

Tengai Makyou Zero (Import) FAQ/Walkthrough

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Introduction

◆What is Tengai Makyou Zero?◆

Tengai Makyou Zero is the 4th installment in the Tengai Makyou RPG series, developed by Red Company and published by Hudson for the Super Famicom. The game was initially released exclusively in Japan on December 22, 1995, but never saw the light of day in the U.S.

However, there was hope!

Enter Tom and a group of gifted translators who set out to bring this game to a western audience. Thus on October 22, 2017, twenty two years after the game's initial release, their excellent fan translation was born (with a FANTASTIC instruction manual to boot.)

However, there was still one thing missing from all of this. A proper, decent strategy guide for casual players and completionists alike. The goal of this guide is to be just that, thereby completing the coverage for this amazing game.

◆Why did I write this guide?◆

I never thought that I'd actually write a guide one day, and with the plethora of next-gen games being released these days I never thought that even if I did, it would be a game for the Super Famicom.

I'm writing this guide for four reasons:

1. This game is too good to NOT have a proper guide written for it.
2. Although video guides have basically taken over, I write in the hopes that there are still some who prefer to read and experience the game for themselves, rather than watch someone else do it.
3. Sometimes playing SNES/SFC games are hard. There wasn't a lot of hand holding back then. So I'm hoping a guide will entice someone new or at least someone reluctant to give it a try without one to stop making excuses and try it out.
4. I believe that the SNES/SFC is the 2nd best console system ever made (first being PS1), and yes I have a PS4...and I dropped Persona 5 to do this. I love classic games. So anything I can do to get people to try out the best this system has to offer... oh, I'll do.

I know guide writing isn't a lucrative thing to do, but I'm happy to finally contribute something to this website I love and used so much over the years.

◆FAQ... From Me to You◆

Q: Did you like the guide?

A: If so feel free to message and let me know, and hey if you have anything to spare, consider donating to my guide writing cause :D. We don't do this for much, so anything to keep us going and writing is very welcome.

Q: Did I get anything wrong?

A: Let me know as soon as possible. Send me a message. I will definitely give you credit for it.

Q: Did you find something I didn't?

A: Let me know for sure. Credit will be given for anything you contribute.

Q: Would you like to contribute to the guide, like a map or something? I don't know...

A: Sure, go for it. Anything that can make the guide better, I'm all for.

Q: Did you not like certain things about the guide and have suggestions to make it better?

A: Gooo for it. I'm open to ideas. By all means. I won't guarantee that I'll change everything, but if you make a reasonable argument against something and your suggestions make the guide better then why should I complain?

Alright enough talk...onto the guide. Oh wait...

A Word on Tengai Makyou Zero: Shonen Jump no Shou

Yes. There exists a special promotional version of this game that was tied to the Shonen Jump Magazine based in Japan. Wikipedia claims this version was basically the same but with a few additions...

- A different logo title screen.
- A new building in the game. Shonen Jump HQ.
- Removal of a building and an event from the original.

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- An additional "character" and "item".

However, since I haven't been able to confirm ANY of this. I'll leave this part unfinished till I gather enough details and pics as evidence to this. Till then let's take wikipedia's word on this, but if you do have info on it please by all means let me know.

Starting the Game

Exploration Screen

Button	Function
CONTROL PAD	Select commands / Move Higan.
SELECT	Open the world map.
	Note: You can see your position in the nation where you're location.
START	Not used.
B	Cancel commands / Hold to run.
A	Confirm commands / Search / Open chests / Enter Vehicles.
Y	Confirm commands / Search / Open chests / Enter Vehicles.
X	Open the system window.
L	Confirm commands / Search / Open chests / Enter Vehicles.
	Note: When "Soar" or a flight stone have been used, this moves to the previous nation.
R	Confirm commands / Search / Open chests / Enter Vehicles.
	Note: When "Soar" or a flight stone have been used, this moves to the previous nation.

System Screen

Button	Function
CONTROL PAD	Select commands.
SELECT	Not used.
START	Not used.
B	Cancel commands.
A	Confirm commands.
Y	Moves the cursor to the next page of the inventory screen.
X	Moves the cursor to the previous page of the inventory screen.
L	Moves the cursor one bookmark higher on the inventory screen.
	Changes the character on the scrolls, equipment or status screen.
R	Moves the cursor one bookmark lower on the inventory screen.
	Changes the character on the scrolls, equipment or status screen in the opposite order of the L button.

◆Scrolls◆



You have the option here to either use a scroll or reorganize them.

Use: Using a scroll is pretty self explanatory, just remember that scrolls function just the same as they do in battle. So for example, you can heal one party member with Vigor, or you can heal them all by pressing up.

2. PLGS #2: Scoping the Takamagahara
3. PLGS #3: The Grand Re-opening
4. PLGS #4: The Hatchery
5. PLGS #5: The Lookers
6. PLGS #6: Summoning Egg
7. PLGS #7: Open Market
8. PLGS #8: Treasure Gallery
9. PLGS #9: Liquor Village Discounts
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11. PLGS #11: Friday Inventory Swap
12. PLGS #12: Turtle Crossing
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 1. Peacock Nation Enemies
 2. Tower of Bloodshed Enemies
16. Crane Nation Bestiary
 1. Crane Nation Enemies
 2. Phantom Castle Enemies
17. Turtle Nation Bestiary
 1. Woodlands 1 Enemies
 2. Woodlands 2 Enemies
 3. Woodlands 3 Enemies
 4. Turtle Nation Enemies
 5. Juri Flower Garden Enemies
 6. Cryptic Arbor Castle Enemies
18. Canine Nation Bestiary
 1. Canine Nation Enemies
 2. Gold Mine Enemies
 3. Djinn's Waterfall Enemies
 4. Gold Tower Enemies
19. Dragon Nation Bestiary
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 2. Abyss Enemies
 3. Royal Dragon Castle (Exterior) Enemies
 4. Royal Dragon Castle (Interior) Enemies
20. Takamagahara Bestiary
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 3. Accessories
22. Items
 1. Restorative Items
 2. Stat Change Items
 3. Battle Items

Change: This is a very useful option. When you start off you will have one measly scroll, but as you get further into the game it will start getting really crowded in the menu. This feature allows you to have some semblance of organization by making it easier for you to access the more useful scrolls quicker.

Also, some scrolls cannot be accessed by certain characters. So it would be a good idea to give each character their own "space" in the menu. Do it however you like, but thank god for this option.

◆Inventory◆



Use: This doesn't need a whole lot of explanation. It works as in any other RPG you've played. (You have played RPGs before right?)

Sort: This is a very useful feature. It reorganizes all your items in an orderly fashion, placing usable items at the top of the list and weapon/armors at the bottom.

Replace: Another great feature. This lets you manually reorganize items by switching their positions. This way you can place certain equipment with effects at the top of the list, so that you can access them quickly in battle. You'll use this a lot if you're an efficient gamer.

Discard: This feature allows you to dump any items in your inventory you don't need. Eh.. I'd rather sell them instead. Way more useful.

Note: Certain event items cannot be discarded. So don't worry about accidentally removing something important (to the plot anyway).

Bookmarks: A really awesome feature. Bookmarks allow you to really get into detail organizing items. You can even move bookmarks around to better position them. So how come that's so useful? Essentially what you can do with bookmarks is put certain items types within certain bookmarks.

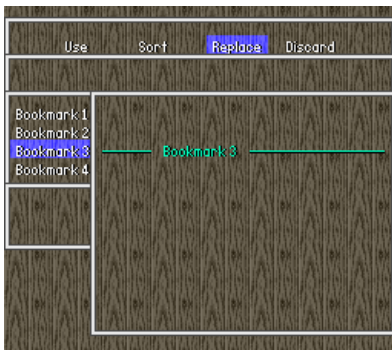


So for example, all your healing items can be stored in **Bookmark 1**, your battle items stored in **Bookmark 2**, your weapons/armors with effects stored in **Bookmark 3**, and you're non-useful weapons and armors stored in **Bookmark 4**.

To quickly place your items into bookmarks, choose **replace** in the top tab. Choose an item, then scroll through your bookmarks by using **L & R Buttons** and place it in whichever bookmark you wish.

To quickly reorganize your bookmarks, choose **replace** in the top tab. Then scroll down using **L & R Buttons** and press A on the actual bookmark. Then choose the location you wish to place it, and press A.

4. World Map Items
5. Miscellaneous Items
23. Scrolls
24. Characters
25. Festivals
 1. January: New Years
 2. February: Bean Throwing
 3. March: Doll Festival
 4. April: Flower Watching
 5. May: Children's Day
 6. June: Tortoise Festival
 7. July: Star Festival
 8. August: Star Festival
 9. September: Moon-Watching
 10. October: Crane Watching
 11. December: Santa Festival
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 3. Fire Bear Shrine Shops
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 2. Luck Luck Village Shops
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 7. Liquor Village Shops
29. Turtle Nations Shops
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 2. Head Mountain Village Shops
 3. Blue Lake Village Shops
30. Canine Nation Shops
 1. Fluttering Ridge Shops
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I highly recommend you utilize this feature whether you're an item hoarder or not. You will definitely appreciate the effort the game takes into streamlining everything for you.

◆Equipment◆



Equipment: This allows you to manually equips weapons, armors, and accessories.

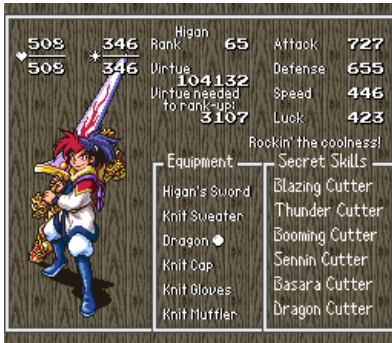
Auto-Equip: This automatically equips the strongest weapon and armor. It does not equip any accessories so you have to do this manually.

Remove: This allows you to manually remove weapons, armor, and accessories.

No Equipment: This automatically removes all the character's equipment.

Return: This option returns you to the system screen.

◆Status◆



Health: This is the fraction with the **heart** next to it. The number at the top is the current amount of health the character has, and the one at the bottom is the maximum amount of health the character can have. If the top number reaches 0 during battle, the character will be unable to fight unless you give him a "life" item or cast a certain scroll on them. If everyone is knocked out, it's game over.

Technique: This is the fraction with the **star** next to it. The number at the top is the current amount of technique the character has, and the one at the bottom is the maximum amount of technique the character can have. This stat governs the use of your scrolls and secret skills. The more you use these attacks, the less tech you'll have. If the top number depletes to 0, you can no longer use your scrolls or skills.

Note: Some secret skills do not use technique, but rather use health. So be careful not to forget that or it could accidentally get you killed.

Rank: This represents a character's levels. Once you've acquired a certain amount of virtue (or experience points) you will gain new ranks which improve your various stats.

Virtue: This is the experience you gain from winning battles. You can also see how much virtue you need to get to the next rank.

Attack: Your attack power. The higher the number the more damage a character will deal to the enemy.

Defense: Your defensive power. The higher the number the less damage a character will take from the enemy.

Speed: This stat governs a number of things. It affects your turn speed, dodge rate, and preemptive strike rate. The higher the number, the more effective these attributes will be.

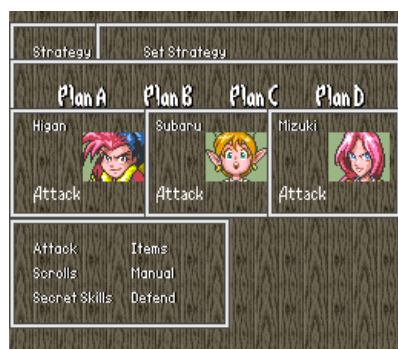
Luck: A very useful stat. This increases the rate in which enemies drop treasure. The higher the number, the more likely an enemy will drop an item. A god-send stat, especially if you've suffered from random drop nightmare games that base the drop on a single % numbers. (Yeah Breath of Fire II... I'm talking to you.)

Coolness: This shows a character's coolness, which increases the frequency in which a character will deal critical strikes to the enemy. It also influences some events in the game that Higan will partake in. Luckily, they're only five ranks to this, making it the easiest stat to build. Here are all the ranks.

- 0 Stars = Sorely lacking....
- 1 Star = Cool enough.
- 2 Stars = Pretty Cool!
- 3 Stars = Awfully cool!
- 4 Stars = Rockin' the coolness!

Note: Depending on your coolness, when you perform a secret skill your picture will change. That's all that happens though, but I thought it would be worth noting.

