon in Cless' house!

\\\ Euclid ||

- Unequip your sword and shield and sell them (unless you're planning on leveling up some more).
- Anyway, once you're ready to proceed, go to the northwest building. Talk to Olson and choose to rest.

Items: Cheese, Apple Gummy, Orange Gummy, \\\ Sewers ||

Wood Shield, Apple Gummy, Savory, Rapier, 1000 G

Items (nc): Earring (Key, Temp), Longsword

PC: Mint Lv2

Default (Mint): Cloak, Beret (Unique)

Boss: Spend Devil (+2x G.Slug)

- You'll wind up in the dungeons. Any swords and shields you may have had will be gone. Check the hole in the wall, then wait for a while until someone speaks to you. Check the hole again and you can proceed. (you'll need to equip the sword you find)
- Place Mint near the back and set her AI to 'Inochi o daiji ni.'
- Nc items are items that are obtained on the field through means other than examining treasure chests.

[Boss]

- 82 xp, 566 Gald

Item: Pikurusu Stone \\\ Morrison's House ||

- Get a Self Bow L from the traveling merchant if you didn't get one earlier.
- There's a hidden chest outside.

Item (nc): Knight's Saber (Unique) \\\ Totis Ruins ||

- You can now pick up the sword at Cless' place. It's Fire-elemental, but that's not a problem early in the game.
- Head to the Catacombs east of Morrison's house.

\\ Chika Bochi ||

Items: Mix Gummy, Cheese, Apple Gummy, Sabre, Chain Mail, Sage,
Mix Gummy, Creamy Cheese, Cheese, Orange Gummy, Panacea Bottle,
Lace Ruby (Key), Reverse Doll, Rabbit Symbol, Creamy Cheese, Lavender
Items (nc): Protect Ring, Spectacles, Hourglass (Artifact), Chain Mail,
Rune Bottle, Morrison no Hon (Key), Kowareta Yumi (Key, Temp)
Special: Majinhienkyaku

- At the entrance, Tristan will teach you your first Ougi. An Ougi is a combination of two waza which you need to master (ie. use a 100 times) before the Ougi can be used. Most Ougis are not that impressive and not worth the TP cost. The biggest exception is one that we'll be picking up right after this dungeon. All Ougis are limited to Long Range.
 - When you master a waza, you'll get a message about it at the end of a battle. It'll also tell you if this unlocks an ougi. If you run away from a battle where you mastered a waza, nothing special happens. The message(s) will be displayed at the end of the next battle you finish.
- Keep your eye out for opportunities to hit multiple enemies with Shuusuraizan.
- There are only a limited number of Hourglasses in the game (hence the Artifact tag). Using one will freeze enemies for 5 seconds (hitting them will still push them back). Upgrading it creates a Chronoglass, which freezes enemies for 10 seconds.
- One of the coffins will give you your first Rune Bottle. These are used to upgrade items and ID unidentified equipment. It'll be a while before you can buy them, and they're pretty expensive, so use them wisely. A pretty safe bet at this point would be to use it on Iron Boots to create the Persia Boots (decreases damage by 30%).
- One of the hallways has a row of statues. Examine one of them and two chests (Sage, Mix Gummy) will appear in the previous area.
- There's a big statue near the first save point. Beat it up, then move it on the switch.
- Once you have the Lace Ruby, you can go through the sealed door near the beginning.
- You'll likely get some Liqueur Bottles here. They can be used used to cure status ailments, but will also lower your attack power by 20%.
- You'll fight two Golems in the room with the second save point, but I wouldn't call it a boss.
- Once you proceed past the second save point, you will travel to the past and won't be able to explore the previous areas again. Chester will go MIA for quite some time.

----- The Past -----

\\ Seirei no Mori ||

Items: Orange Gummy, Sage, Hourglass (Artifact), Reverse Doll

Items: Orange Gummy, Panacea Bottle

\\ Belladam [Beruadamu] ||

Item (nc): Food Sack M (Key)

Special: Majinsouhazan

Shop:

Fine Saber	700 G	Manto	20 G
Verdan	700 G	Leather Manto	100 G
Battle Axe	700 G	Spectacles	10 G
Ring Mail	1200 G		
Iron Sallet	840 G		
Amber Cloak	610 G		

- After the event, talk to the old lady to get the M-sized Food Sack.
- Walk through the wall in the weapon shop and talk to the kid while

behind the counter to obtain Majin Souhazan. This is one of the best Ougis in the game. You probably can't use it yet, as it requires Kogahazan (Lv15), but once you learn it, master it as soon as possible.

- Do *not* buy any new equipment here! Head straight to Venetsia at the north end of the continent.

\\ Minato (Belladam) ||

Items: Spectacles, Life Bottle, Steak, Mysti Symbol, Elixir

- This is the harbor NE of Belladam.

- If a crab blocks your way, leave and re-enter. The seagulls will eventually fly off, so you don't have to worry about them.

- The Mysti(cal) Symbol reduces casting time by 50%.

- You can also pick up 1000 G at Euclid, so get that on your way, too.

Item: Protect Ring

\\ Venetsia ||

Special: Shuusousenretsuha - 3000 G

Shop:

Walloon Sword	1600 G	Steak	180 G	260
Corsesca	2400 G	Uirou	100 G	150
Crescent Axe	1800 G	Seafood	60 G	300
Gem Rod	600 G			
Splint Mail	1900 G			
Aametto Helm	1320 G			
Iron Glove	600 G			
Kite Shield	600 G			
Fiito Shield	1150 G			
Amber Cloak	610 G			
Ankh Beret	800 G			

- Corsesca, Splint Mail, Aametto Helm, Feet Shield, Ankh Beret = 7570 G

- You can get a free Amber Cloak in the next dungeon.

- You can get a free Armet Helm in the dungeon after the next dungeon, but you should get it now. It'll be the only helmet Cless will use in this time period. Same goes for the Feet Shield.

- The Iron Glove isn't really necessary. It's only 1 point increase, but then again 600 G isn't exactly hard to get now.

- You can also buy an Ougi from the warrior in the armor shop for 3000 Gald, but it can wait.

- Go to the southern building and talk to the NPC who looks like the old man you met at Belladam. You'll need to do this in order to learn a spell later.

Shop:

\\ Harmel ||

Tsuruhashi	150 G
Rope	100 G

- Buy a Tsuruhashi and a Rope.

\\ Euclid ||

Items: Mix Gummy, Rune Bottle, 1000 G, Charm Bottle

PC: Klarth Lv9

Default (Klarth): Necronomicon (Unique), Amber Cloak, Ankh Beret, Manto

Shop:

Iron Boots	1010 G
Rabbit Symbol	200 G
Talisman	2000 G
Ringo	1 G

- Klarth will join your party here.

- As I already mentioned the Iron Boots can be upgraded to Persia Boots (decreases damage by 30%), which in turn can be RB'd into Nightmare

Boots (increase movement speed by 50%).

- You can easily use the apples sold here to fill your food sack for a very low price.
- Attempt to talk to the red-haired girl near the inn to initiate your first side-quest. As you walk away, Mint will talk to you. Approach her again. Her name is Nancy and she wants to hook up with the guy working at the weapon shop (Elwyn).
- Talk to Elwyn
- Talk to Nancy
- Talk to Elwyn
- Talk to Nancy

\\ Harmel ||

- Talk to Nancy at the inn.

\\ Venetsia ||

- Talk to Nancy at the inn and choose 'yes.'
- Talk to Elwyn in the northwest building.
- Talk to Nancy.
- Talk to Nancy at the fountain.
- Leave town and come back. Go witness the fight between Elwyn and his father.
- Talk to Elwyn near the fountain, choose 'yes.' That's all for now.

\\ Lone Valley ||

Items: Thief's Manto, Blue Ribbon, Apple Gummy, Spectacles,

Kite Shield, Amber Cloak, Talisman, Rune Bottle, Charm Bottle

Items (nc): Opal (Unique), Element Orb (Key)

Lost & Found: Rune Bottle (Sylph)

Special: Sylph

- The NPC in the house will give you the Opal, your first contract ring. Only Klarth can equip these. This one will boost his DFP by 15.
- You can rest for free in the house.
- You'll need the Tsuruhashi and Rope here (you'll use the rope near the second save point).
- You'll fight two groups of Sylphs here. I suggest you use the Rune Bottles you win to make Persia Boots.
- Pretty good xp inside the cave.
- Do **not** attempt to fight the Hell Masters.
- Once you've pushed all 3 three boulders into the puddles, head to the end of the cliff to obtain your first summon spell, Sylph.

\\ Seirei no Mori ||

- Check on the tree for a scene.

\\ Harmel Ruins ||

- Talk to the girl, and she'll join as an NPC.

\\ Venetsia ||

- If you didn't get the Ougi earlier (or anything else), get it now.
- Go to the mayor's house and talk to the woman standing in front of the fireplace (facing another NPC). After that, go talk the captain of the left ship at the docks and pay him to take you to the West Island (1600 G).

\\ West Island ||

Items: Mix Gummy, Sukebehon -ID, Spectacles, Savory, Apple Gummy,

Bellbane, Savory, Apple Gummy, Elixir, 430 G, Reverse Doll, Corsesca,

Aametto Helm, Halberd, Vegetable, Liber Ivonis -ID (Artifact)

Items (nc): Demitel no Kagi (Key), Aquamarine (Unique), Ruby (Unique)

Lost & Found: Rune Bottle (Lility), Yellow Kings -ID (Demitel)

PC: Arche Lv12

Default (Arche): Broom, Cloak, Ribbon, Manto, Talisman

Boss: Demitel (+ 2x Golem, 2x Lility)

- A guy in the ship will sell you basic supplies.
- I'd like to remind you to spend your Rune Bottles wisely.
- In the western room, check the closet behind the hidden chest to find the key.
- Beat up the tree, then turn the crystals.

[Boss]

- 2700 HP, I:E, 2414 xp, 6440 G
- Summon Demon will hit you for 800 pod (without Persia Boots). You can easily interrupt it as long as you can stay alive, which may be difficult as he can deal serious damage with his whip. Lv16 is recommended so you'll have access to Heal.

- In order to get the remaining three items, you'll have to sail here again after the events.
- Arche starts with two spells: Fireball and Ice Needle. She does not learn new spells from leveling up.
 - The Fireball spell launches two fireballs, but the second one is the one that actually deals damage. The first one is purely cosmetic.
- It's possible to get Gnome right away, but because of their high DFP, this is not a good idea.

Special: Ice Tornado, Grave \\ \\ Euclid ||

- Check some of the bookshelves at Klarth's place to pick up two new spells.

Special: Eruption \\ \\ Belladam ||

- Talk to Lenios and he should teach you a new spell. If he doesn't, you haven't talked to his twin brother at Venetsia yet.

Special: Lightning - 200 G, Storm - 1000 G \\ \\ Venetsia ||

- Pick up two more spells from the woman living next to the fountain.
- Now, as I already mentioned, there are three more items at Demitel's place. Get those before proceeding.
- Take the other ship to get to Alvanista (800 G).

Lost & Found: Feimufeisu -ID (Meyer) \\ \\ Ship ||

Boss: Meyer

[Boss]

- 2400 HP, 450 xp, 4000 G
- Cless solo. You don't actually have to win this one.
- Enemies of his type are fairly dangerous, as they have two attacks that use double ATP. You can interrupt both of them by attacking (the jump attack requires a swing). You can also avoid them by backing away, but try not to get cornered.

Item: Lavender \\ \\ Alvanista ||

Special: Majinsenretsuha - 6000 G

Shop:

Halberd	4000 G	White Mist	5100 G
Colichemarde	1400 G	Holy Symbol	10 000 G
Bardiche	2980 G	Feet Symbol	7200 G
Ruby Wand	1240 G	Mysti Symbol	65 800 G
Breastplate	3600 G	Silver Cape	3300 G
Gauntlet	1200 G	Poison Check	6200 G
Silver Cloak	2500 G	Paraly Check	26 200 G

- If the crab is blocking your path to the chest and doesn't look like it's coming out of the way, leave the harbor to reset its location.
 - A guy in the bar will sell you an ougi, but you shouldn't get it now.
 - You can challenge a kid to a street race on the east side. Below you can see the prizes you can choose from. You can choose the same prize multiple times, but you can only win three times. I recommend the Cat's Eye.

1. Cat's Eye
2. Juicy Beef
3. Longsword -ID
4. Feimufeisu -ID

7 The Cat's Eye is one of several items that sells for different amounts depending on the location and time period. The most you can get now is 39k at Midgards. The most you can get in this time period is 70k, but later in the game you can get as much as 300k.

- You're supposed to rest at the inn to trigger the next event, but I suggest you pay a quick visit to Midgards. Make sure you've got a fair amount of cash to bring along.

- South of Alvanista is a harbor with a ship that'll take you to Freyland (320 G).

Items: 2600 G, Mix Gummy \\ \\ Olive Village ||
 Shop: Thief's Manto - 2000 G

- Do *not* attempt to fight the Basilisk as you're crossing the desert.

Items: Rune Bottle, Flare Manto \\ \\ Oasis 1 ||
 Item: Liqueur Bottle \\ \\ Oasis 2 ||
 Items: Mental Ring, Life Bottle \\ \\ Oasis 3 ||

Special: Shuusouhienkyaku - 18 000 G \\ \\ Midgards ||
 Shop:

Mech Halberd	22 000 G
Plate Mail	24 500 G
Fine Shield	15 800 G
Gauntlet	1200 G
Silver Cloak	2500 G
Fine Beret	3600 G
Stripe Ribbon	4000 G

- Mech Halberd, Plate Mail, Gauntlet, 3 Silver Cloaks, 2 Fine Berets, Stripe Ribbon = 66 400 G (44 200 G)

- Use a Rune Bottle on a Charm Bottle to create a Miracle Charm. Using it will give you a 50% discount but only for one shopping session. Use it to cut the price of the armor in half. You can come back for the Ougi later.

Special: Majinsenkuuha \\ \\ Camp ||
 - (Southwest of Midgards)

Special: Houousenretsuha \\ \\ Camp ||
 - (West of Alvanista)

\\ \\ Alvanista ||

Items (nc): Garnet (Unique), Gungnir (Unique, Temp),
 Celaeno Fragments (Unique), Mental Ring (Artifact), Kyokashou (Key)
 Lost & Found: Lavender / Bellbane (Ares), Black Onyx (Jamir)
 Special: Tractor Beam - 4000 G, Thunder Blade - 12 000 G

Boss: Jamir (+2x Ares)

[Boss] FWTIELV

- 3400 HP, 100 TP

WAIWI

- Ares: 2500 HP

WA

- 3300 xp, 10 528 G in total

- Jamir can cast Ice Wall, Tractor Beam and Thunder Blade. He(/she?) will also shield itself to become invincible, but can't move or attack while doing so. However, coming in contact with him will result in damage.

- I suggest using Kogahazan, Storm and Sylph. Give Klarth the Pikurusu Stone to make him immune to Tractor Beam (it'll still interrupt him, though).

- You can buy two new spells from a woman in the research lab.

- In the lab, talk to the NPC with green hair and a blue cape walking around. This will allow you to travel to Shinshokudou from Venetsia.

- There's an old man here who can change Cless's title. These won't affect his abilities in any way, though. There are probably only two you've unlocked at this point (Kenshi, Jakuren Kenshi).

- The guy on the red matt will give you a Mental Ring if you beat him in his little game. Basically, you've won if there are 2 to 4 left on your turn (you choose a figure that leaves it to 1).

- The Mental Ring regenerates 1 TP every 5 seconds (won't stack). A good choice for Arche so she can cast Fireball / Ice Needle pretty much as much as she wants.

- Pick up the Kyokashou at the bar (downstairs from the item shop).

You'll need it in order to access the Moria Gallery. You could go explore it right away, but before you can fight the boss, you'll need to get three more summons (Undine, Ifrit, Gnome). You can get these in any given order. You could have gotten Gnome after getting the Ruby, and you could have already explored Nessa no Doukutsu, but you wouldn't have been able to fight Ifrit (aka Efreet) since you didn't have the right contract ring.