◆Strategy◆



This option allows you to set up plans that the team will automatically execute when you choose it in battle. You can implement up to four different plans. Here are the options you have at your disposal.

Attack: This command allows you to do a melee attack, however the enemy attacked is automatically chosen.

Scrolls: This command uses any scroll of your choice. The enemy it chooses to attack or ally it chooses to heal is automatic. You also cannot target multiple enemies unless the scroll in question automatically does so. If you've used up all your tech points you will **Attack** instead.

Secret Skills: This command uses any secret skill of your choice, however the enemy attacked is automatically chosen unless of course it's an attack-all skill. Just like scrolls, if you've used up all your tech points you will **Attack** instead.

Items: This command uses any item of your choice that's usable in-battle. The enemy it chooses to attack or ally it chooses to target is automatic. If you've used up the specified item you will **Attack** instead.

Manual: This command allows you to manually choose what you want the character to do.

Defend: This command allows you to defend.

A Word on Strategies

About the only use I got out of strategies is to have all three characters just attack. You could also set a plan where everyone uses a tech that hits multiple targets, but honestly I wasted my time setting those up.

◆Settings◆



Message Speed: This allows you to change the speed of messages that appear when talking with people or opening treasure chests. I usually set this to 1.

Battle Message Feed: This lets you change the speed of messages that appear in the battle feed. You can set it to 3 if you really want to see what you get, but I changed it to 1 to make the fights flow faster.

Walking Speed: This allows you to alter Higan's walking speed. There are two options: Fast and Normal. **Normal** allows you to run by holding the B Button while moving around with the control pad. **Fast** sets you to auto-run. I just leave it on Fast, Higan walks way too slow.

Music: This lets you choose between stereo and mono sound.

Cursor Memory: If you turn this on, the cursor will remember the position you previously left it at. This allows you to use the same command the next time you open the menu. This works in the system screen and in battle.

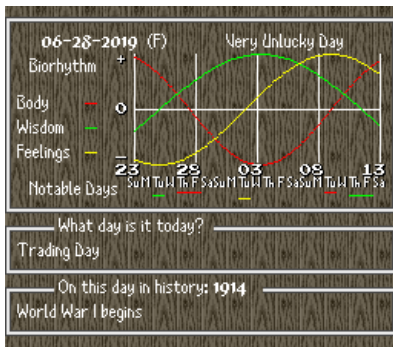
Note: I DEFINITELY turn this on. It makes choosing commands I constantly use A LOT quicker. It's especially useful later in the game when you're overloaded with scrolls.

Wallpaper: This allows you to select from five different wallpaper patterns to display within the window frame.

Frame Shape: This allows you to select from five different window frame types.

Frame Color: This allows you to select from five different window frame colors.

◆Almanac◆



This option displays various information about the date and time based on the game's internal clock.

Biorhythm: This graph predicts Higan's personal outlook for up to 15 days into the future. It is based on the **Date of Birth** and **Current Date and Time** that you enter right before the start of the game.

There are three lines throughout the chart:

- **Red** = Body
- **Green** = Feelings
- **Yellow** = Wisdom

If the value is > 0 then this will show a favorable period of time.

If the value is < 0 then this will show an unfavorable period of time.

Days that cross the 0 point are listed below the graph with a bar of the notable day.

What day is it today?: This listing shows traditional events and commemorative days.

On this day in history: This listing chronicles notable events that happened on that particular day in history.

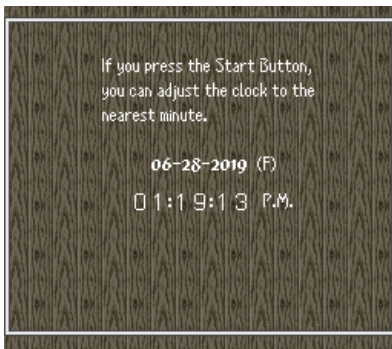
A Word on the Biorhythm

So this all seems a bit confusing, right? What mechanic does the Biorhythm serve? If I'm to be honest...not much. The instruction manual claims that "bad things" happen on certain days but I've never encountered anything bad even on very unlucky days, nor have I encountered anything particularly good on a lucky day.

I would have thought maybe random drops become more frequent on lucky days or critical hit rate increases, but I noticed no such change.

Feel free to educate me on this if you have discovered anything, otherwise you will barely be looking at the biorhythm in the game. There's almost no reason to do so at all.

◆Clock◆



This option allows you to adjust the game's internal clock, however, the game manual STRONGLY WARNS against adjusting the clock in-game. So take their word for it, adjust it only in the beginning and only use this when you want to check the time or something.

Battle Screen

Button	Function
CONTROL PAD	Select commands.
SELECT	Not used
START	Not used
B	Cancel commands.
A	Confirm commands.
Y	Moves the cursor to the next page when selecting items or scrolls.
X	Moves the cursor to the previous page when selecting items or scrolls.
L	Moves to the previous screen in the command menu.
	When selecting an item, moves up one bookmark
R	Moves to the next screen in the command menu.
	When selecting an item, moves down one bookmark

Battle Commands



Here's a brief explanation of each battle command:

Attack: Strike the enemy with a weapon.

Item: Use an item.

Skills: Use a secret skill.

Scrolls: Use scrolls you've obtained.

Note: Some characters can't use certain scrolls. Scrolls that can't be selected will be displayed in grey.






Strategies: Select up to four different plans for auto-battle. You set these plans under strategy in the systems menu.



Defend: Guard to lower the amount of damage taken from an enemy attacks.

Flee: The party runs away from the battle. Characters can make this choice individually, but if they're successful the whole party will flee.

Status Ailments

Here's a list of all the status ailment that can affect you inside battle and even traps inside certain dungeons. Remember, sleeping at inns cannot heal ailments that stick with you. To do this you have to purchase curative items or cast curative spells on the character either in or outside battle.

Name	Image	Description
Poison		This steadily reduces your health and technique both inside and outside of battle.
Petrification		This turns the character to stone, rendering them incapable of performing any actions. If the battle ends and a character is still petrified they will not receive any virtue and it will persist after battle. If all party members are petrified it's game over.
Forgetfulness		All scrolls will become unusable and the effect will remain in place after the battle.
Confusion		The character will attack allies or enemies indiscriminately. The effect will only last for the duration of that battle.
Paralysis		Movement is crippled for a number of turns, rendering the character incapable of performing an action. The effect ends when the battle is over. This affect is the same as freeze.

<p>Doze</p>		<p>The characters cannot perform any actions for a certain number of turns, but may wake up after being attacked.</p>
<p>Haze</p>		<p>The accuracy of attacks decreases. The effect ends when the battle is over.</p>

Using this Guide

So this walkthrough is meant to be a **visual guide** and as such, you will see images accompanying very concise explanations as to where you have to go. Later on, you will also see GIF images that I use to illustrate more complicated directions. I use this method because I wanted to write a guide where the player reads less and plays more, rather than the other way around.

I also did it this way because I am not a skilled map maker, I don't even know how to start doing something like that. So I hope this makes up for my limitations and proves to be a great experience.

Also don't worry about spoilers. I did my best to ensure that no story plot points are ever spoiled. The guide simply tells you (and shows you) where to go and what to do, leaving you to unravel the story on your own.

Also, you will see tables like this littered throughout the guide.

Items to find	None
Enemies	

Items to find: This simply indicates the items you can find in the area. However on the world map, sometimes you will see items to find is empty. This doesn't mean there's no items to find on the map, but rather that we're not pursuing any of them on our current path.

You could always just explore on your own and pick these up, but I guide you to them at the most appropriate time to get them to reduce unnecessary backtracking or over-exploration.

Enemies: If you right-click on Enemies and open in a new tab, it will take you to the bestiary for that particular location. Use this to exploit the enemies weaknesses for a smoother play experience.

You also see links to **Shops**, **PLGS Events**, and **Tea House Events** when you enter a new village. I did not place these in the guide since they are optional, but I highly recommend you check them out before or even after exploring the town to really get the most out of the game. The side quests are a huge part of the fun so go for it.

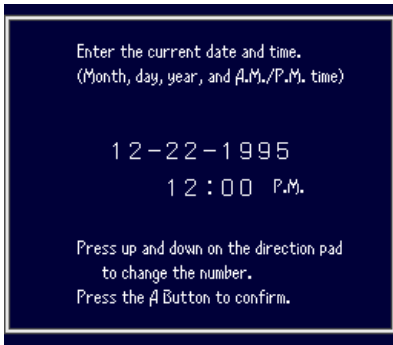
A Word on My Inner Thoughts

These sections are optional to read, but will help you exploit a lot features in the game. I recommend weapons and armors that you should purchase, but I also recommend the ones you should NOT purchase. So be sure to check these out, but if you want to discover this stuff on your own feel free to pass.

Walkthrough: The Beginning

Fresh Start

Current Date and Time: You first begin by putting in the current date and time. Make sure this is accurate so that you can easily follow the timings of the some of the special events that you can participate in. Really, getting this right is one of the most important aspects of this game. I get so serious about that this that I wait till the time strikes the next literal minute to press enter just to get it as accurate as possible.



A Word on Festivals

Make note of the month you insert here and check out the Festival section for that particular month. You always want to be aware for the festival you can unlock so you don't miss out on their treats. So check it out!

Completionists: You definitely want to make sure you're either in January, April or September to unlock a Secret Boss. However, I don't recommend you manipulate the date to access this boss unless you don't plan on participating in any other festival. It will be hard to keep track of them if the date isn't synced to the actual date you start playing Far East of Eden.

Higan's Birthday: Here you can put in Higan's birthday of choice. This affects some minor things such as your sign and what your fortunes will be if you visit a fortune teller. The game will also wish you a happy birthday when the day comes once you start up the game. You can put in whatever you like but there is one event you can take advantage of very early on...



A Word on Higan's Birthday



I STRONGLY recommend that you set Higan's birthday to the exact MONTH and DATE of the **Current Date and Time** you entered earlier. This way you gain access to the very first PLGS Event on the day you begin playing the game. This will put you at a sizeable financial advantage early on.

If you prefer to play "legit" then put in whatever date you like, but better hope you don't put in a date and month before your current time's date and month, or else you won't be seeing this event till next year. Oops.

>

Walkthrough: Fire Bear Nation

Fire Shadow Village

Items to Find	
<p>Manju</p> 	<p>20 Ryo</p> 
<p>Location Inn.</p>	<p>Location Outside Higan's home on the right.</p>

100 Ryo	 <p>(Higan looked in the dresser!) (The dresser held 100 ryo!)</p>	Kusa Dango	 <p>(Higan looked in the dresser!) (The dresser held the kusa dango!)</p>
Location	Higan's House.	Location	Higan's House.
10 Ryo	 <p>(Higan peeked into the pot!) (The pot held 10 ryo!)</p>		
Location	Near Bakuzen's furnace.		

Shop Lists

Once you're unceremoniously booted out of your home, explore the town if you like. The banter in town is very informative and adds a lot of depth to each village you go to. So feel free to immerse yourself into the world.

Check out the PLGS House if you'd like to learn more about the system. However, there's no need since we'll be covering it. It wouldn't hurt to check in though.



Also of note, Higan has his very first scroll already equipped. The **Singh Scroll**.

When you're done head north out of town to begin the trial.



My Recommendations

Sell everything you've collected around town and purchase the **Wooden Spear**. The Hemp Clothes can wait till after you return from the Coal Mine. You can survive without it.

Challenge: Alternatively, if you don't mind taking this challenge. Don't buy anything at all. There's a trick you can exploit very early in this Nation once you have about **3480 ryos** to spare.

You will earn money fast because of the high encounter rate, and by the time you get to this point in Fire Bear Shrine to use the exploit you will have all the money you'll need to buy whatever you want and then some. Your Choice. :)

This challenge makes no sense if you take advantage of **Higan's Birthday** items though. So if you listened to my advice earlier then ignore this challenge.

Yonder Mountain

Head north for a SCENE.



Genkotsu and **Binta** join your party.

Now head right then up into the Coal Mines.

Note: If you walk northwest a bit you can see the graves of Higan's parents.