- Talk to Nancy and Elwyn at the other item shop (we're almost done with this).

- If you're planning on running away from a lot of battles, you may want to invest in a White Mist, then RB it into a Magic Mist.

- Take the ship on the right at the harbor (400 G, one-way only).

Item: Stone Wall (spell)

\\\ Seirei no Doukutsu ||

Special: Gnome

Boss: Gnome

- This is the cave east of Balladam, in case you forgot. As I already mentioned, you could have gotten Gnome as soon as you got the Ruby.

- Anyway, the password for the door is 3124 (Kikurin).

- The first Clay Idol you encounter will not attack you. You're supposed to lead him back to his friends while preferably avoiding the ones that attack you. If you end up fighting them, just run away. Tractor Beam can kill them, but it's not worth the effort. Anyway, keep the guy close when moving to another area. Otherwise, you'll lose him.

[Boss]

- 3400 HP, 150 TP, A:E, 9200 xp, 13 003 G, Sukebehon -ID

- If you already have the equipment from Midgards, the damage you receive will be quite low. They *will* spend most of the battle invulnerable, though, but don't waste your Chronoglasses.

\\\ Venetsia ||

- Go talk to Elwyn's father (choose yes).

- Talk to the captain of the other ship. The option to go to the

north island should now be available (800 G). If not, you haven't talked to the right NPC at Alvanista castle yet (in the lab).

\\ Shinshokudou ||

Items: Orange Gummy, Spectacles, Rune Bottle, Aqua Manto, Seafood, Seafood

Lost & Found: Liber Ivonis -ID (Undine)

Special: Undine

Boss: Undine (+ G.Red Cell, Squid)

- Good Exp. here. The random encounters will be gone once you defeat the boss.

- The boss will appear in the room with the save point when you turn the water on but only after you've flipped two switches to make a hole appear on the ground.

[Boss] FWTIELV

- 6450 HP, 300 TP WA RI

- 10 470 xp, 8885 G

- If she hits you with Delay, you may want to reset. She'll rarely use it, though. She'll usually use Ice Wall. She can also cast Heal to recover 800 HP.

- Your main concern is the energy wave attack that hits all your characters for 400-500 pod. If you haven't been leveling up much, you really won't stand a chance. You should at least get to Lv23 so that you'll have Hououtenku and Nurse.

\\ Alvanista ||

- Go to the house on the east side. Nancy, Elwyn and Elwyn's father should be there (choose yes). And that's it.

- Buy a Paraly Check if you can afford it.

Special: Shishihienkyaku - 12 000 G \\ Camp ||

- (East of Ymir). Pick this up once you have the cash.

\\ Nessa no Doukutsu ||

Items: Spectacles, Sorcerer Ring (Unique), Talisman, Resist Ring, Charm Bottle, Savory, Strike Axe -ID (Unique), Feet Symbol, Mix Gummy, 1000 G, Yougan no Kagi (Key), Fire Wall (spell)

Special: Ifrit

Boss: Ifrit

- This is the cave east of Olive.

- You need to be careful with the Ogres, as they can paralyze you.

Undine works great.

- Equip the Sorcerer Ring so you can hit the switches.

[Boss]

- 5500 HP, W:W, A:F, 1000 xp, 8000 G, Flare Manto

- Don't forget that most non-elemental, energy-based attacks use the weapon's element. That said, try using Shugohoujin with Fameface here (if you have them).

\\ Moria Koudou ||

Items: Orange Gummy, Lavender, Protect Ring, Steak, 2000 G, Rune Bottle, Lemon Gummy, Lemon Gummy, Yellow Cake, Mysti Broom, Yellow Cake, Rune Bottle, Apple Gummy, Turquoise (Unique), Rune Staff -ID (Artifact), Elixir, Hourglass, 6000 G, Rune Bottle, Black Onyx, Bellbane, Mythril Mesh -ID, Mythril Mesh -ID

Item (nc): Kowareta Yubiwa (Key, Temp)

Special: Maxwell

Boss: Maxwell

- Once you have the four summons, it's time head to Moria (southeast

from Alvanista). If the guard doesn't let you enter, you'll need to get the pass at the bar/guild at Alvanista.

- B4: There's a room with two switches on the ground and an NPC wandering around. If she steps on the other switch while you're standing on the other, a chest with a Rune Bottle will appear.

- B4: Step on the directional switches in this order:
Up, up, down, down, left, right, left, right.

- B4: Don't miss the switch on the wall near the first save point. It opens up a short cut back to the surface.

- B7: Second save point. You should definitely hang on to the Yellow Cake. You can sell it for 200k later in the game.

B1: Orange Gummy

B2: Lavender, Protect Ring, Steak, 2000 G

B3: -

B4: Rune Bottle

B5: -

B6: Lemon Gummy

B7: Lemon Gummy, Yellow Cake, Mysti Broom

B8: Yellow Cake, Rune Bottle, Apple Gummy

B9: The rest

- The solution to the last puzzle is:

North: Ifrit

East: Sylph

South: Gnome

West: Undine

[Boss] FWTIELV

- 7500 HP, 400 TP RRRRI

- 12 000 xp, 25005 G

- Go with Kogahazan and Majinsouhazan. Spells can interrupt his Molecular Attack, so spam him with Thunder Blade. You should cast it manually, as the AI is somewhat reluctant to use it due to his resistance.

- It's actually possible to get him stuck inside your characters somehow, in which case Klarth will slowly but surely maim him to death. I think it works something like this: When he does his short charge attack, he has to end up "inside" Klarth and at that point you have to move, so they'll end up off-screen and stay off-screen. Or something like that.

- Maxwell does 8 hits and each hit can vary greatly in damage (between 140 - 2200). Klarth's Luck seems to be a factor in the odds of getting larger figures.

Item (nc): Shoukaijou (Key) \\ \\ Alvanista ||

- Go talk to Runeglom (the guy with red hair in the research lab). After that, head to Edward's home west of Alvanista (the place where you hear the first overworld theme). After talking with the woman, head to Olive.

\\ \\ Olive ||

- A little dialog will take place. After that, you need go to the three oasis...es, oases? Whatever. Talk to the NPCs in each of them. Once you talk to the last one, you'll teleport back to Olive.

- Next, you need to get 5 Basilisk Urokos, then talk to the innkeeper. Maybe you already have them, but if you don't, head out and get them. You should be able to take down the Basilisk now (use Shinkuuhazan, Maxwell, Undine). Don't bother getting more than 5, though, as you'll lose all of them. If you already had more than that, it doesn't really matter. They don't sell for much and it's pretty easy to get more of them.

- Anyway, after meeting Edward, we're done here.

Item (nc): Emblem (Key)

\\ \\ Alvanista ||

- Go talk to Runeglom, rest at the inn, then talk to Runeglom again. Arche will leave the party and won't come back until after the next dungeon.

\\ \\ Ymir no Mori ||

Items: Mix Gummy, Sage, Lavender, Lavender, Lavender

- Equip the Magic Mist and adjust your formation so you can run away as quickly as possible. I *strongly* recommend against trying to fight the Lizardmen. The worst thing that can happen is a pincer attack with 4 of them. Your chances of walking out of that are slim at best.

- Use Holy Bottles. There are no items in the first area. The second area has a save point. Try to get the two items from the east, then proceed west. The elven village is just ahead.

\\ \\ Elf no Shuuraku ||

- As previously mentioned, you can sell Cat's Eyes here for 70k, but I do recommend you wait until later in the game so you can sell them for 300k instead.

- Restock on supplies, then head north.

\\ \\ Treant no Mori ||

Items: Spectacles, Vegetable, Life Bottle, Holy Symbol, Black Onyx, Savory, Piyohan, Apple Gummy, Charm Bottle, Hourglass, Moon Crystal, Pikurusu Stone, Apple Gummy, Feet Symbol, Orange Gummy, Holy Bottle, Apple Gummy, Bellbane, Piyohan, Savory, Dark Bottle, Spectacles, Mix Gummy, Liqueur Bottle, Resist Ring, Steak, Thief's Manto, Rune Bottle, Protect Ring, Resist Ring, Thief's Manto, Elixir, Reverse Doll, Stone Check, Protect Ring, Resist Ring, Elven Boots

Items (nc): Moonstone (Unique), Topaz (Unique)

B6 B8 b9 C3 d6	E1	a1: Save Point 1
B5 / c2 /d7--d8--D9-e2-e3		A3: Spectacles
B4-b3 B7----c1 d5-d4	E4	A5: Vegetable
	e5	A6: Life Bottle
B1-A8-a7-A6-c4-C6c7		A8: Holy Symbol, Black Onyx
/ \a9	C5	B1: Savory, Piyohan, Apple Gummy
B2	A5-a4 C8-D3 \	B2: Charm Bottle
	/ \ e9 f1-F2	B4: Hourglass
A3-a2 C9 d1D2		B5: Moon Crystal
a1		B6: Pikurusu Stone, (Suzu)

B7: Apple Gummy, Feet Symbol, Orange Gummy

B8: Holy Bottle

C3: Apple Gummy

C5: Bellbane

C6: Piyohan, Savory, Dark Bottle

C8: Spectacles, Mix Gummy

C9: Life Bottle

D2: Liqueur Bottle, Resist Ring

D3: Steak, Thief's Manto, Rune Bottle

D9: Protect Ring, Resist Ring, Thief's Manto

E1: Elixir

E4: Reverse Doll

E6: Stone Check

E8: Protect Ring

F2: Save Point 2, Resist Ring, Elven Boots, Origin

- The forest is a bit of a maze, but I don't think it's all that bad (in itself). The main issue is of course the threat of being petrified. Fortunately, the Lizardmen won't pincer attack you here. Also note that the new enemy Drake has a chance of inflicting Paralysis instead.
- Lower case letters mean no items. With only a few exceptions (such as B5 and E1), all the items are either in plain view or pretty well in view.
- Don't try to explore the whole forest in one go.
- The path leading to your destination (F2) is easy to recognize. You'll get two new contract rings there.
- When you return to the village, Arche will rejoin the party, but you won't be allowed into the village anymore (hence denying access to Treant's Forest). You can get there again in the future, but any items you may have missed will be gone.

\\ 12-Seiza no Tou ||

Items: Basilisk Uroko, Sage, Apple Gummy, Spectacles, Aquadingen (Unique), Sage, Holy Symbol, Roll Pan, Orange Gummy, Orange Gummy, Charm Bottle, Protect Ring, Beef, Basilisk Uroko, Panacea Bottle, Manto, Rabbit Symbol, Silver Cape, Feet Symbol, Rune Bottle, Rabbit Symbol, Black Onyx, Resist Ring

Lost & Found: Longsword -ID / Slayer Sword -ID (Sarven),
Pikurusu Stone / Resist Ring (Dark Mage), Rune Bottle (Corpse)
Special: Ray, Luna

- This is the tower south of Midgard's (aka Zodiac Tower).
- The Slayer Sword has good ATP but is Earth-elemental.
- Do note that if you equip the Pikurusu Stone, you won't be able to unequip it if you end up with 15 of them.
- Also, make sure to use your Rune Bottles before you hit 15.
- In order to advance to the next floor, you need to have the right tune playing (which you can change by examining the statues).
 2. Default (Dark Cave)
 3. Arche (south)
 4. Mystic Forest (west)
 5. Dark Cave (south)
 6. Open Fire (east)
- At the top, you'll obtain Ray and Luna. Ray is the only Light-elemental spell Arche will learn.

\\ Midgard's ||

- There will be a bunch of scenes in the castle. When Klarth leaves the party, go rest at the inn, then return to the conference room (Klarth rejoins right away).

Lost & Found: Poison Check (Ishrant) \\ Valhalla Heigen ||
Boss: Ishrant (+ 2x Drakes)

- Your objective is to navigate through the mazy plains and beat the boss. There are no random encounters here. You can see the enemies, and when they get too close, you'll be drawn into a battle.
- One of the soldiers can give you the following four items until you have 15 of them: Apple Gummy, Panacea Bottle, Life Bottle, Roll Pan.
- Gaze Hounds can paralyze you.

[Boss] FWTIELV
- 5000 HP, 100 TP RR
- 13 200 xp, 15 402 G
- He's got Firestorm and Thunder Blade.

Item (nc): 10 000 G

\\\ Midgards ||

Special: Indignation

Boss: Ishrant (+ 2x Clay Demon, Charon)

- After seeing the king, I recommend equipping Cless with Persia Boots and a Black Onyx. and Arche with a Princess Cape and Black Onyx.
- You'll be fighting 5 battles with only Cless and Arche. Cless is equipped with the Gungnir and riding Pegasus. You can't use any waza.

[Boss]

- 5000 HP, 100 TP
- 15 060 xp, 17 400 G, Poison Check

Special: Shuusousenkuuha - 50 000 G

\\\ Valhalla Heigen ||

- To find this one, go north from the first area, then east when the path splits, then north when you reach the large area.

\\\ Dhaos no Shiro ||

Items: Aqua Manto, Flare Manto, Fire Storm (spell), Orange Gummy, Life Bottle, Apple Gummy, Apple Gummy, Rune Staff (Artifact), Orange Gummy, Life Bottle, Apple Gummy, Protect Ring, Rune Bottle, Steak, Feet Symbol, Fushigi na Tekagami (Key), Lavender, 10 000 Gald, Hourglass, Elixir, White Mist, Distortion (spell), Mental Ring, Magical Broom (Artifact), Rune Bottle, Piyohan, Ougon no Kagi (Key), Charm Bottle, Dragon Steak, Dragon Steak, Dragon Steak, Silver Cape

Items (nc): Slayer Sword -ID, Mech Halberd, Halberd, Mysti Symbol, Savory, Sage, Halberd, Mech Halberd

Lost & Found: Longsword -ID / Moon Falx -ID (Dragon Knight), Reverse Doll (Druid), Emerald Ring (Dhaos)

Boss: Dhaos (+ 2x Evil Lords)

- I'd like to say that the enemies in this dungeon are hard, but the fact of the matter is pretty much *all* the enemies you'll be facing during the rest of the entire game will be tough. Don't hesitate to run away from the ones you find particularly troublesome or dangerous.
- Red Ropers can paralyze you.
- Druids can cast Cure to heal about 3700 HP.
- Iron Golems take quite a while to beat down.
- You may want to disable Mint's healing spells and cast Cure manually. The AI tends to cast it too soon (or too late).
- Examine the weapon racks for some weapons.
- Examine the gargoyle statue in one of the hallways to find a Mysti Symbol.
- Examine the flowers on the drawer in one of the rooms near the beginning to find Savory and Sage.
- One of the early puzzles involves directional switches. Step on the switches in this order: Up, down, right, left, down, up. If you mess up, check the sign to reset.
- Eventually, you'll have to leave one of your characters on a switch in order to advance. In one of the areas beyond, you'll find the Fushigi na Tekagami (guarded by an Evil Lord - you can use your Moon Falx in that battle). This item allows you to teleport to new areas through some of the mirrors you saw earlier (you'll fight the Evil Lord again when doing so).
- The Mental Ring is in the same room as the Magical Broom and Piyohan, but there's something you need to examine first before it appears.
- Once you have the Ougon no Kagi, leave Arche on the switch and then get to the other side of the room with the hole on the floor (where the chest is), and she will use her broom to fly up.

- Dhaos awaits north of the second save point.

[Boss] FWTIELV

- 49 900 HP, 1000 TP RRWRWR

- 25 000 xp, 25 000 G

- Don't attack the Evil Lords. Keep casting Indignation on Dhaos and you can have him dead without him attacking you even once. Should you actually engage him head on, expect to get wiped out rather quickly.

- If you win, some events will take place, and you'll end up west of Alvanista. Go rest at an inn somewhere. One more scene should take place.

\\ Midgards ||

- Talk to the woman standing by the tree in the northern part of town (if you don't, you can't trigger the scenes in the White Forest).

\\ Shirakaba no Mori ||

Items (nc): Touchuukasou, Touchuukasou, Touchuukasou, Touchuukasou, Touchuukasou, Touchuukasou, Unicorn Horn (Unique)

- You can get here by taking the northwest exit in Valhalla Plains.

- If you want Arche to participate in the battle against the three Evil Lords, you need to find her before going to Mint.

- You'll warp to Seirei no Mori afterwards.

- You're about to leave this time period with no way of returning.

It's not possible to permanently miss any ougis or spells, but if you got everything up to this point, Cless should have 9 Ougis, and Arche should have 15 spells.

\\ Venetsia ||

- Once you go to Thor, you can't return. If you think you're ready, go to the left ship and choose the third option.

\\ Thor ||

Items: nx Common Key (Temp), God Breath (spell)

Items (nc): Toranpu (Key), Diamond (Unique)

PC: Chester

Bosses: 2x 2SH (+ 3x 4400R), Dhaos 2

- When you use the Common Key, the door can lead you to three places:

1. The path leading outside.

2. The room with God Breath.

3. The mother computer room (with the 2nd save point and 1st boss).

[Boss] FWTIELV

- 18 600 HP W W

- 16 000 xp

- Check the computer. Choose 2 to heal yourself (if needed), then 1.

Return to save. Check the computer again and choose 1 to initiate warp.

[Boss] FWTIELV

- 16250 HP, 1000 TP RRRRIRR

- 25 000 xp, 25 000 G

----- The Future -----

Item (nc): Food Sack L (Key) - 30 000 G

\\ Miguel ||

Special: Hououtenshoukyaku - 20 000 G

Shop:

Damascus Sword	22 700 G
Sadin Glaive	22 500 G
Composite Bow	3000 G
Mythril Mesh	30 000 G
Cross Helm	5000 G
Holy Cloak	56 000 G

- Damascus Sword, Composite Bow = 25 700 G

̄ There's some room for choice, but I'd say the Damascus Sword is pretty solid. You'll be getting new ones after the next dungeon anyway.

- You can now change characters through Tairetsu -> Irekae.

- This is where I switch Klarth with Chester (even though he's about 400 000 xp behind). If you decide to use him, you'll need to level him up. The Mountain Path is a good choice. Get him to at least Lv40.

- You can now buy Rune Bottles in almost any town.

- A woman here will sell you Food Sack L.

- A man in the doujou will sell you a new Ougi.

\\ Venetsia ||

Shop:

Damascus Sword	22 700 G	Mythril Plate	50 000 G
Sadin Glaive	22 500 G	Mythril Glove	10 000 G
Sinclair	23 700 G	Cross Helm	5000 G
Hard Cleaver	32 000 G	Pretty Ribbon	7500 G
Composite Bow	3000 G	Holy Cloak	56 000 G
Konbu	1580 G	2	

- 2 Mythril Plates, Holy Cloak, 2 Mythril Gloves, Cross Helm, Pretty Ribbon = 188 500 G

̄ You could use a Miracle Charm here.

- Once you've gotten what you need, go meet with Harrison at the docks. The ship can't take you to Alvanista, but that won't be a problem soon. You'll be warped to Euclid.

Items (nc): Sardonyx (Unique), 80 000 G \\ Euclid ||

Shop: Daikon - 20 000 G 100

- If you go see the king, he'll offer to give you 80 grand for some reason (you can decline if you want to).

Items: Reverse Doll, Amethyst (Unique), \\ Lone Valley ||

Iron Boots, White Mist

Item: Reverse Doll \\ Desolate Road ||

Item: Emerald (Unique) \\ Seirei no Doukutsu ||

Lost & Found: Elixir (Death Gaze)

\\ Morrison's House ||

Shop:

Saber	200 G	Chain Mail	900 G
Rapier	180 G	Leather Glove	150 G
Self Bow L	200 G	Round Shield	300 G
Rod	10 G		

\\ Volt no Doukutsu ||

Items: Holy Bottle, Lavender, Lavender, Life Bottle, Ring Shield (Artifact), G'harne Fragments (Unique), Orange Gummy, Ringo, Roll Pan, Sylphi Broom (Unique)

Items (nc): Emerald Ring, Star Cloak -ID (Artifact)

Lost & Found: Longsword -ID / Dragon Tooth -ID (Dragon Tooth),

Self Bow S -ID / Aqua Spread -ID (Living Knight)

Resist Ring / Basilisk Uroko (Phantomist), Emerald Ring (Volt)

Special: Volt

Boss: Volt (+ 3x Alraune)

- You'll find this cave south of Miguel.
- Switch to the Dragon Tooth once you get one. It's safe to use it here (up until the boss).
- The Aqua Spread is somewhat rare, but it would be great if you could score one, as it shoots two arrows at a time. It'd be worth using here even though the enemies are resistant to Water. You can try and get it from another enemy later or you can just buy it. If you're not using Chester, then never mind.
- You'll find your first Ring Shield very close to the beginning. This is the only shield that characters other than Cless can equip (and the only one Cless can't use).
- There's a switch you need to step on that can only be reached by going through the wall.
- There's another wall you can walk through later. This is a part where you need the Jet Boots in order to make it through the door in time (there's also an invisible wall and a teleporter that takes you back to the beginning of the dungeon). When you get to the western part of this area, flip the switch to make the charge last longer. The next area has a save point. The boss comes after that.

[Boss] FWTIELV

- 28 000 HP, 400 TP RRARIA
- 2200 HP (Alraune)
- 23 000 xp, 32 767 G in total
- His chain lightning attack has fixed base damage.

- Don't forget that Cless can't equip the Fairy Ring, so don't RB all your Emerald Rings.
- The Star Cloak makes the wearer immune to all status ailments, including Instant Death (but not the Dispel stuff).

Item (nc): Wing Pack (Key) \\ Euclid ||

- Return to the lab and you'll obtain the Rea Birds.
7 When flying, holding the Target button allows you to move while holding your direction.
- Before proceeding with the main quest, you should fly around, get some new gear (either by buying it or getting it from enemies) and some hidden spells and summons.

\\ Shirakaba no Mori ||

Items (nc): Touchuukasou, Touchuukasou, Touchuukasou, Touchuukasou,
Touchuukasou, Touchuukasou

- Another batch of Touchuukasou. You can sell these at Alvanista for 30k each.

Item: Drum Set (Artifact) \\ Edward's House ||

- This one's hidden in the bed. It doesn't have any actual use, though.

\\ Alvanista ||

Shop:

Pole Axe	44 600 G	Stone Check	46 200 G
Holy Sword -ID	50 000 G		
Destroyer	60 000 G		
Cranequin	7000 G		
Holy Staff	6000 G		

- Talk to the blonde NPC at the south entrance. If you don't, you can't get Asuka.
- Go to the castle for a scene. Your next two official destinations are

the Honoo no Tou (Fire Tower) near Olive and the Koori no Doukutsu (Ice Cave) in Freezekill. You'll want to get some new gear from various locations first, though.

- Pick up a Pole Axe, a Cranequin and some Stone Checks.
- The Destroyer is powerful, but it drains 1 TP from Cless with each normal attack and 4 TP for waza.
- The new racing prizes:
 1. Supefura (S-Flag / Special Flag)
 2. Silver Mattock
 3. Flare Spread -ID
 4. Self Bow S -ID

\\ Island Armory ||

Shop:

Crescent Arrow	74 000 G	Combo Command	5 000 000 G
Rare Plate	82 000 G		
Rare Shield	48 500 G		
Rare Helm	31 000 G		
Rare Gauntlet	59 400 G		

- This place is south of Olive.
- 2 Rare Plates, Rare Shield, Rare Helm, 2 Rare Gauntlets = 181 150 G
- 7 Use a Miracle Charm.

Item: nx Tamago - 80 G 80 \\ Olive ||

Shop:

Flare Baselard -ID	100 000 G	Breast Plate	3600 G
Corsesca	2400 G	Aametto Helm	1320 G
Halberd	4000 G	Gauntlet	1200 G
Bardiche	2980 G	Silver Cloak	2500 G
Ruby Wand	1240 G	Rando Beret	1420 G
		Blue Ribbon	840 G

- I would recommend picking up the Flare Baselard. It'll come in handy when fighting enemies weak to Fire.
- There's also a guy outside selling eggs for 80 Gald each. Their resale value is actually a bit higher than that...
- You can sell your Yellow Cake here for 240k.

Item: (Firestorm) (spell) \\ Nessa no Doukutsu ||

Lost & Found: Self Bow S -ID / Flare Spread -ID (Flame Ji)

- No new items here, but you should definitely get a Flare Spread.

Special: Hououshouhazan - 40 000 G \\ Oasis 1 ||

Special: Shishisenkuuha - 33 000 G \\ Freezekill |

Shop: Laser Blade - 200 010 G

- No need to fork out 200k for the Laser Blade. You can easily get one (or two) from an enemy in Thor.

Item (nc): Derris Emblem \\ Ary ||

Special: Hououtenkuuha - 50 000 G

Shop:

Longsword -ID	150 G
Ice Coffin -ID	100 000 G
Self Bow S -ID	50 G
Aqua Spread -ID	100 000 G

- Talk to the soldier in the bar to obtain a Derris Emblem.
- Talk to the woman opposite the soldier (might be hard to see because

of the plant). This is needed in order to gain access to the ninja village.

Lost & Found: Charm Bottle (Ninja) \\ \\ Ary Region ||

- The ninja-type enemies can be fairly dangerous. They have a special attack that uses double ATP and like to spam you with shurikens from a distance. These ones have low HP, though, so you can take them out easily with Laser Blade / Ray. Other ninja enemies will provide a greater challenge, as they can use log decoys to not only avoid damage but also attack you at the same time.

- The Shadow Flowers pose a very serious threat. They have an instant death attack that targets all your characters at once. Because of that, you probably don't want to hang out here (unless you want a couple of Charm Bottles).

Special: Shadow (summon) \\ \\ Yami no Doukutsu ||

- If you've got the Amethyst, you can go pick up Shadow in the cave east of Ary. Note that Shadow is actually Light-elemental.

Item: Death Cloud (spell) \\ \\ West Island ||

- This is the place where you fought Demitel in case you forgot. It's not on the map, but I'm sure you can find it.

 \\ \\ Shinshokudou ||

Items: (Distortion) (spell), Sapphire (Unique), Ice Wall (spell)

Lost & Found: Self Bow S -ID / Aqua Spread -ID (Kraken)

- The Laser Blade + Flare Spread combo gets the job done here.

Special: Asuka (summon) \\ \\ Thor ||

Lost & Found: Laser Blade (3SH)

- Get to the Mother Computer Room and choose 3 to get Asuka. If the option isn't there, you haven't talked to the right NPC at Alvanista yet.

- The Laser Blade should come in handy.

- Before heading to Ymir, you should go to the Honoo no Tou and get four Koori no Omamoris so you don't have to worry about Explode. Just don't get killed in the super-heated areas while you're there.

 \\ \\ Ymir no Mori ||

Lost & Found: Paraly Check / Stone Check (Mandrake)

- Mandrakes can petrify you, but the Flare Spread + Valkyrie combo allows you to take them down easily from a distance.

 \\ \\ Elf no Shuuraku ||

Items (nc): Star Broom (Artifact), Elven Bow (Unique)

Shop:

Deck Brush	1980 G	Elven Manto	9560 G
Kuroi Fuku	10 000 G		

- Talk to the guy at the armory and he'll offer to fix the Kowareta Yumi for 20 000 G. You can pick it up after spending the night at the inn.

The woman at the inn will also give you the Star Broom. You'll also want to pick up a Kuroi Fuku for Arche, although she should probably switch to a Star Cloak after the next two dungeons.

- If you still actually need money, you can sell Cat's Eyes here for 300k.

Item (nc): Muramasa (Unique) \\ \\ Treant no Mori ||

- Right, so, assuming you've heard about the ninja village (such as from the NPC at the bar in Freezekill) you'll find Suzu in the northwest part of the forest.

Items (nc): Ukiyoe, Miso Oden

\\ Ninja no Sato ||

Shop:

Naginata	180 000 G	
Ootoro	2100 G	
Koushuu Ringo	600 G	
Maccha Uirou	900 G	
Miso	80 000 G	1000
Konnyaku	10 030 G	60

- Buy a Naginata.
- A guy in the shop will sell you an Ukiyoe for 30 000 G.
- One of the NPCs in the shop will cook Miso Oden (22 200 food) for you if you have a Donabe and the necessary ingredients. These are: Daikon, Konbu, Tamago, Miso, Konnyaku.
 - ATTENTION! Cooking Miso Oden will remove the Knight's Saber from your inventory unless it's equipped.

\\ Treant no Mori ||

Items: BC Rod (Unique), Flare Tornado (spell)

- From the village, you can reach new areas of the forest.
- The Blue Crystal Rod is Mint's most powerful weapon (or ultimate weapon if you've played a lot of FF7), but I'd suggest you stick with the Unicorn Horn because of its defense boost.
- Thus concludes the world tour.

\\ Koori no Doukutsu ||

Items: Duel Helm -ID (Artifact), Star Cloak -ID, Piyohan, Charm Bottle, Tidal Wave (spell), Black Onyx, Silver Cape, Aqua Manto, Ring Shield, Misa Requiem -ID (Unique), Silver Plate (Unique), Ankh Shield (Artifact), Star Beret -ID, Gale Spread -ID (Unique), Pretty Mitten (Artifact)

Item (nc): Vorpall Sword (Unique, Temp)

Lost & Found: Longsword -ID / Arc Wind -ID (Ekimu)

Special: Jigenzan (waza)

Boss: Fenbeast

- You can access the caverns from a hidden path in the church in Freezekill.
- You'll need to use the Sorcerer Ring to unfreeze some stuff here.

[Boss] FWTIELV

- 30 000 HP RAIIII

- 12 000 xp, 9000 G

- A brutally hard boss.

- You should have Arche spamming Fireball to help keeping him back.

\\ Honoo no Tou ||

Items: Basilisk Uroko, Reflex -ID (Artifact), Myst Seven Hsan -ID (Unique), Moon Crystal, Mix Gummy, Mix Gummy, Ankh Shield (Artifact), Flare Manto, Bellbane, Milky Roosu, Milky Roosu, Holy Bottle, Explode (spell), Duel Helm -ID (Artifact), Life Bottle, Ring Shield, Reverse Doll, Star Cloak -ID, Mental Ring (Artifact), Star Beret -ID (Artifact), Ring Shield, Pretty Mitten (Artifact)

Item (nc): Furanveruju (Unique, Temp)

Lost & Found: Honoo no Omamori (Geraldine)

Special: Kokuusouhazan (waza)

Boss: Flamberk

- This is the tower surrounded by mountains northeast of Olive.
- First off, if you still haven't gotten Koori no Omamoris for everyone (RB Honoo no Omamori), you need to do it before you try to explore the tower. Otherwise you'll take extreme damage in the super-heated areas

(12,5% each second), and since it doesn't stop at 1 HP, it can quickly result in a game over.

- The enemies have fairly high defense here (Doom Knights, Geraldines and Yochoorus have 520 DFP, Hell Hounds have ab. 350). You'll want to cast either Valkyrie or Tidal Wave (you should explore the Ice Cave just enough to find that). Without Valkyrie, the Ice Coffin won't do (much) more damage than the Laser Blade or Arc Wind.

- Doom Knights have a special attack that reflects the damage they last received. If it's Tidal Wave, you're kind of dead.

- Start by exploring the areas beyond the closed door. Once you've gotten everything there, take the eastern path to eventually reach the boss.

[Boss] FWTIELV
- 45 700 HP, 300 TP ARIIII
- 30 000 xp, 19 800 G
- Use the Pole Axe and Cranequin.

Item (nc): Eternal Sword (Unique) \\ \ Treant no Mori ||
Lost & Found: Soul Steal -ID (Origin)
Special: Kuukanshouten'i (waza), Jikuusouhazan, Ten'isouhazan, Origin
Boss: Origin (+ Seraph)
- Once you have the swords from both dungeons, you can have Origin combine them into the Eternal Sword.

[Boss] FWTIELV
- 45 000 HP, 1000 TP RR RRAA
- 49 800 xp, 13 280 G

- Afterwards, you'll warp to Alvanista.