Coal Mines

Items to Find	Manju, Power Sash
Skills Learned	Blazing Cutter
Enemies	

A Word on Dungeon Crawling

- In this game, certain non-important chests in dungeons will **respawn**. However once you clear a dungeon you will not be able to enter it ever again. So make sure you pick up all the items before you leave.
- Once a character levels, their HP and Tech are fully restored. Use this to your advantage and don't play conservative with your spells too much.
- The encounter rate is relatively high in this game, so to make combat flow fast, don't forget to click on the **Enemies link** you see under the name of every dungeon section, and open it into a new tab. Here you will see the bestiary for every monster in that specific region followed by their weaknesses. Exploit these weakness for a much smoother flow of combat.
- Setting up strategies is also a good idea to make life easier. For example setting all characters to simply **ATTACK** will ensure you're not repetitively jotting in these same commands over and over again.
- However, don't rely on Plans. You can't "**AUTO BATTLE**" your way through this game since enemies have different weaknesses most of the time. Not to mention you can't cast spells on multiples targets using strategy, unless you set the specified character to manual and do it yourself.
- For the most part this dungeon is completely linear, and you will have no problems getting to the end. So I'll simply make note of the important floors.

Floor 1: Head north till you reach a staircase leading down. Enter.

Floor 2: Nothing.

Floor 3: Head south from the stairs to pick up a **Manju**, then head around to the stairs in the east and continue on.



Floor 4: Nothing.

Floor 5: Nothing.

Floor 6: Genkotsu leave party here (but leaves all his equipment behind.)



Floor 7: Head around to the left to pick up a **Power Sash** from this chest and continue east then south.



At the end of the floor, Binta leaves the party here (but leaves all his equipment behind.).



Floor 8: Heal up, and get ready for your first boss fight.



Boss Battle

Name: Coal Hermit

Weakness: None

Strategy: A relatively simple fight. Use up all your tech casting Singh, then switch to Attack. If you have the **Wooden Spear** the fight will be done before you know it. Just make sure to heal when your life is critical. He'll go down before you know it.



After the battle the Coal Hermit teaches Higan his first skill, **Blazing Cutter**.

Coal Hermit now becomes an inn. So heal and save, then leave the Coal Mine.



Yonder Mountain

It's snowing. Strange... Head towards Fireshadow Village for a SCENE. Enter the Village.



Fireshadow Village

Quickly heal up if you have to. Return to Higan's home for a SCENE.



Boss Battle

Name: Zettai Reido

Weakness: Fire (Extreme)

Strategy: Use **Singh** against Zettai, until you've depleted your tech, then switch to Blazing Cutter till he's beaten.



After the battle you will receive the **Swordsman's Bracelet**.

PLGS EVENT #1: Higan's Birthday

Purchase a **Hemp Clothes** if you haven't done so already and leave town.

A Word On Accessories

By now you've already noticed that you can equip weapons, armors and four slots of accessories. That's right, no helmet, or shield slots like in typical RPGs.

This can be a little overwhelming at first since you could end up spending extra cash buying accessories just to fill those empty slots. My advice? Don't buy any of those things, they're unnecessary and you'll soon have more accessories than you'll know what to do with.

I will advise you on when I think you should purchase specific accessories but other than that I leave the choice to load up or be naked up to you. ;)

Firepoint Village

Fire Bear Nation

Items to find	None
Enemies	

A Word on The World Map

Once you leave town there are many things you can go off and do on your own like hunting down scrolls, and hidden ryo found on the world map. However this guide covers capturing all these items once you're near the location. So you can follow along or explore on your own. Your choice. ;)

A Word on The High Encounter Rate

As you of course noticed by now, the encounter rate is pretty high in this game. As long as one of Hell's Generals occupy the Nation you currently reside, monsters run rampant. However, once you have defeated the General of that Nation, the encounter rate will sharply decline.


Head north along the roadway until you get to a sign post.



Follow the path north over the bridge until the road ends, then head northwest until you see a village hidden in a forest. Enter.



Fire Point Village

Items to Find	
Starlight	
Location	Temple to the left of the shrine.

Shop List

PLGS EVENT #2: Scoping the Takamagahara

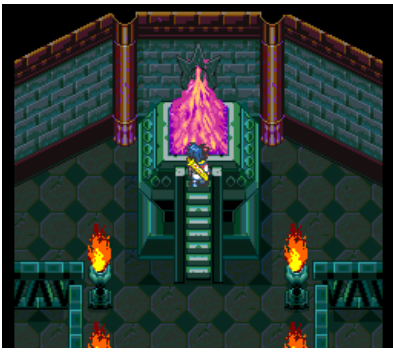
Head north towards the temple for a SCENE. After the scene, enter the temple.



In here, speak to the Elder for a SCENE. You will be faced with a choice. Choose yes.



After the scene, walk towards the Eternal Flame and speak to it for another SCENE.



Finally, you receive the **Eternal Flame**. Exit the shrine, then leave town.

Fire Bear Shrine

Fire Bear Nation

Items to find	Fusion Scrolls of Wind
Enemies	

Travel north from the village till you see another sign.



From here go left until you see a grotto at the end of the path. Enter.



Wind Grotto

Speak to the Wind Hermit to receive your first fusion scrolls, the **Fusion Scrolls of Wind**.



Fire Bear Nation

Items to Find	None
Enemies	

Return to the Wind Hermit's sign, then head south to the roadway and keep going until you reach the first sign you came across. Now walk east along the roadway till you see another village.



Fire Bear Shrine

Items to Find			
Antidote	<p>(Higan looked in the dresser!) (The dresser held an antidote!)</p>	10 Ryo	<p>(Higan looked in the dresser!) (The dresser held 10 ryo!)</p>
Location	House left of the Inn.	Location	Inside Newspaper Shop.
Manju	<p>(Higan looked in the dresser!) (The dresser held the manju!)</p>	10 Ryo	<p>(Higan peeked into the pot!) (The pot held 10 ryo!)</p>
Location	Inside Newspaper House.	Location	House southeast of the Hatchery.
20 Ryo	<p>(Higan peeked into the pot!) (The pot held 20 ryo!)</p>		
Location	House surrounded by water.		

A Word On Sidequests

There is quite a bit to do here in Fire Bear shrine, most of which is all just sidequesting. I want the walkthrough section to be committed to just taking you from point A to B to complete the game, however if you're interested in the sidequests (which I highly recommend) Click on its event link and it will take you to that section of the guide.

Shop Lists

Singles Tea House Event

PLGS EVENT #3: The Grand Reopening

A Word on the Newspaper House

For fun, checkout the Newspaper House.



In here you can check out the newspaper's "interpretation" of events happening in their respective region. It doesn't net you any items but it is entertaining, and new stories become available the further you progress in each nation.

Once you're done having fun, head north all the way to the next screen.



Head north past the waterfall where there's three building one on the left, middle and right. Head into the shrine office on the left.



Talk to the man inside for a SCENE.



Now head upstairs and take the **Wooden Charm** from the chest. Leave.



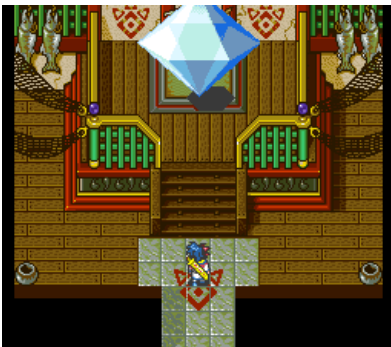
Head over to the shrine office on the right.



Head up the stairs here to find the **Rusty Sword**.



Visit the main shrine in the middle to see the **Fire Bear** trapped inside a crystal. Your goal is to get him out of there...somehow.



Once you are finished with everything you need here exit the village.

My Recommendations

If you've gained enough money from Higan's Birthday, or from your travels to use the "Akina Money Trick", then go ahead and buy the **Blackened Katana** and **Leather Breastplate**. If you're still a bit short on funds, don't worry you will receive **1000 Ryo** very soon.

If the monsters are giving you too much of a beating, then I'd recommend at least buying a **Leather Breastplate**. Why not the **Blackened Katana**? Mainly because where we're going you're about to get an even better weapon, so it will be obsolete soon.

With all that said, whatever your decision, **DO NOT GRIND** for the ryo. I'm usually against grinding in video games, but in this game you get into way too many battles to worry about it. Be patient, if you don't have the money now you will definitely have it by the time you return from Life Forest, if you **STILL** don't have it by then... well...then damn you're fast, but just keep moving until you get it.

Life Forest

Fire Bear Nation

Items to find	Gush Scroll
Enemies	

Head east then south following the road until it breaks off.



Keep heading east to get back onto path, and continue on the path till you get to a grotto at the end.



Gush Grotto

Speak to the Gush Hermit to receive the **Gush Scroll**.



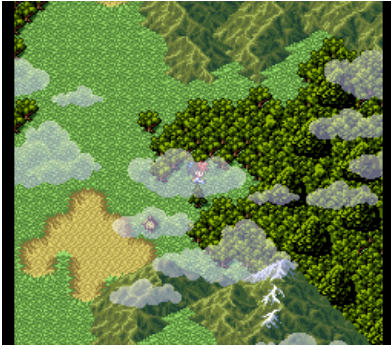
Fire Bear Nation

Items to Find	1000 Ryo
Enemies	

Now head back onto the path and walk north till you see a lake. Stand exactly in this spot to pick up **1000 Ryo**.



Now head east from here till you see a large forest. Walk into the forest.



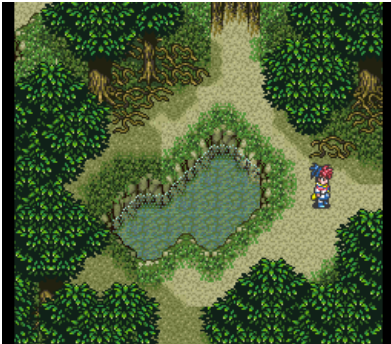
Life Forest

Items to Find	Manju, 360 Ryo, Antidote, Body Essence, Starlight, Fire Bear Sword
Scrolls Obtained	Vigor Scroll, Filter Scroll
Enemies	

First, go up the staircase in front of you, then head west then south to obtain a **Manju**



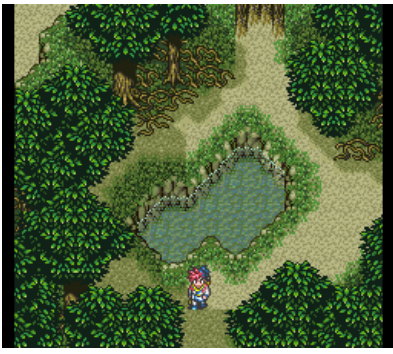
Now return north, then walk all the way east and then south till you reach a sort of intersection. Head right to the next screen.



Here, pick up the chest to receive **360 Ryo**.



Now return left to the previous screen, then head south into the next screen.



You will loop back around and end up on the northern side of the same screen. So head left then south down the stairs. Then head left to the next screen.



Keep walking left till you see a chest. Open it to receive an **Antidote**. Now head north into the next screen.



Go left then up the stairs then follow the path around, over a bridge until you see a path leading north.



Go left over the bridge here and follow it around till you reach another path leading north.



Now you should be in front of a large tree.



Walk inside and you will see a SCENE. Listen to Hisui requests, and afterwards you will receive the **Fire Bear Sword**.



Hisui joins the party.

Hisui contributes two scrolls to the party. **Vigor Scroll** and **Filter Scroll**.

Don't forget to pick up the chests inside here. The one on the left contains a **Body Essence**, while the one on the right contains a **Starlight**.

Now you can leave the forest.

A Word on Essence

"Essence items" increase a characters stat fomr 1 to 5 depending on the essence you use. The underlying question in RPGs is always: who should get what stat? In this game it matters little who you give it to because you never get enough of them to make that much of a difference in combat.

My Recommendation: Give these all to Higan. He's the only character that fights in singles combat in certain parts of the game and the extra boost will definitely help make these battles a little easier. Don't forget to save before using essence so you can make sure you get +5 stat increase.

Ice Mountain Village

Fire Bear Nation

Items to find	Sight Scroll
Enemies	

A Word on Starlights

Now that we have Hisui and have left the Life Forest, you should now have plenty of Ryo to complete the **Anika's Tea House event** if you haven't done so already.

Here's a tip. You can buy **99 Starlights** from the newly reopened **Item shop**. Starlights here cost only 100 ryo, cheapest in the game, so you can easily get the **9900 ryo** by selling only **3 white candies**.

Starlights restore your tech by 50 points, so you can now cast spells with (almost) reckless abandon. Now those fusion scrolls don't seem so expensive tech wise all of a sudden. You still have to be careful with your casting, but not nearly as careful as when you had only say... one starlight.

Head northwest from Life Forest to return to the roadway, and keep following it north until you reach signpost next to an Ice Mountain, however before we head into the mountain let's take a tiny detour.



From this point, head northwest AROUND the mountain while hugging the right till you see a grotto up ahead.