Item (nc): Earring (Unique) \\ \ Ary ||
- Stay at the inn. After the event, head to the cave west to reach Dhaos's Castle. Visiting the final dungeon will open up two side-quests: The Treasure Hunt and Moria Depths. I suggest you at least do the former before going any farther.
- The Earring is an accessory for Mint with a number of effects, including status immunity. She doesn't really need it, though, since she already has a Star Cloak.

Item (nc): Komonjo (Key) \\ \ Freezekill ||
- Talk to one of the NPCs in the cafe. Doing so will trigger the Treasure Hunt quest, in which you can fly around and look for hidden treasure. These locations can only be reached by flying. Perhaps you've stumbled upon some of them. It doesn't matter, though, as they're all empty until you actually trigger the quest. It's a bit of a shame you can't start it earlier
- Anyway. uh... There are 22 of them in total, and it's really easy to find all but a few of them. You should really use a map in that case. It can be hard to find them with nothing but a text description.

01. SE of Miguel (beach)
Item: Reverse Doll

02. South of Miguel (green plains)
Items: Blue Candle (Unique), Sephira (Unique)

03. West of Miguel (beach)
Items: Whale Meat, Black Onyx, Piyohan, Elixir, Green Torch (Unique), B-Line Shield (Unique)

04. NE of Seirei no Doukutsu (green plains, island)
Items: Dark Seal (Unique), Elixir, Mental Ring
05. NE of Seirei no Doukutsu (beach, island)
Items: Whale Meat, Protect Ring
06. North of Euclid (island)
Items: Whale Meat, Moon Crystal
07. East of Lone Valley (beach)
Item: Silver Cape
08. South of Venetsia (beach)
Items: Whale Meat, Reverse Doll
09. North of Alvanista (island)
Items: Whale Meat, Silver Cape, Resist Ring
10. NE of Alvanista (forest)
Item: Saint Halberd -ID (Unique)
11. South of Alvanista (island)
Item: Silver Mattock (Artifact)
12. SSE of Alvanista (tiny island)
Item: Rosania no Dress (Key, Temp)
- You can take this one back to the guy. You won't gain anything from it, though
13. East of Ymir (beach)
Item: Protect Ring
14. North of Olive (island)
Items: Whale Meat, Emerald Ring, Donabe
15. NE of Olive (island)
Items: Whale Meat, Elixir, Drum Set (Artifact), Elixir
16. SE of Midgards ruins (beach)
Items: 9x Bijoubu
17. North of Shirakaba no Mori (beach)
Items: Elixir, Golden Helm (Unique), Supefura (Artifact)
18. Northeast of Shirakaba no Mori (snowy plains)
Items: NG (Unique), Luck Blade -ID (Unique), Elven Boots (Artifact), Emerald Ring
19. NE of Midgards ruins (beach)
Items: R-Line Shield (Unique), Red Lantern (Unique), Duel Sword -ID (Unique), Elven Boots (Artifact), Elixir, Cat's Eye (Artifact)
20. North of where Dhaos's old castle was (island)
Items: Whale Meat, Whale Meat, Whale Meat
21. SW of Freezekill (beach + green plains)
Items: Whale Meat, Mental Ring, H Gauntlet (Unique)
22. West of Ary (green plains)
Items: Whale Meat, Resist Ring

Items: Holy Bottle, Sage, Star Shield (Artifact), Meteor Swarm (spell), Star Cloak -ID, Rune Bottle, Elixir, Mamu Bein -ID (Artifact), Derris Emblem, Derris Emblem, Star Mace -ID (Artifact), Star Glove (Artifact), Derris Emblem, Derris Emblem, Star Beret -ID, True Magic -ID (Unique), Spectacles, Charm Bottle, Holy Bottle, Sage, Star Helm -ID (Artifact), Wajjiiru Rapier -ID (Unique), Holy Bottle, Sage, Life Bottle, Emerald Ring, Holy Bottle, Rune Bottle, Mix Gummy, Savory, Apple Gummy, Sage, Dragon Steak, Reverse Doll, Mamu Bein -ID, Holy Bottle, Resist Ring, Lavender, Hourglass, Savory, Lavender, Magic Pouch (Unique), Elixir, Sage, Elven Boots, Dragon Steak

Lost & Found: Derris Emblem / Miracle Gummy (Roam Eye)

Bosses: Dark Eye, 2x Seal Eyes, (2x Seal Eyes), Dhaos 3, Feather Dhaos (& Dhaos Arm)

[Boss: Dark Eye] FWTIELV
- 56 600 HP, 100 TP IIIIIIIR
- 24 000 xp, 9800 G, Stone Check

- The southwest path from where you fight the Dark Eye takes you to the dungeons. There are no items there.
- Use Shuusouraihan, Indignation or Meteor Swarm to take out the Cardinals.
- Ninja Masters can petrify you.
- Not far into the dungeon, you'll find a staircase surrounded by walls. You can actually walk through a part of it. When you take these stairs, you'll arrive at a crossways with a symbol on the ground. When you step on it, everyone who isn't equipped with a Derris Emblem will be teleported into the dungeons. You already have one from Ary. You can find four of them in the nearby areas, each one guarded by a Hanzou, but it'll be just Cless alone. Pop in a Holy Bottle and get ready to run. A Stone Check is also recommended. You can also get Derris Emblems from Roam Eyes, but you should just go for the chests. If Cless isn't equipped with an emblem but some of your other characters are, they'll wait by the symbol and rejoin when you get back there.
- Head west from the second save point to reach the second boss.

[Boss: 2x Seal Eye] FWTIELV
- 62 600 HP, 50 TP ARRRAR
- 20 000 xp, 20 000 G
- A very difficult battle. If you get sandwiched between them, they're gonna whip you silly and f*ck you stupid. You may have to use a Chronoglass. Make sure it'll count.

- After the third save point, you'll find a teleport mirror and some walls you can walk through. The third boss is beyond the mirror, but it's completely optional. Considering how cunty these guys are, I highly recommend you skip it.
- When you equip the Magic Pouch, items will pop up in your inventory after walking a certain distance (a tone will tell you whenever this happens). You can RB it into a Magical Pouch, but you can find one of those later.
- Once you reach the fourth save point and the music changes, you're getting close. There are no items in these areas. Once you reach the fifth save point, the final boss awaits.

[Boss: Dhaos] FWTIELV
- 56 000 HP, 1000 TP, 330 ATP, 600 DFP IIIIIIR
- 50 000 xp, 32 000 G
- He will regenerate all physical damage until he's below 50% HP.
- His normal attacks can inflict Petrification.
- Dhaos Laser: 1200 | Dhaos Corridor: 2320 | Para-Triangle: Stun
- If you keep your distance, you don't have to worry about the three
aforementioned special attacks. When you're not close to him, he's
likely to try casting a spell. This gives you a nice opportunity to
attack.

|
[Boss] FWTIELV
- Head: 64 765 HP, 3765 TP RRRRIRRR
- Arm: 40 765 HP, 1765 TP RRRRIIRR
- He will likely spend most of the battle invincible. Don't hesitate
to use your Chronoglasses.
- He can cast Cure (5700), Tidal Wave (5168) and Meteor Swarm (6168).

\\ \\ Moria Depths ||

Items: Orange Gummy, Dark Bottle, Vegetable, Yellow Cake, Spectacles,
Life Bottle, Flare Bottle, Dark Bottle, Sage, Cheese, Black Hole (spell),
Roll Pan, Apple Gummy, Iron Glove, Iron Sallet, Broom, Mix Gummy,
Poison Check, Silver Cape, Leather Armor -ID, Miracle Charm,
Pine Gummy, Longsword -ID, Bahamut Tear -ID (Unique), Miracle Gummy,
Leather Armor -ID, Creamy Cheese, Stone Check, Longsword -ID,
Poison Check, Stone Check, Lemon Gummy, Leather Armor ID, Dragon Steak,
Resist Ring, Rune Bottle, Protect Ring, Combo Counter (Unique),
Lemon Gummy, Hamburger, Stone Check, Hamburger, Gold Armor -ID (Unique),
Poison Check, Resist Ring, Pine Gummy, Red Savory, Emerald Ring,
Reverse Doll, Protect Ring, Rune Bottle, Ice Coffin -ID,
Emerald Ring, Elixir, Apple Gummy, Feimufeisu -ID,
Emerald Ring, Orange Gummy, Reflex -ID (Artifact), Hourglass,
Star Beret -ID, Mythril Mesh -ID, Leather Helm -ID,
Mix Gummy, Hourglass, Life Bottle, Miracle Gummy, Miracle Gummy,
Mix Gummy, Mix Gummy, Elixir, Life Bottle, Miracle Gummy,
Miracle Gummy, Mix Gummy, Mix Gummy, Scout Orb (Unique),
Excalibur -ID (Unique), Extinction (spell), Shuusouraihanha (Ougi)

Lost & Found: Ivory (Bigfoot), Sage (Hell Master),
Self Bow S -ID / Berserk Arrow -ID (Beastmaster, Sokram),
Longsword -ID / Saint Rapier -ID (Isis),
Longsword -ID / Doom Blade -ID (Garfbeast),
Self Bow S -ID / Sand Spread -ID (Banshee)

Special: Chameleon, Gremlin Lair
Shop: Seafood - 60 G, Vegetable - 340 G
Boss: Wyvern

- Go north from B9 to find some people and the entrance to the new
areas. When you proceed past the first save point, all your Holy Bottles
will break. You won't be able to use those here (unless you get them
from the Pouch). The only other save point is right at the bottom.
If you're gonna do this, make sure you have a couple of hours at hand.
Don't hesitate to run away from enemies you have too much trouble with.
- The Exp is really good, and you can gain as many as 20 levels going
through the place.
- It's simple and linear up until B18.
- The Berserk Arrow is by far Chester's most powerful weapon.

- As far as I know, there is no way to kill the Land Urchin.

B12: Orange Gummy, Dark Bottle, Vegetable, Yellow Cake

B13: Spectacles, Life Bottle, Flare Bottle

B16: Dark Bottle, Sage, Cheese

- If you have the Emerald, you can get the Chameleon summon in the room with the gas.

B17: Emergency exit

B18: Black Hole, Roll Pan, Apple Gummy, Iron Glove, Iron Sallet, Broom, Mix Gummy

- Things get dark here. However, there are no items in the large area, but it connects to three smaller areas where the chests are (in the west, northeast and east).

B19a: Poison Check, Silver Cape, Leather Armor -ID, Miracle Charm, Pine Gummy, Longsword -ID, Bahamut Tear -ID

- The Bahamut Tear is not in the dark area.

B19b: Miracle Gummy, Leather Armor -ID, Creamy Cheese, Stone Check, Longsword -ID, Poison Check, Stone Check, Lemon Gummy, Leather Armor -ID, Dragon Steak, Resist Ring, Stone Check, Hamburger, Lemon Gummy, Rune Bottle, Protect Ring, Combo Counter, Hamburger, Gold Armor -ID, Poison Check, Resist Ring, Longsword -ID, Pine Gummy, Red Savory

- Once you have the Combo Counter, it will appear as an option in the Custom menu.

B20: Emerald Ring

B21: Rune Bottle, Reverse Doll, Protect Ring, Ice Coffin -ID, Emerald Ring, Elixir, Apple Gummy, Feimufeisu -ID (Artifact), Emerald Ring, Orange Gummy, Reflex -ID, Hourglass, Star Beret -ID, Mythril Mesh -ID, Leather Helm -ID, Mix Gummy

- You can get Gremlin Lair here if you have the Sapphire.

- Second save point.

[Boss] FWTIELV

- 41 000 HP, 400 TP R

- 50 000 xp, 10 000 G

- Hourglass, Life Bottle, Miracle Gummy, Miracle Gummy, Mix Gummy, Mix Gummy, Elixir, Life Bottle, Miracle Gummy, Miracle Gummy, Mix Gummy, Mix Gummy, Scout Orb, Excalibur -ID, Extinction, Shuusouraizanha

- The Scout Orb allows you to change the encounter rate.

Boss: Douzou & Okiyo \\ \ Euclid ||

- Win 8 battles at the arena to fight Suzu's parents. You don't need to win. Even if you win, it won't count as you beating the arena challenge.

[Boss]

- 15 000 xp, 10 000 G, Bijoubu, Ukiyoe

Special: Shishisenretsuha \\ \ Ninja no Sato ||

- Talk to Suzu's grandfather to obtain the ougi.

\\ \ Euclid ||

- You can fight at the arena in Euclid anytime once you reach the future. You'll fight 9 battles in a row with Cless solo. You can choose to quit after 8 battles in which case you'll receive 10 000 G.

- There are 8 different sets of enemies (as seen at the end of the enemy list). You'll go through them in the listed order once, after which one of them is chosen in random.

- The last enemy is always the Wyvern (except when you fight Suzu's parents).

- You can't use your own healing items during the challenge. You'll be provided with 3 Apple Gummies and 1 Orange Gummy. When your healing items are returned, they'll be in a different order.

- As usual, I use Shinkuhazan and Shugohoujin (I once got 34 hits on the Wyvern with Shugohoujin)

- Completing the challenge gives you the following prizes:

1st: Shishikouhazan

2nd: Supefura, Donabe, Hekiju

3rd: Poison Check, Paraly Check, Stone Check

4th: Beef, Chicken, Steak, Roosu, Juicy Beef, Milky Roosu, Dragon Steak, Tender Roosu

5th: Sage, Savory, Lavender, Bellbane, Red Sage, Red Savory, Red Lavender, Red Bellbane

6th: Panacea Bottle, Life Bottle, Flare Bottle, Liqueur Bottle, Rune Bottle, Charm Bottle

7th: Magical Broom, Magical Rouge, Magical Pouch, Magical Ribbon (Unique)

8th: Star Mace, Star Broom, Star Beret, Star Cloak

9th: Star Helm, Star Glove, Star Shield

nth: Apple Gummy, Orange Gummy, Lemon Gummy, Pine Gummy, Mix Gummy, Miracle Gummy

Tokugi

A01

Level Chart

Cless	Mint
Lv1	Lv1
Lv2 Majinken	Lv2
Lv3	Lv3 First Aid 5
Lv4	Lv4
Lv5 Hienrenkyaku	Lv5 Picohan 4
Lv6	Lv6
Lv7	Lv7
Lv8	Lv8 Deep Mist 3
Lv9 Shuusouraizan	Lv9
Lv10	Lv10
Lv11	Lv11 Delay 14
Lv12 Akisazame	Lv12
Lv13	Lv13
Lv14	Lv14 Heal 10
Lv15 Kogahazan	Lv15
Lv16	Lv16
Lv17	Lv17 Acid Rain 7
Lv18	Lv18
Lv19	Lv19
Lv20 Juushourai	Lv20 Antidote 8
Lv21	Lv21
Lv22	Lv22
Lv23 Hououtenku	Lv23 Nurse 20
Lv24	Lv24
Lv25	Lv25
Lv26	Lv26 Haste 16
Lv27 Shugohoujin	Lv27
Lv28	Lv28

Lv29	Lv29 Silence	6
Lv30	Lv30	
Lv31 Shinkuuhan	Lv31	
Lv32	Lv32 Dispel	14
Lv33	Lv33	
Lv34 Shuukihou	Lv34	
Lv35	Lv35 Barrier	15
Lv36	Lv36	
Lv37 Shishisenkou	Lv37	
Lv38	Lv38 Cure	22
Lv39	Lv39	
Lv40	Lv40	
Lv41 Senkuuretsuha	Lv41 Picopico Hammer	16
Lv42	Lv42	
Lv43	Lv43	
Lv44	Lv44 Valkyrie	15
Lv45 Gurenken	Lv45	
Lv46	Lv46	
Lv47	Lv47 Recover	18
Lv48	Lv48	
Lv49	Lv49	
Lv50 Goushourai	Lv50 Raise Dead	26
Lv51	Lv51	
Lv52	Lv52	
Lv53	Lv53	
Lv54	Lv54 Resurrection	32

Cless - Hissatsuwaza

Majinken | Lv2 | 2 | LR | E | enr

Shockwave that travels on the ground. Low damage (Str+Lv).