Sight Grotto

Speak to the **Sight Hermit** to receive the final scroll for this Nation... **Sight Scroll**.



Fire Bear Nation

Items to find	None
Enemies	

Now return to the sign post, then head north to enter Ice Mountain.

Ice Mountain

Head north to the next screen. Now slide over the ice patch and speak with Omine. Omine has these snazzy **Snow Shoes** she's selling for **1000 Ryo** to stop you from sliding everywhere. Buy one and equip it to Hisui.



Now walk northwest, and try to enter the ice door. You can't cause it's blocked off. Speak to the lady nearby, she mentions something about a Flaming Pot in Fire Shadow Village. Well let's head over there.



Fire Bear Nation

Items to find	None
Enemies	

Return to Fire Shadow Village.

Fire Shadow Village

Now head north all the way to the furnace where Byakuen is standing and talk to him for a SCENE. You will receive a **Flaming Pot**. Afterwards...Leave.



Fire Bear Nation

Items to find	None
Enemies	

Return to Ice Mountain.

Ice Mountain

Head north into the next screen. As soon as you enter, a timer appears on the top right of the screen. The bomb..err pot has been triggered. You only have **1:30 seconds** to make use of it. Quickly head to the ice door, go into your inventory and use the **Flaming Pot** as an item. You will see a SCENE.



Now enter the new passage and go through the linear path to end up in....

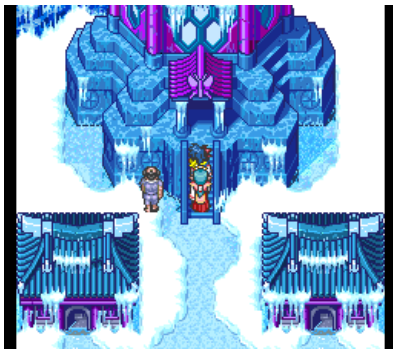
Ice Mountain Village

Items to Find

<p>20 Ryo</p>		<p>Manju</p>	
<p>Location</p>	<p>House south of the Inn.</p>	<p>Location</p>	<p>House southwest of the item shop.</p>
<p>20 Ryo</p>		<p>30 Ryo</p>	
<p>Location</p>	<p>Item Shop.</p>	<p>Location</p>	<p>House north of the Item shop.</p>

Shop Lists

Head around into the Palace of Dreams.



Palace of Dreams

Walk over to the egg for a SCENE.



Note: Don't worry about the chest. It will open automatically... eventually.

Ice Mountain Village

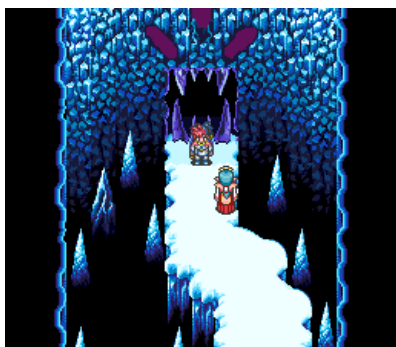
Once you're done with everything in town, head north to a large stairs and enter the cave.

Recommendations

I would go ahead and purchase a **Chain Kimono** for Higan.

You could purchase the **Shinobi Clothes** for Hisui especially if you're flowing with cash, but I usually don't spend any ryo on beefing up Hisui. It's just a +7 boost to her defense, and she won't be around for too long anyway (If you've been following the story you'd know why). She'll be fine either with or without it.

In here walk over to the blocked off entrance for a SCENE. Enter the dungeon afterwards.



Ice Fang Castle

Items to find	900 Ryo, Healing Pill, Antidote, Typha Oil, Tech Essence, Wavering Ring, Wasabi Pill, Power Essence, Return Stone.
Enemies	

First head north to pick up **900 ryo**.



Now walk southeast to a staircase and enter. Walk around to the left being careful not to crack through the floor, and you will end up next to two chests. Open them to receive...

- **Healing Pill**
- **Antidote**



Return to the previous floor. Now walk down the middle path to a stairway and enter. Now walk to the right and find three chests.

- **Typha Oil**
- **Tech Essence**
- **Wavering Ring**



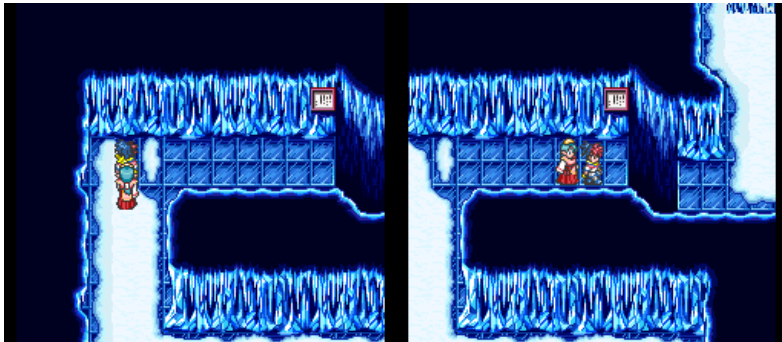
Now return to the previous floor (the stairs north is a dead end).

Now walk southwest to this staircase and enter.

Remove your snow shoes now. You will no longer need them. Now SLIDE around the bend and enter the next screen.



Here head around the corner where there's a sign. Take off your **Snow Shoes** here if you didn't do so earlier then slide right to get across the other side. Now head north to the next screen.



Now walk all the way south past the intersection into another screen, and pick up 4 chests.

- **Wasabi Pill**
- **Nothing**
- **Power Essence**
- **Return Stone**



Now leave, and walk north to the intersection then head right to the next screen and follow the linear path till Zettai Reido stands before you.



Boss Battle

Name: Zettai Reido

Weakness: Fire (Extreme)

Strategy: Use **Singh** for the entirety of the fight while Hisui performs healing duties. When Higan gets low on tech feed him Starlights. This strategy makes Zettai waste a precious turn building up a barrier to protect him from physical attacks. So laugh as he does so and rain fire until he falls.



Fire Bear Nation Liberated

Palace of Dream

You will automatically return to the Palace of Dreams. Hisui presents to you **Hisui's Ring**.



Hisui **leaves** the party (but leaves all her equipment behind).

Ice Mountain Village

We only have one more loose end to clear up before we leave to the next nation. So leave town, and return to Fire Bear Shrine.

Fire Bear Shrine

Return to the Fire Bear's Temple.



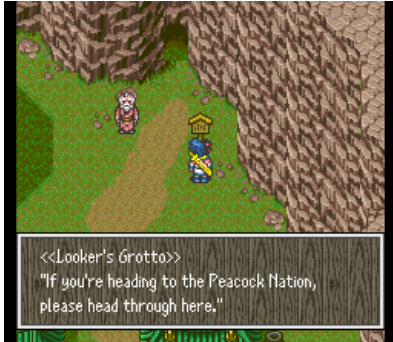
Fire Bear is free from his crystal prison. Speak with him to receive the **Fire Bear Stone**.



Now leave Fire Bear Shrine, and return to Ice Mountain Village.

Ice Mountain Village

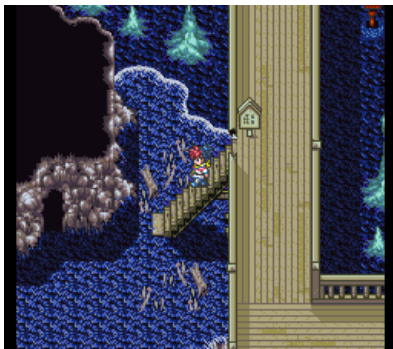
Walk to the northeast part of the village and you will see a newly opened cave.



Life Grotto

Items to find	Tempting Ring
Enemies	

This is the passage that connection Fire Bear Nation to Peacock Nation. Go through the linear path until you see a staircase to the left. Go down the staircase and enter the cave.



From here, head around and walk all the way to the left till you can go no further, then head north till you reach a cave.



In here you will see a chest containing a **Tempting Ring**.



Now go east until you see a new cave. Enter.

Spring of Temptation

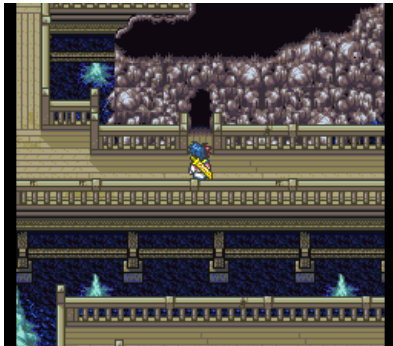
PLGS EVENT #5: The Lookers

Leave when you're done in here whether you meet the Lookers or not.

Life Grotto

Items to find	Wooden Charm
Enemies	

Now go south down the path closest to you all way to the bottom till you see another cave.



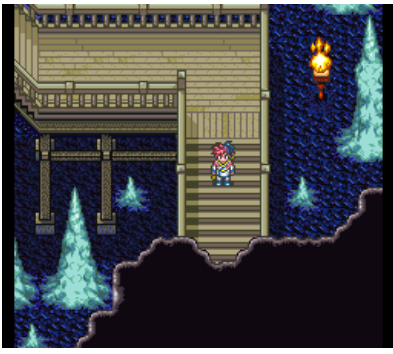
Inside you will see a chest. Open it to receive a **Wooden Charm**.



Now keep heading east until you exit this place.



Head back onto the boardwalk, and continue east on the linear path till you get to the end. Exit the cave.



Walkthrough: Peacock Nation

Peacock Shrine

Peacock Nation

Items to Find	None
Enemies	

You will see a SCENE.











Afterwards head east around the mountain then north till you see a village with a red cloud showering it with red rain.



Peacock Shrine

Items to Find			
Flight Stone*	<p>(Higan looked in the dresser!) (The dresser held a flight stone!)</p>	100 Ryo	<p>(Higan peeked into the pot!) (The pot held 100 ryo!)</p>
Location	House left of the inn.	Location	Item shop.

<p>Typha Oil</p>	 <p>(Higan looked in the dresser!) (The dresser held the typha oil!)</p>	<p>Antidote</p>	 <p>(Higan peeked into the pot!) (The pot held an antidote!)</p>
<p>Location</p>	<p>Pharmacy #2 (one above the inn).</p>	<p>Location</p>	<p>House right of the weapons shop.</p>
<p>50 Ryo</p>	 <p>(Higan looked in the dresser!) (The dresser held 50 ryo!)</p>	<p>50 Ryo</p>	 <p>(Higan peeked into the pot!) (The pot held 50 ryo!)</p>
<p>Location</p>	<p>House north of Pharmacy #2.</p>	<p>Location</p>	<p>North of house surrounded by water.</p>
<p>Almighty Pill</p>	 <p>(Higan looked in the treasure chest!) (Higan found an almighty pill!)</p>	<p>Tech Essence</p>	 <p>(What!? Higan found a technique essence!)</p>
<p>Location</p>	<p>Left shrine office upstairs</p>	<p>Location</p>	<p>Right shrine office, upstairs</p>
<p>Antidote</p>	 <p>(What!? Higan found an antidote!)</p>	<p>*????*</p>	
<p>Location</p>	<p>Right shrine office, upstairs</p>	<p>Location</p>	<p>Upstairs the Inn</p>

????*: Remember this chest, we will return for it later.

Flight Stone: Save this for later.

Shop List

Singles Tea House Event

You will see a SCENE as soon as you enter.



Recommendations

Weapons Shop

The **Bent Katana** may seem like the weapon of choice for Higan, however there is a far better option for you coming very soon that you may very well consider (it has a **+32 attack** advantage over it). I would skip this one.

In terms of armor, I usually purchase the **Priestly Robes** over buying the Red Tin Armor because it reduces tech consumption by 5%, and is much cheaper.

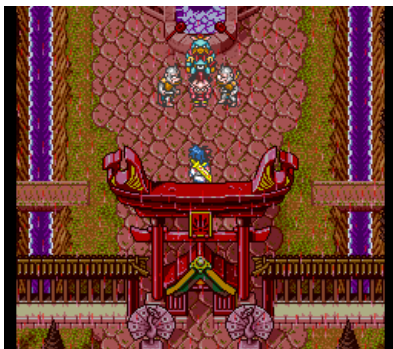
However, if you abuse Starlights anyway and prefer the extra defense then purchase the **Red Tin Armor**.

Item Shop

The **Music Box** is a very important purchase if you plan on completing **Akina's Tea House Event** back in Fire Bear Shrine. The item you get from this purchase is also necessary in completing a portion of **Marina's Tea House Event** here in Peacock Shrine.