Hienrenkyaku | Lv5 | 4 | SR | |

3 hits. The last hit is 1,5x (tsuki), the first two are unarmed and will deal little to no damage.

Shuusourai | Lv9 | 8 | LR | T | enr+

Thunder blast with triple damage +unarmed kick.

Akisazame | Lv12 | 15 | SR | |

10 quick hits (tsuki) at 0,5xATP and 1,5x damage.

Kogahazan | Lv15 | 8 | SR | |

Two hits at 1,5x damage.

Juushourai | Lv20 | 6 | aR | | N/A, nm (no mastery)

Increase your DFP by 25%. The effect seems to last for the rest of the battle and will not wear off even if you die.

Hououtenku | Lv23 | 8 | LR | F | enr

Turn into a bird and crash into the enemy. Damage is 6*Str + ATP (unaffected by Valkyrie, etc.).

Shugohoujin | Lv27 | 5 | aR | | enr, nm

Create numerous energy particles. Damage per hit is $4 \times \text{Str} + \text{Lv}$.
Great damage potential, but hard to pull off because of the slow start-up (1,6s). The enemy also needs to be prevented from being pushed back.

Shinkuuhazan | Lv31 | 12 | SR | | nm

1 slow hit at triple ATP and a 1,5x damage multiplier. Decent horizontal range, but it'll miss anything above the ground. You'll be using this one a lot.

Shuukihou | Lv34 | 6 | aR | | N/A, nm

Heal yourself. The amount is $1000 + 50 \times \text{Str}$.

Shishisenkou | Lv37 | 14 | LR | | enr

Push the enemy then attack for double damage (tsuki). Can't push much.
Ignores weapon element.

Senkuuretsuha | Lv41 | 9 | SR | F | enr+

Fire blast (2,0x) + stab (2xATP and 1,5x damage).

Gurenken | Lv45 | 10 | SR | F | nm

4 hits max. The first one deals 1,5x damage. Quite unimpressive. If you want Fire-elemental damage, stick with Senkuuretsuha and Hououtenku.

Goushourai | Lv50 | 20 | aR | | N/A, nm

Increase your ATP by 50%.

Jigenzan | KnD | 25 | LR | |

3 hits at 1,5x damage. Seems to sometimes use Tsuki instead of Kiri.

Kokuusouhazan | HnT | 30 | SR | L | enr

Aura ($200 + \text{Str}$, Light) + energy wave (0,5x). The aura will likely only do a couple of hits, but can do more if the enemy is prevented from being pushed back. The shockwave can do 4 hits.

Kuukanshouten'i | TnM | 30 | aR | | enr+

Teleport and do 4 hits (tsuki, kiri, tsuki, kiri). The last one deals 1,5x damage. Damage from the teleport aura is $4 \times \text{Str} + \text{Lv}$.
It's possible to do a 5th hit when teleporting back, but it's very unlikely.

Majinsouhazan | Bela | 15 | LR | |

4 hits at 1,5x damage (and a Majinken).

Ougis

Majinhienkyaku 9 | The stab can do 2 hits.
Majinsouhazan 15 | 4 hits.
Majinsenretsuha 16 | -

Majinsenkuuha	10		The stab can do 2 hits.
Shishihienkyaku	12		The stab can do 2 hits.
Shishikouhazan	13		-
Shishisenretsuha	28		Akisazame while moving forward (no Shishisenkou)
Shishisenkuuha	13		The stab can do 2 hits.
Shuusouhienkyaku	17		The stab can do 2 hits.
Shuusouraihanha	20		Kogahazan can do 3 hits.
Shuusosenretsuha	21		-
Shuusosenkuuha	17		The stab can do 2 hits.
Hououtenshoukyaku	20		The stab can do 2 hits.
Hououshouhazan	25		Kogahazan does 4 hits.
Houousenretsuha	21		-
Hououtenkuuha	18		The stab can do 2 hits.
Jikuusouhazan	50		- (Won't run back)
Ten'isouhazan	40		Shockwave instead of combo.

01. Majinhienkyaku	Chika Bochi
02. Majinsouhazan	Belladam / Miguel
03. Shuusosenretsuha	Venetsia, 3000 G
04. Majinsenkuuha	Southwest of Midgards
05. Houousenretsuha	West of Alvanista
06. Majinsenretsuha	Alvanista, 6000 G
07. Shishihienkyaku	East of Ymir, 12 000 G
08. Shuusouhienkyaku	Midgards / Alvanista-F, 18 000 G
09. Shuusosenkuuha	Valhalla Plains, 50 000 G
10. Hououtenshoukyaku	Miguel, 20 000 G
11. Hououshouhazan	Oasis 1-F, 40 000 G
12. Shishisenkuuha	Freezekill, 33 000 G
13. Hououtenkuuha	Ary, 50 000 G
14. Jikuusouhazan	Treant no Mori (Origin)
15. Ten'isouhazan	Treant no Mori (Origin)
16. Shuusouraihanha	Moria B21
17. Shishisenretsuha	Ninja no Sato (after fighting Suzu's parents)
18. Shishikouhazan	Beat the Arena

In-game list

SR

Kogahazan	7
Shugohoujin	5
Akisazame	15
Shinkuuhazan	12
Gurenken	10
Shuukihou	6
Goushourai	20
Juushourai	6
Hienrenkyaku	4
Senkuuretsuha	9
Kokuusouhazan	30
Kuukanshouten'i	30

LR

Majinken	2
Shugohoujin	5
Shishisenkou	14
Shuukihou	6
Goushourai	20
Juushourai	6

Hououtenku	8		
Shuusouraihan	8		
Kuukanshouten'i	30		
Jigenzan	25		
Majinhienkyaku	9	Majinken	Hienrenkyaku
Majinsouhazan	15	Majinken	Kogahazan
Majinsenretsuha	16	Majinken	Akisazame
Majinsenkuuha	10	Majinken	Senkuuretsuha
Shishihienkyaku	12	Shishisenkou	Hienrenkyaku
Shishikouhazan	13	Shishisenkou	Kogahazan
Shishisenretsuha	28	Shishisenkou	Akisazame
Shishisenkuuha	13	Shishisenkou	Senkuuretsuha
Shuusouhienkyaku	17	Shuusouraihan	Hienrenkyaku
Shuusouraihanha	20	Shuusouraihan	Kogahazan
Shuusousenretsuha	21	Shuusouraihan	Akisazame
Shuusousenkuuha	17	Shuusouraihan	Senkuuretsuha
Hououtenshoukyaku	20	Hououtenku	Hienrenkyaku
Hououshouhazan	25	Hououtenku	Kogahazan
Houousenretsuha	21	Hououtenku	Akisazame
Hououtenkuuha	18	Hououtenku	Senkuuretsuha
Jikuusouhazan	50	Jigenzan	Kokuusouhazan
Ten'isouhazan	40	Kuukanshouten'i	Kokuusouhazan

Mint - Houjutsu

	Lv	MP	tgt	base + mod	max
First Aid	3	5	s	100 + 2*Lv	300
Heal	14	10	s	500 + 8*Lv	1300
Nurse	23	20	A	800 + 8*Lv	1600
Cure	38	22	s	2500 + 32*Lv	5700
Resurrection	54	32	A	1600 + 32*Lv	4800

- Acid Rain: Reduce enemy DFP by 50%.
- Protection: Increase DFP by 25%. At AI settings 1 and 2, Mint will cast this automatically if you receive damage that is greater than 1/8 mHP (albeit with a delay on setting 2).
- Valkyrie: Increase ATP by 50%. At AI settings 1 and 2, Mint will cast this automatically if Cless deals damage that is less than 1/16 of the enemy's mHP (albeit with a delay on setting 2).
- Recover: Remove status ailments. Affects multiple characters during battle.
- Raise Dead. Revive a character with 25% HP.
- Dispel: Remove Bleeding, DFP Down, Delay.
- Picohan: Throw a hammer that may stun an enemy. Used by the AI on 1 and 2.
- Picopico Hammer. Try to stun all enemies on screen. Used by the AI on 1 & 2.

Arche - Mahou

Distortion	-	18	s	Instant Death
Death Cloud	-	25	s	Instant Death
Black Hole	-	35	A	Instant Death
Extension	-	50	A	Instant Death
Fireball	F	3	s	10 + 4*Lv 406
Lightning	T	4	s	15 + 4*Lv 411
Ice Needle	W	4	s	20 + 4*Lv 416
Grave	E	4	s	30 + 4*Lv 426
Eruption	F	8	a	100 + 4*Lv 496
Storm	I	8	A	100 + 4*Lv 496
Fire Wall	F	12	s	8*Lv 792

Ice Tornado	W 10 s	20 + 8*Lv	812
Stone Wall	E 10 s	50 + 8*Lv	842
Ice Wall	W 12 s	100 + 8*Lv	892
Tractor Beam	V 12 a	200 + 8*Lv	992
Thunder Blade	T 12 A	300 + 8*Lv	1092
Flare Tornado	F 15 s	400 + 8*Lv	1192
Ray	L 15 A	500 + 8*Lv	1292
Firestorm	F 18 A	600 + 16*Lv	2184
God Breath	I 18 A	700 + 16*Lv	2284
Explode	F 25 A	1000 + 32*Lv	4168
Indignation	T 30 A	1500 + 32*Lv	4668
Tidal Wave	W 25 A	2000 + 32*Lv	5168
Meteor Swarm	V 40 A	3000 + 32*Lv	6168

Fireball	Lightning	Ice Needle
Grave	Eruption	Storm
Ice Tornado	Stone Wall	Tractor Beam
Fire Wall	Thunder Blade	Ice Wall
Flare Tornado	Ray	Fire Storm
God Breath	Distortion	Explode
Indignation	Tidal Wave	Death Cloud
Meteor Swarm	Black Hole	Extension

Fireball	Def
Ice Needle	Def
Ice Tornado	Euclid / Lone Valley-F
Grave	Euclid / Lone Valley-F
Eruption	Belladam / Miguel
Lightning	Venetsia, 200 G
Storm	Venetsia, 1000 G
Tractor Beam	Alvanista, 4000 G
Thunder Blade	Alvanista, 12 000 G
Stone Wall	Seirei no Doukutsu
Fire Wall	Nessa no Doukutsu
Ray	12-Seiza no Tou
Indignation	Midgards
Fire Storm	Dhaos no Shiro / Nessa no Doukutsu-F
Distortion	Dhaos no Shiro / Shinshokudou-F
God Breath	Thor
Death Cloud	West Island
Ice Wall	Shinshokudou
Flare Tornado	Treant no Mori
Explode	Honoo no Tou
Tidal Wave	Koori no Doukutsu
Meteor Swarm	Dhaos no Shiro 2
Black Hole	Moria Depths
Extension	Moria Depths

Klarth - Shoukanjutsu

Sylph	I 5 s	100 + 2*Lv	298
Undine	W 8 A	350 + 4*Lv	746
Gnome	E 14 A	250 + 8*Lv	1042
Luna	L 24 A	400 + 16*Lv	1984
Maxwell	V 20 a	140...2300	x8
Shadow	L 25 A	2000 + 16*Lv	3584
Ifrit	F 16 A	10 + 2*Lv	208 x20 (4160)

Volt	T 32 A 1000 + 32*Lv 4168
Origin	V 40 A 4200 4200
Asuka	L 28 A 3000 + 16*Lv 4584
Gremlin Lair	V 45 A 3600 + 32*Lv 6768
Chameleon	- 40 s Instant Death

Sylph	Undine	Gnome
Ifrit	Maxwell	Luna
Shadow	Asuka	Volt
Origin	Gremlin Lair	Chameleon

Sylph	Opal (Lone Valley)	Lone Valley
Gnome	Ruby (West Island)	Seirei no Doukutsu
Undine	Aquamarine (Alvanista)	Shinshokudou
Ifrit	Garnet (Alvanista)	Nessa no Doukutsu
Maxwell	Turquoise (Moria)	Moria Koudou
Luna	Moonstone (Treant)	12-Seiza no Tou
Volt	Sardonyx (Euclid)	Volt no Doukutsu
Shadow	Amethyst (Lone Valley)	Cave near Ary
Asuka	Topaz (Treant)	Thor
Origin	Diamond (Thor)	Treant no Mori
Chameleon	Emerald (Seirei no Dk)	Moria Depths
Gremlin Lair	Sapphire (Shinshokudou)	Moria Depths

Misc.

A02

Titles

- There are 12 titles in total. These have no effect on your stats or abilities. They merely indicate certain accomplishments.
- You can't use the default title once you've switched to any other title.
- Some of the titles you can obtain in Alvanista require the titles preceding it (except Swordmaster, Fencer, Last Fencer).
- If you meet the requirement on the field, you need to trigger a battle before the title is available (not in Euclid).
- Some titles add a star next to your level in the status screen. At most, you can have 8 stars.
- The stars you get from titles given in Alvanista are added as soon as you meet the requirements.

Kenshi Minarai | Default

Alvanista-P/F

Kenshi	Obtain and learn Majinhienkyaku (+1)
Jukuren Kenshi	Reach Lv20
Tatsujin Kenshi	Reach Lv40
Swordmaster	Obtain and learn 6 Ougis (+1)
Fencer	Obtain and learn all 18 Ougis
Rasuto Fencer	Reach Lv99 and learn all Ougis (+1)

Euclid-F

Berserker	1000 battles (+1)
Combo Master	Combo Command + Combo Counter (+1)
Samurai	Obtain the Muramasa (+1)

Druaga Mania | Obtain all Druaga items (+1)
Champion | Defeat 8 enemies at the Arena (+1)

Misc

Sage	HP +5%	Red Sage	HP +10%
Savory	TP +5%	Red Savory	TP +10%
Lavender	Str +1	Red Lavender	Str +2
Bellbane	Agl +1	Red Bellbane	Agl +2

- Magic Pouch: Talisman, Broom, Life Bottle, Rabbit Symbol, Steak, Iron Boots, Holy Bottle, Cloak, Manto, Rod, Ribbon, Longsword, Tsuruhashi, Spectacles, Rope, Battle Axe, Sukebehon
- Magical Pouch: Feat Symbol, Sukebehon, Holy Symbol, Liqueur Bottle, Poison Check, Life Bottle, Battle Axe, Orange Gummy, Longsword, Holy Bottle, Rod, Cloak, Yellow Cake, Broom, Apple Gummy, Protect Ring, Ribbon, Halberd, Spectacles, Magical Rouge,

Cat's Eye	300k - Elf-F / 70k Elf-P, 39k Midgards
Ivory	32k - Venetsia-F
Yellow Cake	240k - Olive-F / 27k, Midgards
Touchuukasou	30k - Alvanista-F
Whale Meat	30k - Alvanista-F
Ukiyoe	49,5k - Elf-F

Soundtrack

01. Yume wa Owaranai	OP
02. Decisive	Dhaos 1
03. The Stream of Time	Event (Opening part 1)
04. Defiance	Event (Opening part 2)
05. Harmonious Moment	Totis / Miguel
06. Hydropolis	Venetsia
07. Vigorous Town	Alvanista
08. Serene Weather	Belladam
09. Mystic Forest	Overworld 1 / Seirei no Mori
10. Freeze	Freezekill
11. Underground Way	Dungeon 1
12. Mint	Mint's Theme
13. Desolate Road	Desolate Road
14. Sylphs'	Lone Valley
15. Retaliation	Chika Bochi
16. Morlia Gallery	Moria Koudou
17. Field of Sunset	Event
18. Martel	Martel's Theme
19. Arche	Arche's Theme
20. Tasteful	Boukensha Guild (Past)
21. Good Wine Makes Good Blood	Boukensha Guild (Future)
22. Sakuraba Solo	Sakuraba Solo
23. Lake on Ymir	Ymir no Mori
24. Triumph	Castle
25. Abyss of Thor	Thor
26. Open Fire	Arena
27. Threatening Sky	Battle in the Sky
28. Aviators	Rea Bird
29. Burning Tower	Honoo no Tou

30. Perverse Religion	Church
31. Fulfill Mission	Dhaos no Shiro 2 A
32. Hurry Up	Event
33. Be Absentminded	Event
34. Take Up the Cross	Battle
35. Go a Step Further	Victory
36. Overcome Difficulties	Boss
37. Conclusion	Dhaos 2/3
38. Who Is Good or Evil?	Feather Dhaos
39. Raising a Curtain	Overworld 2
40. The Second Act	Overworld 3
41. Final Act	Overworld 4
42. Olive Village	Olive
43. Contract	Obtained
44. Awakening	Resting
45. Euclid	Euclid
46. Premonition	Title
47. As Time Goes on	Euclid (Past)
48. Penetrate	Ending
49. Emergency	Event
50. Resurrection [sic]	Event
51. Dark Cave	Dungeon 2
52. Bright Moonlight Night	Event
53. Oasis	Oasis
54. Mid Galds	Midgard
55. Ary	Ary
56. Castle of the Dhaos	Dhaos no Shiro 1
57. Forest of the Treant	Treant no Mori
58. Unicorn	Shirakaba no Mori
59. Cave of Illusion	Volt no Doukutsu
60. Biting Cold	Koori no Doukutsu
61. Ah My God...	Game Over
62. Mysterious Ja"p"on	Ninja no Sato
63. Go Over Adversity	Dhaos no Shiro 2 B
64. Fighting of the Spirit	Summon Boss

- The two street race tunes are not included in the sound player for some unfortunate reason.

Experience Chart

Lv1		0				
Lv2		10		10		
Lv3		35		25		15
Lv4		85		50		25
Lv5		170		85		35
Lv6		300		130		45
Lv7		485		185		55
Lv8		735		250		65
Lv9		1060		325		75
Lv10		1470		410		85
Lv11		1975		505		95
Lv12		2707		732		227
Lv13		3577		870		138
Lv14		4597		1020		150
Lv15		5779		1182		162
Lv16		7135		1356		174
Lv17		8677		1542		186
Lv18		10 417		1740		198

Lv19		12	367		1950		210
Lv20		14	539		2172		222
Lv21		16	945		2406		234
Lv22		20	039		3094		688
Lv23		23	434		3395		301
Lv24		27	144		3710		315
Lv25		31	183		4039		329
Lv26		35	565		4382		343
Lv27		40	304		4739		357
Lv28		45	414		5110		371
Lv29		50	909		5495		385
Lv30		56	803		5894		399
Lv31		63	110		6307		413
Lv32		70	806		7696		1389
Lv33		79	006		8200		504
Lv34		87	726		8720		520
Lv35		96	982		9256		536
Lv36		106	790		9808		552
Lv37		117	166		10 376		568
Lv38		128	126		10 960		584
Lv39		139	686		11 560		600
Lv40		151	862		12 176		616
Lv41		164	670		12 808		632
Lv42		179	808		15 138		2330
Lv43		195	693		15 885		747
Lv44		212	343		16 650		765
Lv45		229	776		17 433		783
Lv46		248	010		18 234		801
Lv47		267	063		19 053		819
Lv48		286	953		19 890		837
Lv49		307	698		20 745		855
Lv50		329	316		21 618		873
Lv51		351	825		22 509		891
Lv52		377	845		26 020		3511
Lv53		404	895		27 050		1030
Lv54		432	995		28 100		1050
Lv55		462	165		29 170		1070
Lv56		492	425		30 260		1090
Lv57		523	795		31 370		1110
Lv58		556	295		32 500		1130
Lv59		589	945		33 650		1150
Lv60		624	765		34 820		1170
Lv61		660	775		36 010		1190
Lv62		701	717		40 942		4932
Lv63		744	012		42 295		1353
Lv64		787	682		43 670		1375
Lv65		832	749		45 067		1397
Lv66		879	235		46 486		1419
Lv67		927	162		47 927		1441
Lv68		976	552		49 390		1463
Lv69		1 027	427		50 875		1485
Lv70		1 079	809		52 382		1507
Lv71		1 133	720		53 911		1529
Lv72		1 194	224		60 504		6593
Lv73		1 256	444		62 220		1716
Lv74		1 320	404		63 960		1740
Lv75		1 386	128		65 724		1764
Lv76		1 453	640		67 512		1788
Lv77		1 522	964		69 324		1812
Lv78		1 594	124		71 160		1836

Lv79		1	667	144		73	020		1860
Lv80		1	742	048		74	904		1884
Lv81		1	818	860		76	812		1908
Lv82		1	904	166		85	306		8494
Lv83		1	991	591		87	425		2119
Lv84		2	081	161		89	570		2145
Lv85		2	172	902		91	741		2171
Lv86		2	266	840		93	938		2197
Lv87		2	363	001		96	161		2223
Lv88		2	461	411		98	410		2249
Lv89		2	562	096		100	685		2275
Lv90		2	665	082		102	986		2301
Lv91		2	770	395		105	313		2327
Lv92		2	886	343		115	948		10 635
Lv93		3	004	853		118	510		2562
Lv94		3	125	953		121	100		2590
Lv95		3	249	671		123	718		2618
Lv96		3	376	035		126	364		2646
Lv97		3	505	073		129	038		2674
Lv98		3	636	813		131	740		2702
Lv99		3	771	283		134	470		2730

Equipment List

A03

- A location in brackets means the item can be found in that location.
- A price in brackets means the item can only be bought during a limited window of time.

Buki (Cless)

		Kiri	Tsuki	Ele	Price	
Rapier		2	9		180	Euclid-P, Morrison-F
Verdan		4	28		(700)	Belladam
Longsword		5	5		140	Euclid-P, Belladam, D:C, drop
Saber		8	5		200	Euclid-P, Morrison-F
Colichemarde		8	26		(1400)	Alvanista-P
Knight's Saber		15	8	F	-	(Totis)
Fine Saber		25	18		(700)	Belladam
Battle Axe	A	35	2		(700)	Belladam, M.Pouch
Walloon Sword		50	50		(1600)	Venetsia-P
Crescent Axe	A	65	10		(1800)	Venetsia-P
Corsesca	P	50	106		2400	Venetsia-P, Olive-F
Gungnir	P	96	122		-	(Alvanista-P)
Halberd	P	105	105		4000	Alvanista-P, Olive-F
Feimufeisu		108	60	W	-	Meyer; Alvanista-P (race-4), ID
Bardiche	A	115	15		2980	Alvanista-P, Olive-F
Strike Axe	A	140	20	T	-	(Ifrit), ID
Slayer Sword		200	200	E	-	Sarven, ID
Mech Halberd	P	200	210		(22 000)	Midgards
Sadin Glaive	P	210	424		22 500	Miguel
Dragon Tooth		220	750	E	-	Dragon Tooth, ID
Moon Falx		260	200	L	-	Dragon Knight, ID
Saint Rapier		300	1600	L	-	Isis, ID
Damascus Sword		350	315		22 700	Miguel
Sinclair		424	220		23 700	Venetsia-F
Holy Sword		480	480	L	50 000	Alvanista-F, ID

Hard Cleaver	A	500	100		32 000	Venetsia-F
Flare Baselard		580	595	F	100 000	Olive-F, ID
Ice Coffin		595	580	W	100 000	Ary, ID
Naginata	P	600	900		180 000	Ninja Vlg
Destroyer		630	290		60 000	Ary, drains user's TP
Wajiiiru Rapier		700	1200	V	-	(Dhaos-F), ID, can't flinch
Duel Sword		800	780	E	-	(Treasure Hunt), ID
Luck Blade		800	800		-	(Treasure Hunt), ID
Saint Halberd	P	840	640	W	-	(Treasure Hunt), ID
Laser Blade		850	650	L	200 010	3SH, Freezekill
Pole Axe	P	850	150		44 600	Alvanista-F
Arc Wind	P	860	720	I	-	Ekimu, ID
Vorpal Sword		900	900	W	-	(Ice Cave)
Furanveruju		900	900	F	-	(Fire Tower)
Muramasa		910	780	E	-	(Ninja)
Eternal Sword		910	910		-	(Treant-F)
Bahamut Tear	A	1290	1290	V	-	(Moria-F), ID
Doom Blade		1300	1100	V	-	Garfbeast, ID
Excalibur		1390	1390	V	-	(Moria-F), ID

Yumi (Chester)

Self Bow S		8			80	Euclid-P, Ary (ID), D:E, drop
Self Bow L		20			200	Euclid-P, Morrison-F
Composite Bow		500			3000	Miguel
Cranequin		620			7000	Alvanista-F, 2S
Aqua Spread		800		W	100 000	Ary;Living Knight,Kraken,ID, 2S
Flare Spread		800		F	-	Flame Ji; Alv-F (race-3),ID, 2S
Gale Spread		800		I	-	(IceCave), ID, 2S
Sand Spread		800		E	-	Banshee, ID, 2S
Crescent Arrow		1320		T	74 000	Freezekill
Elven Bow		1590			-	(Elf-F)
Soul Steal		1700		V	-	Origin, ID, drains user's HP
Berserk Arrow		1820			-	Sokram, ID, 2S

Tsue (Mint)

Rod		2			10	Euclid-P, Morrison-F
Gem Rod		15			(600)	Venetsia-P
Ruby Wand		30			1240	Alvanista-P, Olive-F
Rune Staff		85		V	-	(Moria)-ID, (Dhaos-P)
Unicorn Horn		135			-	(Unicorn), DFP +12
Holy Staff		180		L	6000	Freezekill
Star Mace		330			-	(Dhaos-F), ID
BC Rod		420			-	(Treant-F)

Houki (Arche)

Broom		20			-	D:A, M.Pouch
Mysti Broom		100			-	(Moria)
Magical Broom		200			-	(Dhaos-P), (Arena)
Sylphi Broom		380		I	-	(Volt)
Deck Brush		500			1980	Elf-F
Star Broom		640			-	(Elf-F)

Hon (Klarth)

Sukebehon		3			-	(Demitel); Gnome; Grimlock-ID
Necronomicon		20			-	D:K
Yellow Kings		60			-	Demitel, ID
Celaeno Fragments		60			-	(Alvanista-P)
Liber Ivonis		70			-	(Demitel); Undine, ID
Aquadingen		120			-	(Zodiac)
G'harne Fragments		350			-	(Volt)

Misa Requiem		500				-		(IceCave), ID
Myst Seven Hsan		500				-		(FireTower), ID
True Magic		700				-		(Dhaos-F), ID
NG		765				-		(Treasure Hunt), can't flinch

Karada		DFP	Chr	Elem				
Leather Armor		2	CEK		(120)		Euclid-P, D:CE	
Chain Mail		4	CE		900		Euclid, Morrison-F	
Ring Mail		7	CE		(1200)		Belladam	
Splint Mail		9			(1900)		Venetsia-P	
Breast Plate		13	CE		3600		Alvanista-P, Olive-F	
Plate Mail		18	C	FWTIELV	(24 500)		Midgards	
Mythril Mesh		18	all	I	30 000		(Moria)x2-ID, Miguel	
Mythril Plate		28	CE	A	50 000		Venetsia-F	
Reflex		35	CE	RRR I	-		(FireTwr), (Moria-F), ID	
Silver Plate		37	CE		-		(Ice Cave)	
Rare Plate		38	CEK R		82 000		Island Armory	
Mamu Bein		60	CE	RRR AR	-		(Dhaos-F)x2, ID, I:IDeath	
Gold Armor		65	C	A AA A	-		(Moria-F), ID	
Cloak		3	MAK		-		D:MA, M.Pouch	
Amber Cloak		6	MAK		(610)		Belladam, D:K	
Silver Cloak		12	MAK		2500		Alvanista-P, Midgards, Olive-F	
Mythril Mesh		18	all	I	30 000		(Moria)x2-ID, Miguel	
Holy Cloak		25	MAK	I	56 000		Miguel	
Kuroi Fuku		50	A	AAAAA	10 000		Elf-F	
Star Cloak		55	MAK	R R	-		(Volt);(Ice);(Fire),ID, I:all	

Atama							
Leather Helm		1			(600)		Euclid-P
Iron Sallet		3			(840)		Belladam
Aametto Helm		5			1320		Venetsia-P, Olive-F
Cross Helm		10			5000		Miguel
Duel Helm		19			-		(IceCave); (FireTower), ID
Rare Helm		20		R:T	31 000		Island Armory
Star Helm		26			-		(Dhaos-F), ID
Golden Helm		28			-		(Treasure Hunt), Eva +20

Beret		1			-		D:M
Ankh Beret		3			(800)		Venetsia-P, D:K
Rando Beret		5			1420		Alvanista-P, Olive-F
Fine Beret		12			(3600)		Midgards
Star Beret		16			-		(IceC); (FireT); (Dh-F), ID

Ribbon		2			10		D:A, Venetsia-F
Blue Ribbon		5			840		(Sylph), Alvanista-P, Olive-F
Stripe Ribbon		9			(4000)		Midgards
Pretty Ribbon		18			7500		Venetsia-F
Magical Ribbon		25			-		(Arena)

Ude							
Leather Glove		1	C		150		Euclid-P, Morrison-F
Iron Glove		2	CE		(600)		Venetsia-P
Gauntlet		4	CE		1200		Alvanista-P, Olive-F
Mythril Glove		10	CE		10 000		Venetsia-F
Pretty Mitten		15	MA		-		(IceCave), (FireTower)
Rare Gauntlet		15	CE	R:E	59 400		Island Armory
Star Glove		24	CE		-		(Dhaos-F)
H Gauntlet		26	C		-		(Treasure Hunt)

Tate	DFP	Eva			
Wood Shield	0	30		(50)	Euclid-P, D:C
Round Shield	0	40		300	Euclid-P, Morrison-F
Kite Shield	0	60		(600)	Euclid-P
Fiito Shield	0	70		(1150)	Venetsia-P
Fine Shield	0	80		(15 800)	Midgards
Ankh Shield	5	95		-	(IceCave), (FireTower)
R-Line Shield	15	100		-	(Treasure Hunt)
Rare Shield	15	100	R:W	48 500	Island Armory
Ring Shield	20	100	EMAK	-	(Volt), (IceCave), (FireTwr)x2
Star Shield	23	100		-	(Dhaos-F)
B-Line Shield	25	100		-	(Treasure Hunt)

Accessories

Paraly Check	I:Paralysis
Stone Check	I:Petrification
Mysti Symbol	Reduces casting time
Piyohan	Reduces Stun time
Holy Symbol	5% HP regen
Persia Boots	Reduces all damage by 30%, Eqp:CEMK
Magic Mist	Run away 50% faster
White Mist	Run away 30% faster
Mental Ring	Regenerates 1 TP every 5 seconds
Fairy Ring	Reduces TP consumption by half (mages only)
Emerald Ring	Reduces TP consumption by 1/3
Feet Symbol	Increases ATP by 10%
Nightmare Boots	Increases movement speed by 50%
Jet Boots	Allows you to run on the field by holding Cancel
Koori no Omamori	I:F, no heat damage in Honoo no Tou
Honoo no Omamori	I:W
Princess Cape	DFP +8, R:F (+ occasional F magic evade)
Silver Cape	R:F (+ occasional F magic evade)
Flare Manto	R:F (+ occasional F,E magic evade)
Aqua Manto	R:W (+ occasional W,I magic evade)
Elven Manto	DFP +12, Eva +10%, R:FWTV
Earring	ATP +100, DFP +20, Eva +50, I:V, I:all, Mint only
Opal	DFP +15
Ruby	ATP +50
Garnet	A:F
Aquamarine	A:W
Sapphire	A:T
Sardonyx	A:I
Amethyst	A:E
Moonstone	A:L
Topaz	Increases critical hit rate
Turquoise	TP +30%
Emerald	HP +30%
Diamond	ATP +100, DFP +20, Eva +40, Luck +50, I:FW, I:ID
Sorcerer Ring	Shoots sparks
Derris Emblem	Pass the seal in Dhaos no Shiro 2
Magic Pouch	Obtain items by moving in areas with encounters
Magical Pouch	Obtain items by moving in areas with encounters
Pikurusu Stone	Immune to Tractor Beam
Black Onyx	HP +30%
Moon Crystal	TP +30%