You don't have to purchase it now however, and can wait all the way till we get our next teammate before doing so. As a matter of fact, I highly advise that you do not leave Peacock Nation just to give this item to Akina until you've partnered up with said teammate, but as with everything. The choice is yours ;)

Head north towards the Peacock's Shrine, but before you enter the next screen make sure you're fully healed. Enter. You will see a SCENE.



Boss Battle

Name: Monkey Xu Lia x2

Weakness: Wind (Extreme)

Strategy: Focus on one Monkey at a time using the **Fusion Scrolls of Wind** until you've decimated them both.



After the battle, walk north into the Peacock's Temple, and talk to the man inside to learn of your next destination. Leave Peacock Shrine.



Luck Luck Village

Peacock Nation

Items to Find	Jolt Scroll
Enemies	

Head north till you reach this stone landmark.



Now head southeast from the landmark until you see a Grotto. Enter.



Jolt Grotto

Speak to the Jolt Hermit in here to receive a **Jolt Scroll**.



Peacock Nation

Items to Find	None
Enemies	

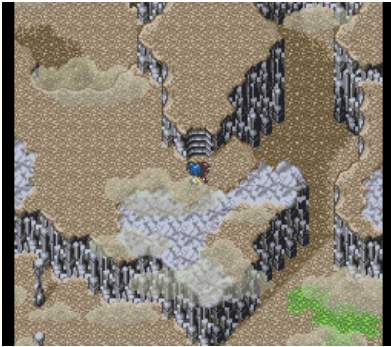
Return northwest to the stone landmark, and keep heading northwest till you see a staircase.



Head up the staircase until you see a sign. You can head north to the Thunder Hermit's Grotto if you like, however he won't be there.



So go east from the sign and continue on till you reach another staircase.



Head north up the staircase and follow it around until you see another staircase leading down and Luck Luck Village next to it.



Note: You must have noticed another Grotto on the right as you were walking north.



Ignore this grotto for now. We will return later.

Luck Luck Village

Items to Find			
<p>Typha Oil</p>	 <p>(Higan looked in the dresser!) (The dresser held the typha oil!)</p>	<p>50 Ryo</p>	 <p>(Higan peeked into the pot!) (The pot held 50 ryo!)</p>
<p>Location</p>	<p>House to the right of the item shop.</p>	<p>Location</p>	<p>Tea House.</p>
<p>30 Ryo</p>	 <p>(Higan looked in the dresser!) (The dresser held 30 ryo!)</p>	<p>80 Ryo</p>	 <p>(Higan looked in the dresser!) (The dresser held 80 ryo!)</p>
<p>Location</p>	<p>House above the weapon shop.</p>	<p>Location</p>	<p>House isolated on a hill.</p>

Shop Lists

Note: There's a peddler inside the inn that sells additional goods. Nothing fancy, but Peddlers will come with useful items in later nations. Be sure to always check them out.

You will see a SCENE as soon as you enter.



Now head northeast around the house isolated on a hill into an alley that exits north.



Peacock Palace

Head north and enter the Palace.



You will meet your good ole' buddy Akamaru again. Say yes to his request, and he will give you the **Hermit's Horn**.



We're done in Luck Luck Village. Leave.

Recommendations

The **Garden Shears** are the weapon of choice here, and is by far the best weapon available in this nation. You do receive a new weapon in the dungeon coming up. However, the Garden Shears has **+7 attack** over it.

I usually skip the Garden Shears since I'm a scroll freak, (and I can't fathom Higan using this damn weapon), but obviously not purchasing it puts you at a disadvantage especially if you missed the **Bent Katana**. So buy it!

Rain Temple Village

Peacock Nation

Skills to find	Thunder Cutter
Enemies	

Return all the way to the sign we ran into earlier, and head north up to stairs till you see the **Thunder Hermit's Grotto**.



Thunder Hermit's Grotto

First of all, heal up. Now use the **Hermit's Horn** as an item, and the Thunder Hermit will appear.



Now try to leave, and Thunder Hermit will approach you and propose to you a challenge. Accept his challenge and prepare for battle.

Boss Battle	
<p>Name: Thunder Hermit</p> <p>Weakness: Physical, Fire (Extreme)</p> <p>Strategy: Thunder Hermit will use his Thunder Cutter Skill, where he charges for a turn, then applies big damage to Higan on the next turn. So make sure you heal up and use your Singh and Blazing Cutter skills to wipe him out.</p> <p>If you chose Ran as your looker, you can use her item to do big damage to the Thunder Hermit, but I'd save it for later.</p>	

After defeating the Thunder Hermit, he will teach you your new skill: **Thunder Cutter**. Your HP and TP will also be restored automatically. This is the case with all hermits you do battle with so remember that.



Once you're done here you may leave.

Peacock Nation

Items to Find	None
Enemies	

Head southwest until you see a new set of stairs going down.



Head down these stairs until you see ANOTHER set of stairs on the left.





Head down these stairs then go around the north until the path leads left, then walk left until you see a sign post on the left.



Head south from these stairs until finally you see **Rain Temple Village**.



Rain Temple Village

Items to Find			
<p>80 Ryo</p>	 <p>(Higan peeked into the pot!) (The pot held 80 ryo!)</p>	<p>80 Ryo</p>	 <p>(Higan looked in the dresser!) (The dresser held 80 ryo!)</p>
<p>Location</p>	<p>Item Shop.</p>	<p>Location</p>	<p>House to the right of the item shop.</p>
<p>Antidote</p>	 <p>(Higan peeked into the pot!) (The pot held an antidote!)</p>	<p>Typha Oil</p>	 <p>(Higan peeked into the pot!) (The pot held the typha oil!)</p>
<p>Location</p>	<p>Tea House.</p>	<p>Location</p>	<p>House to the left of the tea shop.</p>

Shop Lists

As soon as you enter, you will be interrupted by Akamaru again.



After the SCENE with Akamaru. Head north and speak to the mysterious man in the graveyard. Answer yes to his question, then leave when you're done talking to him.



Luck Luck Village (Revisited)

Peacock Nation

Scrolls to find	Nude Scroll
Enemies	

Return up the stairway, then head east then south till you reach the intersection. Now head left towards these new stairs.



Head down these stairs, and keep heading left until you see a grotto at the end of the path. Enter.

Nude Grotto

Speak with the Nude Hermit and receive: **Nude Scroll**.



Peacock Nation

Items to Find	None
---------------	------

Enemies

Now make your way back to Rain Temple Village.

Rain Temple Village

Once you enter, another SCENE occurs with Akamaru. Afterwards leave.



Peacock Nation

Items to find	Peacock Tear
Scrolls to find	Float Scroll
Enemies	

Now head all way the back to Luck Luck Village. If you're sick of all this walking, then use the **Flight Stone** we picked up earlier in Peacock Shrine and soar over there. Or you can save it for something else later if you don't mind walking. I prefer to walk. Don't worry, this is the last time you'll have to do a big trek... in this nation anyway.

However you choose to get there, once you do head right then south around the mountain to the Grotto we missed earlier.

Okie Dokie Grotto

First, speak to the shrine maiden and answer yes to her question. She will give you the **Peacock Tear**.



Afterwards, speak with the Okie Dokie Hermit to receive the **Float Scroll**. Afterwards you may leave.



Peacock Nation

Items to Find	None
Enemies	

Return to Luck Luck Village.

Luck Luck Village

Scrolls Obtained Split Scroll, Soar Scroll

First of all, heal up and prepare yourself. Then head over to the Peacock Palace once more.

Peacock Palace

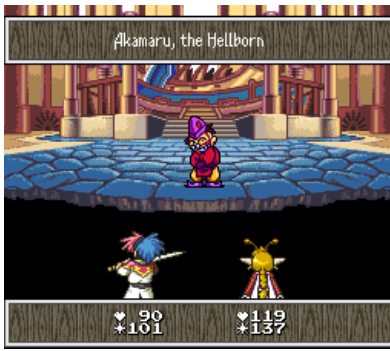
Speak to Akamaru for a SCENE. Akamaru gives you a choice. Both answers will amount to the same thing, however I prefer to say no. Choose whichever suits your Higan.



Afterwards another SCENE occurs and finally after much anticipation...**Subaru** joins the party.



However, a boss fight immediately occurs.

Boss Battle	
<p>Name: Akamaru, the Hellborn</p> <p>Weakness: Physical - Fire - Bolt (Extreme)</p> <p>Strategy: First use the Nude Scroll to soften up Akamaru, then have Higan abuse Thunder Cutter. This will be Higan's bread and butter for almost all boss fights until it is replaced by an even more powerful attack come end game. Subaru should be on heal duties, only using Blazing Elephant occasionally to make the battle go by much faster. Akamaru should fall in no time.</p>	

After the battle, open your inventory and check out your new scrolls. Subaru has contributed two more to your cause. The **Split Scroll** and **Soar Scroll**. Finally we can warp between nations easily.

A Word on the Maiden's Kimono

Subaru also comes equipped with the **Maiden Kimono**, an armor that if used as an item will cast Vigor. What's even better? You can use this as an item even if she has the armor equipped!

Be sure to shove this into a separate bookmark so you can access it quickly combat. The only drawback to using it is you can't heal multiple characters with it. Only one. But it's a free spell...so why are you complaining?

Now enter the **Mamahayuri**. Walk in front of the red button, open your inventory, and use the **Peacock Tear** as an item.



A SCENE occurs and you acquire your first vehicle. **The Mamahayuri**.



Note: The Mamahayuri can only access Peacock Nation, but that's okay as its not the only vehicle we will gain access to over the course of the game.

Tower of Bloodshed

Peacock Nation

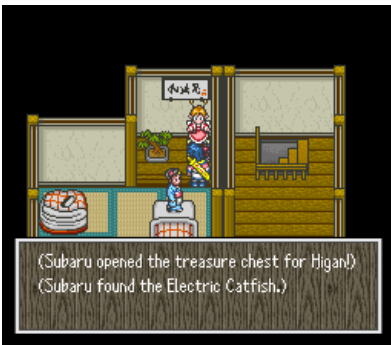
Items to find	None
Enemies	

We can now head straight to the **Tower of Bloodshed**, however they're a bunch of optional events we can partake in that will be useful for the trials ahead. First let's fly over to **Peacock Shrine**.

Peacock Shrine

Skills to find	Electric Catfish
Enemies	

Head into the inn, and go upstairs. With Subaru in your party you can now open that chest that has been eluding us. Do so and you will receive the **Electric Catfish Skill**.



Now we have some unfinished business in Fire Bear Shrine. I would **HIGHLY RECOMMEND** you do these events as they will power up your team quite a bit. Don't forget to purchase the **Music Box** if you haven't done so already since we're now returning to Fire Bear Shrine.

Peacock Nation

Items to Find	2000 Ryo
Enemies	

From here you can use the Soar Scroll, to **Soar** to **Fire Bear Shrine** to complete a new PLGS Event that has just opened up, or you can continue on with the rest of Peacock Nation's quest.

PLGS EVENT #6: Summoning Eggs

Note: While you're in Fire Bear Shrine, be sure to complete **Akina's Tea House Event**, now that you have the Music Box.

Whether you didn't leave to do those quests or just came back from them. Lets continue...

If you're still outside of Peacock Shrine, fly the Mamaharaja over to Rain Temple Village and head north until you're hovering over this mountainous area.

If you're returning from Fire Bear Nation, then soar over to Luck Luck Village so you can commandeer the Mamaharaja again. Then head west from here until you're hovering over this mountainous area.



Land to the far left and stand on this exact stop to receive **2000 Ryo**.



Now head right a bit past the Tower of Bloodshed till you see another town. This is the **Open Market**.



Open Market

PLGS EVENT #7: Open Market

After you're done here. Leave.

Peacock Nation

Scrolls to find	Fusion Scrolls of Water
Enemies	

From here head north till you see a cave in the mountain. This is the **Water Grotto**.



Water Grotto

Speak with the Water Hermit to receive the **Fusion Scrolls of Water**.



Peacock Nation

Items to Find	None
Enemies	

If you picked up a **Buddhist Manju** in the Open Market let's get some use out of it by heading on over to Valley of Stone. Note that there're no items to be gotten here so unless you wish to immerse yourself into the world of Jipang feel free to skip the next section and head straight to the Tower of Bloodshed. Otherwise, head right a bit till you see a long staircase in the mountain.