Blue Talisman		DFP +10%	
Talisman		DFP +5%	
Thief's Manto		Eva +5%	
Reverse Doll		Auto-Life, 99% break	
Poison Check		I:Poison	
Dark Seal		1,5x Exp, can't use waza, Cless only	
Demon Seal		2,0x Exp, can't use waza, DFP = 0, Cless only	
Silver Mattock		Protects from Wall spells	
Elven Boots		Increases movement speed by 20%	
Iron Boots		Reduces movement speed and knockback	
Combo Command		Execute any waza with certain command inputs	
Force Ring		Immune to physical damage, 50% break	
Protect Ring		Immune to physical damage, 99% break	
Reflect Ring		Immune to magical damage, 50% break	
Resist Ring		Immune to magical damage, 99% break	
Rabbit Symbol		Luck +10%	
Leather Manto			
Manto			
Stone Check		46 200	Alvanista F, (Treant no Mori)
Paraly Check		26 200	Alvanista
Mysti Symbol		65 800	Alvanista, (Belladam Harbor), (Dhaos no Shiro)
Piyohan		-	(Treant no Mori)x2, (Dhaos no Shiro)
Holy Symbol		10 000	Alvanista, (Treant no Mori)
Persia Boots		-	RB:Iron Boots
Magic Mist		-	RB:White Mist
White Mist		5100	Alvanista
Fairy Ring		-	RB:Emerald Ring
Emerald Ring		-	Dhaos, Volt, (Volt no Doukutsu), (Treasure hunt)x2
Mental Ring		-	(Oasis), (Alvanista-P), (Dhaos), (Honoo no Tou)
Feet Symbol		7200	Alvanista
Nightmare Boots		-	RB:Persia Boots
Jet Boots		210	
Koori no Omamori		-	RB:Honoo no Omamori
Honoo no Omamori		-	Geraldine
Earring		-	(Ary)
Elven Manto		9560	Elf Village F
Princess Cape		-	RB:Silver Cape
Silver Cape		3300	Alvanista
Flare Manto		-	(Oasis), (Dhaos no Shiro), RB:Manto
Aqua Manto		-	(Shinsokudou), (Dhaos no Shiro),RB:Leather Manto
Opal		-	(Lone Valley)
Ruby		-	(West Island)
Garnet		-	(Alvanista)
Aquamarine		-	(West Island)
Sapphire		-	(Shinsokudou)
Sardonyx		-	(Euclid F)
Amethyst		-	(Lone Valley F)
Moonstone		-	(Treant no Mori)
Topaz		-	(Treant no Mori)
Turquoise		-	(Moria)
Emerald		-	(Seirei no Doukutsu F)
Diamond		-	(Thor)
Sorcerer Ring		-	(Nessa no Doukutsu)
Derris Emblem		-	(Ary), (Dhaos no Shiro 2)

Magic Pouch		-		(Dhaos no Shiro 2)
Magical Pouch		-		(Euclid F)
Pikurusu Stone		-		
Black Onyx		-		RB: Moon Crystal
Moon Crystal		-		RB: Black Onyx
Blue Talisman		-		RB: Talisman
Talisman		2000		
Thief's Manto		2000		Olive
Reverse Doll		-		
Poison Check		6200		Alvanista
Dark Seal		-		(Treasure hunt)
Demon Seal		-		RB: Dark Seal
Silver Mattock		-		(Treasure hunt)
Elven Boots		-		(Treasure hunt)x2
Iron Boots		1010		Euclid
Combo Command		5m		Island Armory
Force Ring		-		RB: Protect Ring
Protect Ring		-		
Reflect Ring		-		RB: Resist Ring
Resist Ring		-		
Rabbit Symbol		200		
Leather Manto		100		
Manto		20		

Enemy List

A04

F = Fire (Hi) R = Resistant
W = Water (Mizu) I = Immune
T = Thunder (Kaminari) A = Absorb
I = Wind (Kaze) W = Weak
E = Earth (Chi)
L = Light (Hikari)
V = Void (Mu)

	HP	Xp	G	FWTIELV	
G.Bee	10	3	2		Apple Gummy
Bugbear	70	5	4	W	Cheese
Owl	50	5	16		
Wolf	110	6	12		Apple Gummy, Beef
Ferocious	80	25	37		Chicken
Sewers					
Ochre Jelly	80	9	10		Apple Gummy
G.Leech		6	6		
Chika Bochi					
G.Slug	120	11	33		
Ghoul	110	15	22		Panacea Bottle
Skeleton	100	12	50		Apple Gummy, Longsword
Living Dead	130	24	20		Liqueur Btl, Life Bottle
Golem	280	201	410	A	Holy Bottle

Belladam

Bogle		160		30		150		W W		Spectacles
Hornet		120		33		66		W W		
Killer Wolf		280		80		92				Roosu

Lone Valley

Harpy		200		66		155		W W		Apple Gummy
Sylph a		100								
Sylph b		150						A		Rune Bottle
Sylph c		150						A		Rune Bottle
Geist		260		85		106				Liqueur Bottle
Hell Master		4700		12		6				

West Island

Bone Knight		450		120		212				
Lility		600								Rune Bottle

Alvanista region

Raptor King		620		180		150		W W		Chicken
G.Toad		620		120		141		WA		
Hill Giant		1050		150		161		W		

Seirei no Doukutsu

Clay Idol		1		1		1		AAAAA		
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Shinshokudou

G.Red Cell		650		320		85		WAWI		Panacea Bottle
Nereid		1000		350		180		WA R		
Squid		2243		350		200		WA I		Seafood

Olive region

	HP	Xp	G	FWTIELV						
Agumi		860		230		61		I RWW		Beef
Desert Fly		900		225		141		AW		Flare Bottle
Diira		600		150		5				
Basilisk		4850		2150		520		AW A		Basilisk Uroko, Stone Check

Nessa no Doukutsu

Ogre		1300		200		251		IW		
Azar		1200		150		100		AWII		PikurusuStone, Rune Bottle

Moria Koudou

G.Bat		420		100		71		W W		
Caveman		750		80		81		W W W		Ringo
Poison Toad		820		110		100				
Gargoyle		1250		180		81				
Black Bat		320		100		71		W W		
Lizard Fly		870		250		115		RW W		

Ymir no Mori

Lizardman		1270		220		182		WA		Longsword-ID, Holy Bottle
Oakrot		2250		200		620		W W		Ringo, Koushuu Ringo
Water Lily		820		200		181		WA		Life Bottle

Treant no Mori

Drake		1500		600		201		WAW		
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Midgards region

Sarven		1800		300		200		I I		LongSD-ID, Slayer Sword-ID
Coyote		1000		320		51				Roosu

12-Seiza no Tou

Dark Mage		1100		280		234	RRIRR		PikurusuStone, Resist Ring
Clay Golem		2270		420		405	IWIIA		
Corpse		1550		280		340	W		Rune Bottle

Valhalla Heigen

Gaze Hound		2250		1350		200	R R IW		
Mighty Oak		3050		1550		305	WAW		Ringo, Koushuu Ringo
War Vulture		1800		1100		1320	W W R		Chicken
Clay Demon		1150		1030		1000			Life Bottle

Dhaos no Shiro

	HP	Xp	G	FWTIELV					
Dragon Knight		2000		1200		600	WAR W		LongSD-ID, Moon Falx -ID
Dullahan		3550		830		200	R W		
Druid		3300		1000		300	A A		Reverse Doll
Red Roper		1400		850		200	WAIRA		Orange Gummy
Charon		2000		1000		400	AAAAAA		Mix Gummy
Adept		3600		1300		680	RRIRRW		
Iron Golem		7150		1750		820	A RAW		Iron Boots
Evil Lord		10 500		8000		8000	WRR IWW		Rune Bottle

Thor

3000R		3000		1800		-	R W		
4400R		4400		2000		-	R W		
Blue Roper		2250		2000		10			Mix Gummy

Seirei no Mori

Boar		200		20		60			
Boar Child		30		2		1			Milky Roosu
G.Wasp		884		1200		223	W W		
Dragonfly		950		10		620	A RA R		Dark Bottle, Holy Bottle

Miguel continent

Gnoll		2150		2500		540	W		Seafood
Grey Ooze		2820		2500		382	W W		Flare Bottle, Life Bottle
G.Mayfly		2000		1500		320	A A A		
Killer Owl		1800		1200		400	W		Chicken
AC Roper		3250		2000		1000	W A		Spectacles, Orange Gummy

Seirei no Doukutsu

Death Charona		3650		2500		2020	I I W		
Frogmos		6250		1600		521	IA W		
Fiend		5150		1230		1200	W W		
Stirge		2120		1220		601	I W		
Death Gaze		42 500		20 000		6800	AIIIAWW		Elixir

Lone Valley

War Vulture		1800		1100		1320	W W R		Chicken
Wight		3050		1000		720	WRIIRW		Dark Bottle

Volt no Doukutsu

Dragon Tooth		3780		1300		1251	RR		LongSD-ID, Dragon Tooth -ID
Phantomist		2420		1630		1600	R W		Resist Ring, Basilisk Uroko
Living Knight		3150		1230		1200	IR R W		SelfBowS-ID, Aquaspread -ID

Alvanista region

Grimlock		2555		900		2900	RR		Holy Bottle, Sukebehon -ID
Filborg		5150		2000		2000	RR		Beef
Buriibu		3120		1200		1200	IIIIII		Panacea Bottle

Fuddo	3920	1200	50	WARRI	Holy Bottle, Life Bottle
Fuddo Master	10 005	8000	8000	RRRRRRR	

Olive region

Noctowing	2520	1500	1200	AW R R	Spectacles
Nanoclyde	2460	1620	980	AW	
Picoclyde	7550	4000	1225	AWARR	Charm Bottle
Basilisk	4850	2150	520	AW A	Basilisk Uroko

Nessa no Doukutsu

Flame Ji	11 200	2550	1900	AWR R	SelfBowS-ID, Flarespread-ID
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West Island

Specter	6250	3000	2700	R RRR	Panacea Bottle
Wraith	7280	4000	4200	R RRR	Mix Gummy

Shinshokudou

G.Squid	2550	250	200	WA I	
Kraken	10 250	5050	1200	WR	SelfBowS-ID, Aquaspread -ID

Thor

3SH	15 600	6000	-	R W	Laser Blade
10000R	10 000	10	-	R W	

Freezekill region

Arc Knight	9200	3050	3600	WIRRR	Holy Bottle, Dark Bottle
Priest	7531	2500	2800	RR R	Leather Manto
Sendamu	8350	2250	1000	WAIR	Apple Gummy, Mix Gummy
Branche	16 451	6000	2000	WIR R	
Ekimu	8000	3200	1650	WAAR	LongSD-ID, Arc Wind -ID

Ary region

Ninja	2000	5000	3200	III W	Charm Bottle
Shadow Flower	9200	3250	2800	WA	Vegetable
Night Stalker	8220	3000	3000	RRRR W	

Ymir no Mori

Mandrake	10 200	6050	1000	WA I	Paraly Check, Stone Check
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Treant no Mori

Shaft	5100	5520	3200		
Assassin Bug	5580	4000	9000		

Honoo no Tou

Doom Knight	12 280	3200	2020	AWR R	
Hell Hound	6500	2750	2200	AWR R	
Geraldine	13 200	4500	2600	AWR R	Honoo no Omamori
Cleric	8300	2800	1401	WWR R	Apple Gummy
Flame Ji	11 200	2550	1900	AWR R	SelfBowS-ID, Flarespread-ID
Yochooru	8550	3200	1500	AWR R	Spectacles, Flare Bottle

Koori no Doukutsu

Kunoichi	3500	2800	1200	WARIIRR	Toro, Uirou
Cleric	8300	2800	1401	WWR R	Apple Gummy
Kaatikea	13 150	4050	3600	WARIIRR	Apple Gummy
Ekimu	8000	3200	1650	WAAR	LongSD-ID, Arc Wind -ID
Sendamu	8350	2250	1000	WAIR	Apple Gummy, Mix Gummy

Dhaos

Dragon Newt	HP	Xp	G	FWTIELV	
	12 500	6000	4080	AI	Apple Gummy

Death Terror	9950	4000	2800		Life Bottle
Cardinal	4400	4000	2000	W	
Seraph	12 700	9800	4280	RRR A	
Ninja Master	8500	8000	5000	RRR W	Uirou, Feet Symbol
Hanzou	17 500	6000	8000	W	
Roam Eye	30 000	24 000	12 345	IIIIIW	Derris Emblem, MiracleGummy
Mythril Golem	20 250	9000	10 000	IIIII R	Pikurusu Stone, Stone Check
Basilisk King	21 850	6000	6000	AWIIIA	Basilisk Uroko

Moria Depths

Bigfoot	36 000	20 000	12 000	WA I	Ivory
Ice Element	20 000	12 000	9000	AAA	
Hell Master	24 700			R	Sage
Yuinaru	14 200				
Beast Master	20 700			R	SelfBWS-ID, BerserkArrow-ID
Manticore	32 500			R R W	
Boarboar	20 150			W W	
Isis	20 000	30 000	8000	RRRRRW	LongSD-ID, Saint Rapier -ID
Garfbeast	50 000	12 000	9000	IIIIII	LongSD-ID, Doom Blade -ID
Sokram	16 400	32 000	15 000	AA W	SelfBWS-ID, Berserk Arrow-ID
Magus	32 300	21 500	8500	RR IR	
Aracolla	22 150	14 000	9200	RR	
Banshee	20 000	10 000	2000	WW	SelfBowS-ID, Sand Spread-ID
Land Urchin	765	-	-	IIIIIII	

Arena HP Xp G FWTIELV

Bugbear	70	5	4	W	1
Kraken	10 250	5050	1200	WR	
Mandrake	10 200	6050	1000	WA I	
AC Roper	3250	2000	1000	W A	Spectacles, Orange Gummy
Dragon Knight	2000	1200	600	WAR W	
Oakrot	2250	200	620	W W	
Mythril Golem	20 250	9000	10 000	IIIII R	
Basilisk King	21 850	6000	6000	AWIIIA	
Douzou	28 500			RRR W	Bijoubu
Okiyo	15 500			RRR W	Ukiyoe
Wyvern	41 000	50 000	10 000	R	

Bugbear	70	5	4	W	2
Jennifer	19 200	7250	2800	WA	
Kraken	10 250	5050	1200	WR	
Mythril Golem	20 250	9000	10 000	IIIII R	
Basilisk King	21 850	6000	6000	AWIIIA	
Dragon Newt	12 500	6000	4080	AI	Apple Gummy
Mandrake	10 200	6050	1000	WA I	
Bugbear King	24 160	8230	3150	W W	

Wood Kaara	32 250	12 200	12 620	WAW	3
AC Roper	3250	2000	1000	W A	Spectacles, Orange Gummy
Kraken	10 250	5050	1200	WR	
Basilisk King	21 850	6000	6000	AWIIIA	
Mythril Golem	20 250	9000	10 000	IIIII R	
Dragon Newt	12 500	6000	4080	AI	Apple Gummy
Mandrake	10 200	6050	1000	WA I	
Bigfoot	36 000	20 000	12 000	WA I	

Dragon Knight	2000	1200	600	WAR W	4
Jennifer	19 200	7250	2800	WA	
Kraken	10 250	5050	1200	WR	