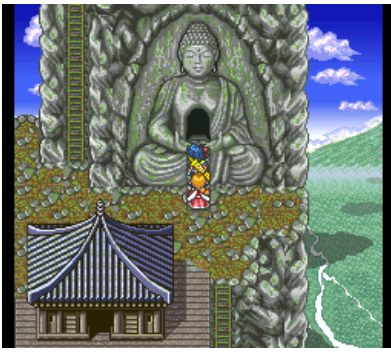
Valley of Stone

Shop Lists

Head left around the spiraling stairwells, interacting with the Petroglyphs of the various Divine Beasts. One of the them has even been desecrated by one of Hell's Minions. Awesome.



Once you reach the summit, enter the Buddhist Petroglyphs on the right.



Buddhist Grotto

Walk over to the Buddhist Hermit and use the **Buddhist Manju** as an item. You will now be able to speak with the Buddhist Hermit. He will give you advice on your journey and it changes the further you get into the game. He also gives you some history lessons on the world of Jipang. So if you're interested in that sort of thing then this trip wasn't a total waste.



Peacock Nation

Items to Find	None
Enemies	

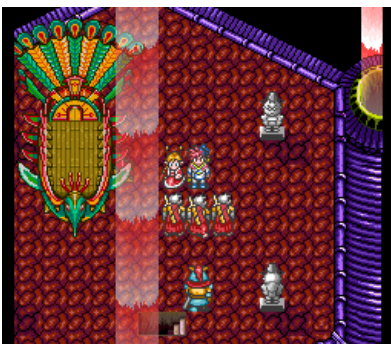
Now heal up, and prepare yourself for battle. Fly west over to the **Tower of Bloodshed**. Don't land on the ground to enter, instead fly the Mamajahara directly into the tower and press "A" to enter.



Tower of Bloodshed

Items to Find	Luck Essence, Almighty Pill, Gambler's Pill, Starlight, Wizard's Brew, Tech Essence, Night Rain Katana
Enemies	

Once the Mamajahara lands, a SCENE will occur.



Boss Battle

Name: Monkey Xu Lia x3

Weakness: Wind (Extreme)

Strategy: This is the same battle as before, only this time there's one more of them, and one more of you. Use **Fusion Scrolls of Wind** and cast it on all targets to make short work of them. Make sure to keep Subaru's TP above 120. You'll need it for the next round.



Right after this battle, another immediately ensues.

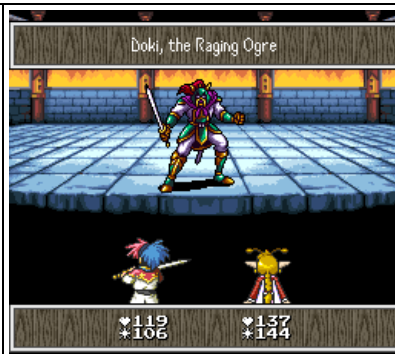


Boss Battle

Name: Doki, The Raging Ogre

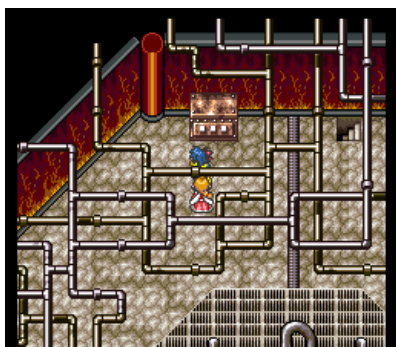
Weakness: No Weakness

Strategy: Use the **Nude Scroll** to lower Doki's defense, and have Higan use **Thunder Cutter** in this fight. If you have the Wonder-Fly Summon have Subaru immediately cast this. Doki will fall fast after that.



After this battle, you can return to the Mamaharaja if you want to heal up before you officially start or the dungeon, or use some Starlights and head down the stairs to begin.

From here walk to the left. You will see a panel with three buttons.

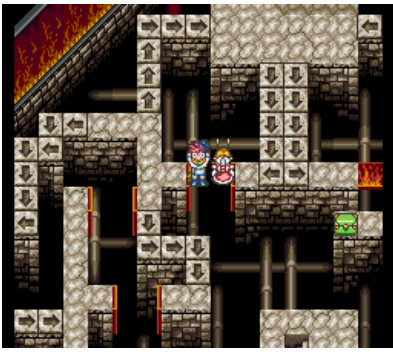


- **Left:** Seals the path to the stairs.
- **Center:** Opens a hole in the floor leading to the same place the stairs would take you.
- **Right:** Initiates a random battle.

So either hit the center button, or ignore the panel completely and head down the stairs.

Things may seem a bit confusing here at first, but it's very simple to navigate. First and foremost, cast **FLOAT** on the party. We're gonna be doing some falling.

Now first stop...fall here.



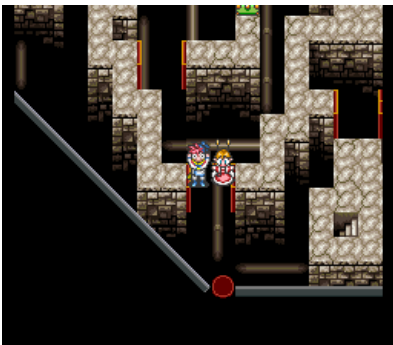
You will land in a poison pit at the bottom, but float should protect you. Open the chest here to receive a **Luck Essence**. Now head up the nearby stairs to leave.



Go right and down to pick up the visible chest and receive an **Almighty Pill**.



Next stop... Fall here.



Collect the chest to receive a **Gambler's Pill**, then head south and up the stairs.



Now be careful, if you're Float Spell runs out be sure to cast it again, and do so BEFORE you fall again.

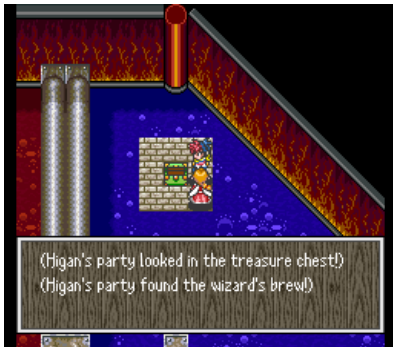
Okay now head east and north till you see a chest. Pick it up to receive a **Starlight**.



Now head south and fall here.

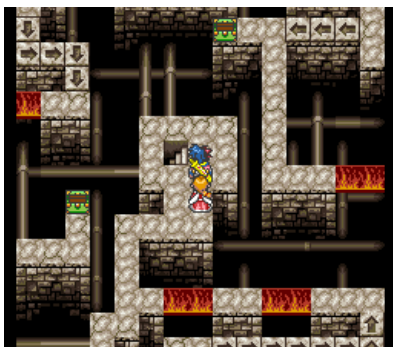


Down here pick up the chest and receive a **Wizard's Brew**. Now head up the stairs here.

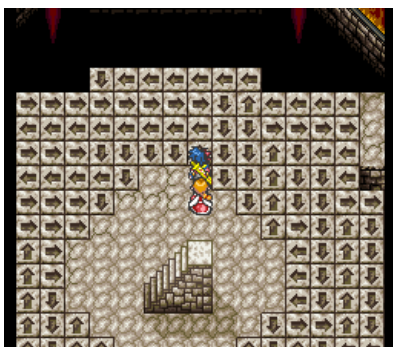


We're done with all the falling, if you're confident you won't accidentally fall then you can leave Float off, otherwise just keep it on till we leave this area.

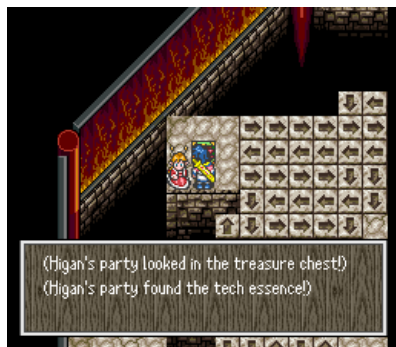
Okay, now lets head back to the entrance of this area and keep going left around the linear path WITHOUT FALLING till you get to a stairs at the end. Head down to the next screen.



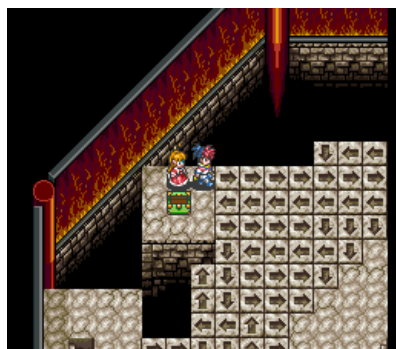
This part is even simpler. Firstly, head north up this "UP" Arrow.



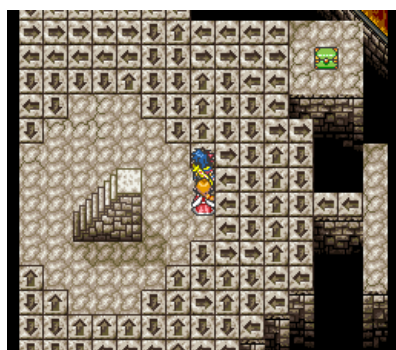
You will head over to your left. Open this chest to receive a **Tech Essence**.



Now head to the UPPER right arrow and you will safely return to the other side. (If you choose the wrong path you will fall into a pit...with no items... so don't)



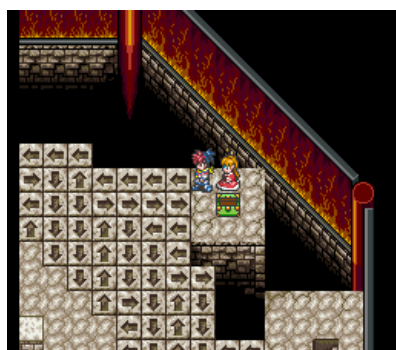
Now head onto this next "UP" Arrow. You will automatically go right.



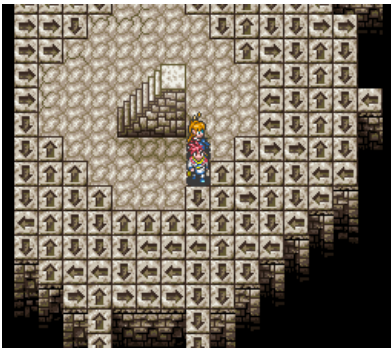
Open the chest here to receive a **Night Rain Katana**.



Now head to the UPPER arrow, to safely get to the other side.



Now walk down this arrow and head down the stairs to the next screen.



Now heal up and prepare for the boss of this nation. Head towards Akamaru for a SCENE. Prepare for battle.



Boss Battle	
<p>Name: Akamaru, the Hellborn</p> <p>Weakness: Physical, Fire, Bolt (Extreme)</p> <p>Strategy: Same strategy as Doki. Use the Nude Scroll, prime Thunder Cutter, cast Wonder-Fly and watch Akamaru melt before your might.</p> <p>If you don't have Wonder-Fly now would be a good time to use Ran's Fire Item (you did do the looker's event didn't you?). This will knock off over 200 HP, and you can use it 3 times before it expires. More than enough to slay Akamaru.</p> <p>If you don't have Wonder-Fly nor Ran's item. Then you're in for a long fight. Just keep Subaru on healing duties and have Higan launch Thunder Cutters. It'll take a while but eventually he'll go down.</p>	

Peacock Nation Liberated

Peacock Nation

Items to find	None
Enemies	

Let's return to Peacock Shrine.

Peacock Shrine

Don't bother sleeping at the inn or even healing your poison, it'll be taken care of right now. Head north up a screen and enter the Peacock's Temple. Speak to the Peacock and she will heal you then hand over the **Peacock Stone**.



Peacock Nation

Items to find	None
Enemies	

The next stop is strictly for **Completionists** only. The item you will obtain from doing this next event is useless. So skip ahead if you like.

Peacock Nation

Fly over to Luck Luck Village. Enter.

Luck Luck Village

Return the Peacock Palace grounds.

Peacock Palace

Here you will see a child playing hide and seek with a shrine maiden. If you find this shrine maiden you will receive an item.



The place the Shrine Maiden will appear is random. Find her to receive a **Kusa Dango**. I hope you feel better about yourself now Completionist. Now let's move on already.



Now head all the way northwest till you see a village at the end of the path.



Entrance Village

Items to Find

<p>80 Ryo</p>	 <p>(Higan's party looked in the dresser!) (The dresser held 80 ryo!)</p>	<p>100 Ryo</p>	 <p>(Higan's party looked in the dresser!) (The dresser held 100 ryo!)</p>
<p>Location</p>	<p>House to the right of the weapon shop.</p>	<p>Location</p>	<p>House to the left of the inn.</p>
<p>Typha Oil</p>	 <p>(Higan's party peeked into the pot!) (The pot held the typha oil!)</p>	<p>100 Ryo</p>	 <p>(Higan's party peeked into the pot!) (The pot held 100 ryo!)</p>
<p>Location</p>	<p>Pot to the right of the inn.</p>	<p>Location</p>	<p>House to the right of the inn.</p>

Shop List

If you sleep at the inn here, Subaru will have a SCENE. I wonder what that was all about?



Anyway there's nothing much here for you to do so let's leave this nation behind.

Recommendations

Willful Armor: A pretty high step above both the **Fire Warding Robe** and the **Foliage Robe** for Higan. I definitely recommend purchasing one if you don't already have the **Knit Gear**. Skip otherwise.

Walkthrough: Crane Nation

Exit Village

Chapter 6: - A Challenge from Sara



Crane Nation

<p>Items to find</p>	<p>None</p>
<p>Enemies</p>	

Head north until you see a crater in a forest on the right.



Treasure Village

Items to Find			
120 Ryo		Cool Pill	
Location	House right end of the village.	Location	House to the left of the weapons shop.

Shops Lists

PLGS EVENT #8: The Treasure Gallery

Walk north until you see a cave at the very back of the village.



Peppy Grotto

Speak to the Peppy Hermit to receive the **Zest Scroll**.



Treasure Village

We're done here, so check out the Treasure Gallery if you like, then leave.

Recommendations

Princess Whip: This is a great upgrade for Subaru, and is also necessary for an event later. I'd suggest you purchase this more to beef up Subaru than for that event though (ugh...you'll see.)

Crane Nation

Items to find	None
Enemies	

Head southeast until you see a distinct forest patch at the end of the path. Enter.



Splendid Village

Items to find	
200 Ryo	Fool Pill
Location	Location
House near the entrance.	Pot outside of the house with a barn.

Shop Lists

There isn't much here except for the items that you can find. Otherwise leave.

Recommendations

Mushroom Armor: This is definitely not an armor you should wear but rather use as an item. The armor carries the **Sting Spell**, a great spell that doubles attack, but lowers the defense of a single character. It will be a while till you actually find the scroll version of this item so why not? You will be using it A LOT.

Shitty Shoes: Another item not meant for you to wear, but it is required item if you wish to find a secret boss very late in the game. So why wait to buy it then?

Also...do you see the price for the **Snow Shoes**? What a scam!

Crane Nation

Items to find	None
Enemies	

Return to Treasure Village then walk northwest to the beach till you see a mountain. There's an odd jut of sand here.



Seaweed Village

Items to Find	
Fool Pill	
Location	House to the left of the village by a lake.

Shop Lists

Other than the single useless item hidden in this village there isn't much else to see here. Leave.

Crane Nation

Items to find	None
Enemies	

Now head northeast until you see a village in the middle of a path.



Exit Village

Items to Find			
100 Ryo		150 Ryo	
Location	House right of the weapon shop.	Location	House right of the item shop.

<p>Typha Oil</p>			
<p>Location</p>	<p>House to the left of the inn.</p>		

Shop Lists

The only thing for you to do here is to check out the inn. The mysterious man lurks here.



Try leaving town and you will see a SCENE. Afterwards, you may leave.



Recommendations

Storm Blade: this may seem like the weapon to buy here, but there is a better weapon being sold in the town coming right up. So I'd suggest saving your money.

Crane Shrine

Crane Nation

<p>Scrolls to find</p>	<p>Allay Scroll</p>
<p>Enemies</p>	

Head north into the cave nearby.



Beautiful Grotto

Speak to Karento receive the **Allay Scroll**.



Crane Nation




Items to find	None
Enemies	

Head east then north when you hit the sand. You'll trek through the desert very slowly but don't worry we'll solve that later (and no...you can't use Float, as much as that actually makes sense.) Anyway keep heading north until you see a town at the edge of the desert.



Note: If you see a castle nearby, DO NOT enter it, or interact with it in anyway. Leave it alone, but make note of where you found it.

Crane Shrine

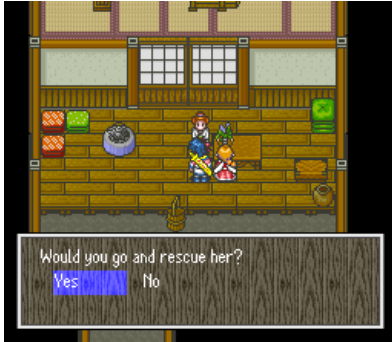
Items to Find			
150 Ryo		Starlight	 (Higan's party looked in the dresser!) (The dresser held a star light!)
Location	Inside the inn buried in sand.	Location	In the Item Shop.
Cool Pill	 (Higan's party peeked into the pot!) (The pot held a cool pill!)		
Location	In Mai's house.		

Shops List

Head northeast till you see a house on top of a hill.



Inside speak to Mai, the mother of a missing girl named Chitose. Accept her request then leave.



Now head north to the shrine grounds.



Speak to the man in front of the Crane's Temple and he will tell you your next destination.



You can visit the Crane if you like, but of course you won't get much out of it. Leave town when you're done here.

Recommendations

Weapons Shop

Ice Blade: So I made you skip the **Storm Blade**, but you might have noticed Higan cannot equip the Ice Blade so perhaps the **Thunder Blade** is for him? No, this is still not the weapon for Higan. We're purchasing the Ice Blade for our next companion who will be joining us soon. Higan will be getting a far better blade soon for free, so be patient until then.

Fog Robe: Purchase this one for Subaru, another great armor boost.

Green Leaf Coat: If you don't already have the **Knit Set** by now, you could purchase this for Higan since you probably really needs the armor boost. However, there is an even better armor coming up that you will get soon for free, so I'd hold out just a little bit longer.

Peddler

Autumn Comb: An awesome item for Subaru. It restores 50 Life Points to Subaru after every battle. Purchase this now because once you liberate Crane Nation, the Peddler will be gone. You can get the item later, but its far too late in the game.

Liquor Village

Crane Nation

Scrolls to find	Rock Scroll
Enemies	

Walk west from town and follow the road northwest until it ends. From here, continue west then north till you see a grotto.



Rock Grotto

Speak to the Stubborn Hermit to receive the **Rock Scroll**.



Crane Nation

Items to find	None
Enemies	

Now return to the Crane Shrine and head south until you see a village in the desert.



Rat Village

Head inside the barn first to pick up a new skill for Subaru, the **Wind Falcon**.



Now head into the northern house and speak to the man inside to rent a Rat Cart for **200 Ryo**.



Now go outside and you will automatically walk over to the rat cart to ride it.



A Word on the Rat Carts

Rat Carts are great for travelling through the sand but they have 2 limitations.

- Rat Carts can only travel in the sand.
- Rat Carts will not stick around forever, and will leave to return to Rat Village randomly once you enter a new location. Nothing to worry about though since they're so cheap.

Crane Nation

Items to find	None
Enemies	

Ride east from Rat Village till you end up at another village.



Liquor Village

Items to find

<p>120 Ryo</p>	 <p>(Higan's party looked in the dresser!) (The dresser held 120 ryo!)</p>	<p>100 Ryo</p>	 <p>(Higan's party peeked into the pot!) (The pot held 100 ryo!)</p>
<p>Location</p>	<p>Inside the Inn.</p>	<p>Location</p>	<p>In the Item shop.</p>
<p>Life Liquor</p>	 <p>(Higan's party looked in the treasure chest!) (Higan's party found the life liquor!)</p>	<p>Tech Essence</p>	 <p>(Higan's party looked in the treasure chest!) (Higan's party found the tech essence!)</p>
<p>Location</p>	<p>House north of the Liquor Shop (right).</p>	<p>Location</p>	<p>House north of the Liquor Shop (right).</p>

Shops List

PLGS EVENT #9: Liquor Village Discounts

Head north to find Sara's Gallery.



Sara's Gallery

Head north to finally meet Sara.



After the scene is complete, leave Sara's Gallery.

Liquor Village

Before you leave, stay at the inn here for another one of Subaru's dream events. Afterwards you may leave.



Ripple Grotto

Crane Nation

Skills to find	Booming Cutter
Enemies	

Note: Don't worry if the Rat Cart left, we will be getting it back in a minute.

Head directly south from here until you see the Booming Grotto.



Booming Grotto

Speak with the Booming Hermit, and accept his challenge. However if you don't have the **Knit Gear** equipped this fight will be really hard. I suggest liberating Crane Nation first before taking this on. If you do have the Knit Gear, you will easily win.

Boss Battle	
<p>Name: Booming Hermit</p> <p>Weakness: Physical, Fire</p> <p>Strategy: Fire away your Thunder Cutter and heal up when he uses Booming Cutter against you. It won't take long if you're well equipped.</p>	

Once you've defeated him, you will receive the **Booming Cutter**.



Crane Nation

Scrolls to find	Buck Scroll
Enemies	

Walk all the way left along the path until you see another grotto. Enter.



Buck Grotto

Speak to the Buck Hermit to receive the **Buck Scroll**.



Crane Nation

Scrolls to find	Seal Scroll
Enemies	

SOAR over to Rat Village to rent another Rat Cart. Now ride all the way east past Liquor Village till you can't go any further. Ride north until you see a Grotto on the right side of a path. Exit the Rat Cart and enter.



Witch Grotto

Speak with the Witch Hermit to receive the **Seal Scroll**.

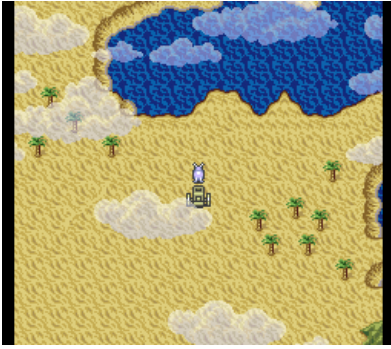


Crane Nation

Items to find	3000 Ryo
Enemies	

Return to your Rat Cart, (If it left then SOAR back to Rat Village to pick another one up.)

Now keep heading north from the witch's grotto until you hit a drop off into the ocean.



Go around it, and head east until you can no further. Now, get off your Rat Cart and stand on this spot to receive **3000 Ryo**.



Hop back onto your Rat Cart and ride northwest this time hugging the mountains until you see a Grotto. Get out your Rat Cart and walk into the Ripple Grotto.



Ripple Grotto

Items to find	Fire Bracelet, Healing Pill, White Crane Sword, Water of Life
---------------	---

Well, look who it is...Omine. Here to make your life easier I bet. Anyway this time she's offering you Air Pouches for **5000 Ryo**.



This items provides you an additional 5 seconds of oxygen while your underwater and are stackable so the more you buy the more time you get underwater.

A Word on Air Pouches

So...should you buy? To be honest, this isn't a "scam", but it is in fact **TOTALLY unnecessary**. You can easily navigate this area without the air pouches, and to make things better they're no random encounters to bother you while you're doing so.

If you're following the guide, then don't buy them. If you're exploring on your own and you're not confident you will be able to survive, then I guess buy them? Sigh, I still wouldn't recommend that either. It's too easy.

One important caveat. If you do happen to drown, Omine will save your life and extract **1000 Ryo** from you as payment for doing so.

Now head north and down the stairs. You only have **30 seconds** to wash ashore before you drown, so be quick. Head north till you get to the next screen.



Here you're ashore. Head west to the next screen.



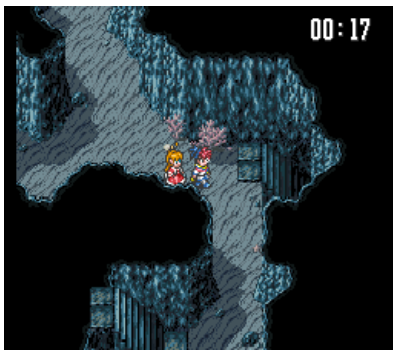
In here there will be three paths on your left then one on your right. The top left floor has nothing in it, while the bottom left only leads to a man that gives you advice. So instead, enter the middle path.



Pick up the chest in here to receive a **Fire Bracelet**. This accessory absorbs all fire damage and converts 1/5 of the damage to heal you.



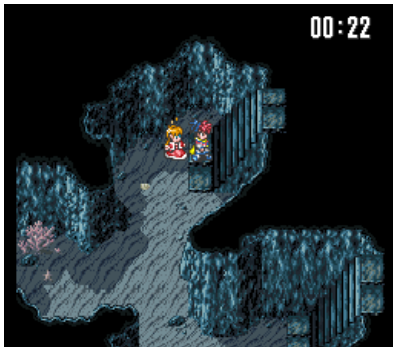
Now leave and go right down the next staircase.