Bugbear King	24 160	8230	3150	W W		
Mythril Golem	20 250	9000	10 000	IIIII R		
Dragon Newt	12 500	6000	4080	AI		Apple Gummy
Bugbear	70	5	4	W		
Speed Star	23 150	8230	2200	IR R		
Oakrot	2250	200	620	W W		5
Blue Super	33 250	6000	4500	W A	I	
Kraken	10 250	5050	1200	WR		
Basilisk King	21 850	6000	6000	AWIIIA		
Mythril Golem	20 250	9000	10 000	IIIII R		
Dragon Newt	12 500	6000	4080	AI		Apple Gummy
AC Roper	3250	2000	1000	W A		Spectacles, Orange Gummy
Flame Lord	33 900	8200	9500	IW		
Dragon Knight	2000	1200	600	WAR W		6
Wood Kaara	32 250	12 200	12 620	WAW		
Kraken	10 250	5050	1200	WR		
Basilisk King	21 850	6000	6000	AWIIIA		
Mythril Golem	20 250	9000	10 000	IIIII R		
Dragon Newt	12 500	6000	4080	AI		Apple Gummy
Oakrot	2250	200	620	W W		
Kemazotsu	21 000	6200	6020	R		
Speed Star	23 150	8230	2200	IR R		7
Blue Super	33 250	6000	4500	W A	I	
Flame Lord	33 900	8200	9500	IW		
Bigfoot	36 000	20 000	12 000	WA I		
Dragon Newt	12 500	6000	4080	AI		Apple Gummy
Bugbear King	24 160	8230	3150	W W		
Basilisk King	21 850	6000	6000	AWIIIA		
Magus	32 300	21 500	8500	RR IR		
Kemazotsu	21 000	6200	6020	R		8
Dragon Newt	12 500	6000	4080	AI		Apple Gummy
Bugbear King	24 160	8230	3150	W W		
Wood Kaara	32 250	12 200	12 620	WAW		
Mythril Golem	20 250	9000	10 000	IIIII R		
Jennifer	19 200	7250	2800	WA		
Bigfoot	36 000	20 000	12 000	WA I		
Magus	32 300	21 500	8500	RR IR		

Encounter List

A05

Seirei no Mori

2x Bugbear, Owl		15	24
2x G.Bee		6	4
3x Owl		15	48

Totis region

2x Bugbear, Owl		15	24	
2x G.Bee		6	4	
3x Owl		15	48	
2x Bugbear, G.Bee		13	10	(pincer)
2x Bugbear, Wolf		16	20	

Seirei no Doukutsu

4x Bugbear		20		16	
2x Bugbear, G.Bee		13		10	(pincer)
2x Ferocious		25		74	
2x Bugbear, Wolf		16		20	

Mountain Path

2x Bugbear		10		8	(/back attack)
4x Bugbear		20		16	
3x Owl		15		48	
2x Bugbear, G.Bee		13		10	(pincer)
2x G.Bee		6		4	

Sewers

Ochre Jelly, 2x G.Leech		21		22	
2x Bugbear		10		8	
G.Leech		6		6	
3x Ochre Jelly		27		30	
4x Bugbear		20		16	
2x Bugbear		10		8	(back attack)

Chika Bochi

2x Bugbear		10		8	(back attack)
4x Bugbear		20		16	
5x G.Slug		55		165	
3x Ochre Jelly		27		30	
2x Skeleton		24		100	
3x Ghoul		45		66	(back attack)
2x Ghoul, Skeleton		42		94	
4x Skeleton		48		200	
Skeleton, Ghoul		27		72	(pincer)
Living Dead		24		20	(/back attack, event x5)
Golem		201		410	(event)
Living Dead, Ghoul, Ferocious		64		79	
2x Ferocious, Living Dead, Skeleton		86		144	
Ferocious, Living Dead		49		57	(pincer)
2x Ferocious		25		74	
2x Golem		402		820	(pincer) (event)

==== The Past =====

Belladam continent

2x Bogle, Bugbear		65		304	
2x Bogle, 2x Ferocious		110		374	(pincer)
2x Bugbear, Bogle		40		158	
3x Hornet		99		198	
2x Killer Wolf		160		184	
4x Killer Wolf		320		368	(pincer)

Lone Valley

2x Harpy		132		310	
3x Harpy		198		465	(pincer)
2x Sylph a, 2x Sylph b		200		608	(event)
3x Geist		255		318	
2x Sylph a, Sylph c		140		488	(event)
Hell Master		12		6	

West island				
2x Oakrot		400		1240 (event)
2x Harpy		132		310
2x Bone Knight		240		424 (/back attack)
3x Bone Knight		360		636 (pincer)
Alvanista region				
3x Raptor King		540		450
3x Raptor King, Bogle		570		600
2x Raptor King, 2x Hill Giant		660		622
Raptor King, 2x Hornet		246		282
5x G.Toad		600		705
4x G.Toad, Raptor King		660		714 (pincer)
2x Hill Giant		300		322
Hill Giant		150		161 (back attack)
Shinshokudou				
2x Squid		700		400
2x G.Red Cell, Squid		990		370
3x G.Red Cell		960		255
2x Squid, Nereid		1050		580
2x Nereid, Squid		1050		560 (pincer)
2x G.Red Cell, 2x Squid		1340		570 (pincer)
2x G.Red Cell, 2x Nereid		1340		530
Seirei no Doukutsu				
4x Clay Idol		4		4
Olive region				
3x Desert Fly		675		423 (/back attack)
4x Agumi		920		244
2x Agumi, Desert Fly		685		263
Basilisk		2150		520
2x Harpy, 2x Agumi		592		432
2x Harpy, Diira		282		315
2x Harpy, 2x Diira		432		320
3x Harpy		198		465
Nessa no Doukutsu				
3x Ogre		600		753
2x Ogre		400		502 (pincer/back attack)
2x Ogre, Azar		550		602
2x Azar, Ogre		500		451 (/pincer)
2x Ogre, 2x Azar		700		702 (pincer)
Moria Koudou				
4x Caveman		320		324
3x G.Bat		300		213 (pincer)
2x G.Bat		200		142
2x G.Bat, 2x Caveman		360		304
2x G.Bat, 3x Caveman		440		385 (pincer)
G.Bat, 2x Poison Toad		320		271
2x Gargoyle		360		162 (/back attack)
4x Poison Toad		440		400
Black Bat, 2x Gargoyle		460		233
2x Lizard Fly		500		230 (/back attack)

2x Lizard Fly, 2x Ogre		700		732	
Lizard Fly, Ogre		450		366	(pincer)

2x Gargoyle, 2x Azar		660		362	
Gargoyle, 2x Azar, 2x Lizard Fly		980		511	(pincer)

3x G.Red Cell		960		255	
2x Squid		700		400	
2x Nereid, Squid		1050		560	(pincer)
2x G.Red Cell, 2x Squid		1340		570	(pincer)
2x G.Red Cell, Squid		990		370	
2x Squid, Nereid		1050		580	

Ymir no Mori

2x Water Lily, Oakrot		600		982	(/pincer)
4x Lizardman		880		728	(pincer)
3x Lizardman		660		546	
Water Lily		200		181	
3x Oakrot		600		1860	

Treant no Mori

2x Lizardman, Drake		1040		565	
2x Water Lily, Oakrot		600		982	(/pincer)
3x Lizardman		660		546	

Midgards region

2x Coyote, Agumi		870		163	
3x Coyote, Agumi		1190		214	(pincer)
2x Water Lily, Oakrot		600		982	
2x Sarven, Oakrot		800		1020	
Oakrot, 7x Hornet		431		1082	
Oakrot, Waterlily, Hill Giant		550		962	
3x Hill Giant		450		483	
6x G.Toad		720		846	(pincer)
2x G.Toad		240		282	(back attack)
3x Water Lily		600		543	
2x Sarven, Hornet		633		466	
3x Coyote, Agumi, Owl		1195		230	

12-Seiza no Tou

3x Sarven		900		600	(/back attack)
2x Sarven, Dark Mage		880		634	
2x Clay Golem, Dark Mage		1120		1044	
Clay Golem, 2x Dark Mage		980		873	
4x Sarven, Dark Mage		1480		1034	(pincer)
f3x Corpse		840		1020	
2x Sarven, 2x Corpse		1160		1080	
2x Corpse		560		680	(back attack)
2x Clay Golem		840		810	(pincer)
Dark Mage		280		234	

Valhalla Heigen (event)

2x Gaze Hound		2700		400	(/ back attack)
2x Agumi, Mighty Oak		2010		427	(/ pincer)
2x Mighty Oak		3100		610	

Battle in the Sky

2x War Vulture		2200		2640	(event)
3x Charon		3000		1200	(event)
2x Clay Demon, Charon, War Vulture		2080		3720	(event)

3x Clay Demon		3090		3000		(event)
Dhaos no Shiro						
Iron Golem, Dullahan, 2x Druid		4580		1620		
5x Red Roper		4250		1000		(pincer)
5x Charon		5000		2000		(pincer)
2x Dragon Knight, 2x Dullahan		4060		1600		
4x Red Roper		3400		800		
3x Iron Golem		5250		2460		
2x Dragon Knight, Druid, Charon		4400		1900		
2x Iron Golem, Adept		4800		2320		
Dragon Knight, 37 Adept		5100		2640		
2x Dragon Knight, Dullahan		3230		1400		
2x Dragon Knight, Evil Lord		10 400		9200		(event) (pincer)x3[+2]

3x Evil Lord		24 000		24 000		(event)
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Thor

2x 3000R, 4400R		5600		-		
2x 3000R, 2x 4400R		7600		-		(pincer)
3000R		1800		-		
4400R		2000		-		
Blue Roper		2000		10		

==== The Future =====

Seirei no Mori

2x Boar, 3x G.Wasp		3640		789		
Boar, 5x Boar Child		30		65		
4x G.Wasp		4800		892		
2x Boar, 2x Boar Child		44		122		
3x Dragonfly		30		1860		(back attack)
5x Dragonfly		50		3100		

Miguel region

3x Gnoll		7500		1620		
2x Gnoll, 2x G.Mayfly		8000		1720		
3x G.Mayfly		4500		960		
3x Gnoll, G.Mayfly, Killer Owl		10 200		2340		(pincer)
3x Grey Ooze		7500		1146		
2x AC Roper		4000		1000		
4x AC Roper		8000		2000		(pincer)
4x Killer Owl		4800		1600		

Seirei no Doukutsu

4x Death Charona		10 000		8080		
2x Frogmos, 2x Fiend		5660		3442		
3x Frogmos		4800		1563		
2x Death Charona		5000		4040		
3x Stirge		3660		1803		
Death Gaze		20 000		6800		(back attack)

Desolate Road

6x G.Wasp		7200		1338		
3x Grey Ooze, 2x Dragonfly		7520		2386		
5x Dragonfly, 2x Gnoll		5050		4180		(pincer)
4x Killer Owl, 3x Gnoll		12 300		3220		(pincer)

Lone Valley

2x War Vulture		2200		2640	
2x Wight		2000		1440	
3x Wight		3000		2160	
War Vulture		1100		1320	

Volt no Doukutsu

2x Phantomist, 2x Dragon Tooth		5860		5702	(/pincer)
2x Dragon Tooth, 2x Living Knight		5060		4902	
4x Living Knight		4920		4800	
2Dragonfly,2GMayfly,2Living Knight		5480		4280	
2Dragonfly,2Dragontooth,Phantomist		4250		5342	
2xG.Mayfly,Dragontooth,Phantomist		5930		3491	(pincer)
4x G.Mayfly		6000		1280	
3x Dragon Tooth		3900		3753	

Alvanista region

2x Filborg		4000		4000	
3x Buriibu		3600		3600	
4x Grimlock, 2x Filborg		7600		15 600	
7x Grimlock		6300		20 300	
2x Filborg, Buriibu, Grimlock		6100		8100	
2x Fuddo		2400		100	(back attack)
3x Fuddo		3600		150	
4x Fuddo		4800		200	
Grimlock		900		2900	(back attack)
3x Filborg		6000		6000	(pincer)
Fuddo Master		8000		8000	(/back attack)

Olive region

2x Noctowing		3000		2400	
4x Noctowing		6000		4800	
2x Picoclyde, 4x Nanoclyde		14 480		6370	
Nanoclyde		1620		980	
Picoclyde		4000		1225	
2x Dragonfly, 2x Basilisk		4320		2280	
3 Noctowing,Picoclyde,3 Nanoclyde		13 360		7765	(pincer)
3x Basilisk		6450		1560	
3x Nanoclyde, Picoclyde		8860		4165	(pincer)
5x Nanoclyde		8100		4900	

Nessa no Doukutsu

4x Flame Ji		10 200		7600	
Azar, 2x Flame Ji		5250		3900	
2x Flame Ji, 2x Skeleton		5124		3900	

West Island

2x Specter, Wraith		10 000		9600	
3x Specter		9000		8100	
Specter, 3x Fiend		6690		6300	
2x Wraith, 2x Fiend		10 460		10 800	
2x Wraith		8000		8400	
Death Gaze		20 000		6800	

Shinshokudou

G.Squid, Kraken, 3x Death Charona		12 800		7460	
G.Squid, Kraken		5300		1400	
Kraken		5050		1200	(back attack)
2x G.Squid		500		400	
G.Squid, 2x Death Charona		5250		4240	

Thor			
2x 3SH, 3x 4400R	18 000	-	
3x 4400R	6000	-	
2x 3SH	12 000	-	
10000R	10	-	
2x Kraken	10 100	2400	
Kraken	5050	1200	

Freezekill region

2x Arc Knight, 2x Priest	11 100	12 800	
3x Sendamu, Kraken	11 800	4200	
3x Sendamu	6750	3000	
2x Killer Owl, Branche	8400	2800	
Ekimu, 2x Arc Knight, Priest	11 800	11 650	(pincer)
Ekimu	3200	1650	(back attack)
Arc Knight	3050	3600	

Ary region

2x Ninja	10 000	6400	(/ back attack)
4x Ninja	20 000	12 800	
2x Killer Owl, 2x Ninja	12 400	7200	(/ back attack)
2x Ninja, Branche	16 000	8400	
3x Shadow Flower	9750	8400	
2x Killer Owl, Shadow Flower	5650	3600	
2x Shadow Flower, 2x Night Stalker	12 500	11 600	
3x Night Stalker	9000	9000	

Ymir no Mori

4x Mandrake	24 200	4000	
2x Mandrake	12 100	2000	
2x Mandrake, Branche	18 100	4000	
2x Lizardman, 2x Drake	1640	766	
2x Branche	12 000	4000	

Treant no Mori

2x Priest, Branche, 2x Shaft	22 040	14 000	
3x Assassin Bug, Branche	18 000	29 000	
4x Shaft	22 080	12 800	(pincer)
4x Assassin Bug	16 000	32 767	
2x Priest, Branche	11 000	7600	
2x Shaft, Branche	17 040	8400	

Honoo no Tou

4x Yochooru	12 800	6000	(/pincer)
3x Doom Knight	9600	6060	
2x Doom Knight, Flame Ji	8950	5940	
2x Geraldine, 2x Flame Ji	14 100	9000	
2 Hell Hound, Geraldine, Cleric	12 800	8401	
Hell Hound, 2x Doom Knight, Cleric	11 950	7641	
2x Geraldine, Cleric, Flame Ji	14 350	8501	(event) (pincer)x4

Koori no Doukutsu

2x Cleric, Kunoichi	8400	4002	(/pincer)
4x Sendamu	9000	4000	(/pincer)
2x Kunoichi	5600	2400	(back attack)
Ekimu	3200	1650	
Kaatikea	4050	3600	
2x Ekimu	6400	3300	
3x Kunoichi	8400	3600	

Dhaos no Shiro 2			
2x Dragon Newt, 2x Cardinal	20 000	12 160	
2x Dragon Newt, 2x Death Terror	20 000	13 760	
Seraph	9800	4280	
2x Seraph	19 600	8560	
2x Ninja Master	16 000	10 000	
Roam Eye	24 000	12 345	
Roam Eye, Seraph	33 800	16 625	(pincer)
Hanzou	6000	8000	(event)x4
Mythril Golem, Seraph, Cardinal	22 800	16 280	
Ninja Master, Seraph, Cardinal	21 800	11 280	
MythrilGolem,DragonNewt,2Cardinal	23 000	18 080	(pincer)
2x Roam Eye	48 000	24 690	
4x Ninja Master, Hanzou	38 000	28 000	
2x Basilisk King	12 000	12 000	
Moria Depths			
2x Bigfoot	40 000	24 000	
3x Ice Element	36 000	27 000	
Hell Master, 2x Yuinaru	34 000	9220	
Beastmaster, 3x Boarboar	65 535	12 020	
Beastmaster, Manticore	34 000	11 270	
Isis	30 000	8000	
Garfbeast	12 000	9000	
2x Sokram	64 000	30 000	
Magus, 2x Aracolla	49 500	26 900	
Banshee, 3x Shadow Flower	19 750	10 400	
Land Urchin	N/A	N/A	

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