Head right to the next screen.



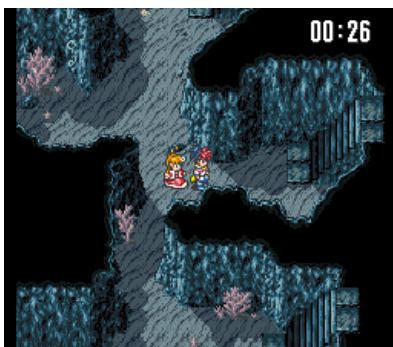
On this screen you're faced with three paths yet again. The very bottom only has a man that gives you advice. So head to the very top.



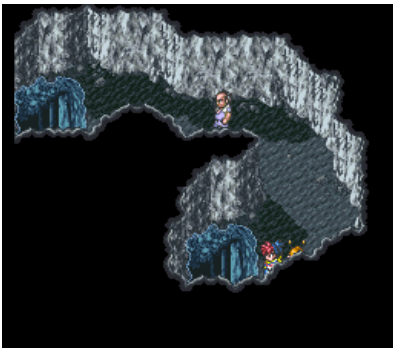
Open the chest in here to receive a **Healing Pill**.



Now leave and head into the middle right path next.



Wash ashore next to this guy and walk around him to the next screen.



Head west once screen till you end up in another area with two paths. Let's go up the lower stairs first.



Open this chest to receive the **White Crane Sword**. Finally, a worthy upgrade for Higan.



Now get ready, this is going to be a long trek. Take a deep breathe...and leave.

Return to the room with the paths and now enter the lower stairs.



From here it's one long linear trek to the end. Just keep going don't worry you will make it in time. When you finally emerge ashore, walk up to the fountain and extract the **Water of Life**.



Now backtrack out of here and leave the Ripple Grotto.

Crane Nation

Items to find	None
Enemies	

SOAR over to Liquor Village.

Liquor Village

Head north into Sara's Gallery.

Sara's Gallery

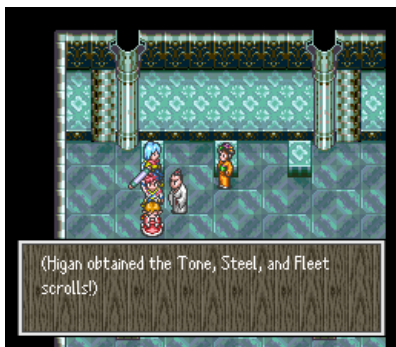
Walk over to any statue. Now open your inventory and use the **Water of Life**. Subaru will release the captives.



You will finally gain **Tenjin** as a companion, and the Binan Hermit will present to you 3 scrolls.

- **Tone Scroll**
- **Steel Scroll**
- **Fleet Scroll**

All three are awesome scrolls, but shame...no one on the party can use them for now.



Tenjin also comes with four more scrolls already in his possession. The first 3...These are the highest level single attacks scrolls of their respective elements. Only Tenjin can use them however.

- **Spout Scroll**
- **Gust Scroll**
- **Watt Scroll**

And finally...

- **Gulp Scroll**

That's 7 scrolls in one go! What a steal! Okay now let's leave.

Liquor Village

Don't forget to equip Tenjin with the **Ice Blade**. Afterwards, you may leave.

A Word on The Water of Life

You can actually to the Ripple Grotto and collect another **Water of Life**. This is an awesome item that restores all of your HP, TP and status. However there are two important caveats.

- The well will only allow you to have one at a time, so you must use it up before fetching another.
- Once you clear Crane Nation, you will no longer be able to access the Ripple Grotto.

You can get one if you like, however I don't like backtracking. Not to mention we get one in a later nation so I there is very low incentive for you to do so. I'd skip it, but the choice is yours.

Phantom Castle

Crane Nation

Items to find	None
Enemies	

Phantom Castle is found in a random location around the desert. However, if you try to enter the castle it will relocate to another location. Tenjin gives you a hint on how to bypass this problem.



So instead let's SOAR over to Crane Shrine.

Crane Shrine

First SAVE at an inn (you don't hear me saying that often in the guide now do you?).

Afterwards, return to Mai's House and speak to her. She will go about creating the item necessary to enter Phantom Castle.

IMPORTANT: While they make said item, you will be given a choice to either spy on them or not. Answer **NO** to this question.



If you answer Yes, you will see what's really going on in there, but you will be forfeiting an awesome weapon you obtain from Mai once you've liberated Crane Nation. So do not let your curiosity get the better of you.

If however you want to see it, then good thing I told you to save right? Watch the damn event, reload the game and choose **NO** next time. You CHEATER!

Anyway, once they have completed the item, Mai will present to you the **Crane's Robe**. Leave Crane Shrine.

Note: No need to actually equip it. Just having it in your inventory is enough, and to that I say...why not just give us a Crane Mirror or something then, huh?



Crane Nation

Items to find	None
Enemies	

SOAR back to Rat Village to pick up another Rat Cart. Now return to the spot where you located the Phantom Castle or search around the desert if you accidentally made it disappear. When you find Phantom Castle...enter.

Phantom Castle

Items to find	Healing Pill, Silver Clothes, Power Essence, Return Stone, Lunar Light, Judgment Ring, Guard Essence, Hearty Brew
Enemies	

Note: - If you leave the Phantom Castle, it will relocate itself to another spot in the desert. So be aware of this.

Now head north to enter the castle.



From here head north till you reach an intersection. Go left first to receive a **Healing Pill**.



Now head over to the right hand side to pick up the **Silver Clothes**. If you don't have the **Knit Set**, equip this to Higan immediately. He probably really needs the armor boost by now.



Now return to the intersection and head north into the next screen.



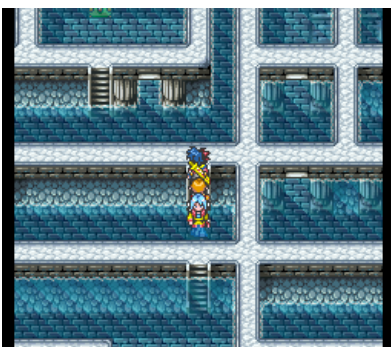
Head around to the left and turn the mermaid to the **left** to drain the water so you can go downstairs.



Now head down and open the chest to receive a **Power Essence**.



Go around to the lower staircase and climb it.



Head south past two intersection then east down the third. Walk down the stairs here to the chest to receive a **Return Stone**.



Head north up two passages to another chest which contains a **Lunar Light**.



Keep heading north and up the stairs. Turn the Mermaid statue left to drain the water on the right.



Then go down the stairs here, and through the hidden passage to receive the useless **Judgment Ring**.



Now head back up the stairs then head west then south all the way down to the Mermaid statue we missed on the right. Turn it north to clear the water in the south.



Now walk all the way west, head down the stairs and pick up the chest here to receive a **Guard Essence**.



Now walk up the stairs to the left into the next location. Here walk straight up to the fountain and turn it left to drain the water on the right.



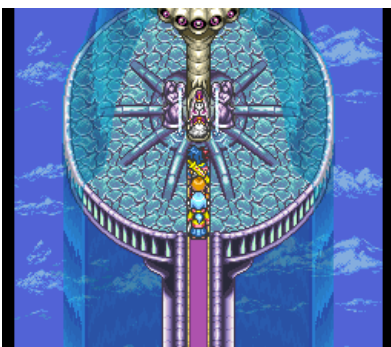
Head around to the right to pick up the chest which contains a **Hearty Brew**.



Return to the fountain, turn it back to the right. Now head around the left side to reach the stairs up to the next screen.



Heal up, and prepare for the next boss fight. Head north for a SCENE.



Boss Battle

Name: Sara

Weakness: Physical, Fire

Strategy: Let Tenjin play the role of buffer and use the **Mushroom Armor** on Higan right before Higan launches his charged **Thunder Cutter** to do big damage.

Subaru should cast **Wonder-Fly** at least once or twice before relegating her to healing. Just keep your HP high and Sara will go down in no time.



Crane Nation Liberated

Crane Nation

Items to find	None
Enemies	

Now that Crane Nation has been liberated there's quite a bit to do in Crane Shrine. Let's soar over there.

Crane Shrine

Items to Find			
150 Ryo		200 Ryo	
Location	Great Weapons Shop.	Location	Great Weapons Shop.
Typha Oil		Speed Essence	
Location	Momoko's New House.	Location	Shrine Office on the right, upstairs.

Shop Lists

Singles Tea House Event

There's a brand new weapon shop that is definitely worth checking out as it sells the THIRD BEST weapon in the game for Higan and the SECOND BEST weapon for Tenjin. Yes in chapter 3 you can walk away with this power....of course with a minor caveat.

A Word on The Great Weapons Shop

Well you probably entered the shop and noticed the MASSIVE PRICE TAG on each weapon before you noticed the awesomeness that they bring to your arsenal.

So you must be thinking well wait a minute I have Akina, I can afford anything I want in this game so why not? Well, I did some calculations for you to put things in perspective.

- Ashura Katana = 44 White Candies
- Red Dragon Katana = 70 White Candies
- Piercing Spear = 92 White Candies
- Life Saving Katana = 171 White Candies

Now these calculations are assuming that you have 0 Ryo in your bank account. Obviously the numbers change depending on how much you have but I illustrated all of that to put it in perspective... You will be buying A LOT of Apricot Dolls and SELLING a lot of White Candies just to make the price.

So is it worth it? Hell no! I mean okay, so yes you will never have to buy another weapon again, and the damage is pretty awesome especially the Piercing Spear (I mean the critical alone makes it very enticing to get now), but most enemies aren't even extremely weak against physical damage, and coming soon you will be using attack WAY LESS than you will be using scrolls.

Furthermore, if you decide you don't care and want the power now anyway, then you will really kick yourself when you find out that there's an even EASIER way to make money later on.

Lastly, I far prefer to keep the game moving than having you sit there constantly selling candy just to get one or two of these things, and I know you hate that idea too (unless you play MMOs a lot and are used to farming.)

For this reason, I HIGHLY RECOMMEND you wait for a better opportunity to buy these weapons. They're not going anywhere. I will do a weapon breakdown at the time that I think is right to purchase them. Till then keep moving and enjoy the game.

Now head over to Mai's house and speak to her. If you said no (or said yes like the CHEATER you are, then reloaded and THEN said no. Hmph), She will reward you for your honesty. Higan will receive the **Gruidae Longsword**.



A Word on the Gruidae Longsword

This is an awesome weapon and a better upgrade to the White Crane Sword. The best part about this weapon is that it casts Zest if you use it as an item. You can sell the **Maiden's Kimono** now that you have this. What's more, you can use it even if Higan has the sword equipped. Pretty cool! Just remember though, it can only heal one person at a time.

Now head north to the next screen and enter the Crane Temple. Speak to the Crane to receive the **Crane Stone**.






We're done here so let's return to Liquor Village.

Note: Make sure to check out the Singles Tea House event before you head to Liquor Village, since two of the events will ask you to be there. Get these all done at the same time.

Liquor Village

Items to find

<p>120 Ryo</p>		<p>Life Liquor</p>	
<p>Location</p>	<p>House northeast of the item shop.</p>	<p>Location</p>	<p>House northwest of the weapons shop.</p>
<p>Life Liquor</p>			
<p>Location</p>	<p>House north of the liquor store (left house).</p>		

There isn't much here to do except pick up the last of the hidden items here. The new weapon shop holds nothing of interest. You can also check out Sara's Gallery for a nice little surprise.

Otherwise get what additional things you came here for and leave.

Recommendations

Life Liquor: If for whatever reason you happen to die A LOT, then consider picking a couple of these up. They revive you from the KO status.

Crane Nation

Scrolls to find	Fusion Scrolls of Bolt
Enemies	

Note: If you didn't get Booming Cutter from the hermit, now would be a good time to do so.

From Liquor Village head west to return to the path and follow it northwest until you see the Bolt Grotto.



Bolt Grotto

Speak with the Bolt Hermit to receive the **Fusion Scrolls of Bolt**.



Crane Nation

Items to find	None
Enemies	

Now head east from the Grotto until you see a large forest in front of you. Enter.



Walkthrough: Turtle Nation

Turtle Shrine

Woodlands 1

Items to find	Dozing Powder, Mist Robe, Wizard's Brew
Enemies	

Head east all the way to the end of the screen till you see a chest which contains **Dozing Powder**.



Now head south until you see a purple pond. Use **FLOAT** and head south over it.



When you get to an intersection, head left all the way till you see another pond. Head south over it.



From here keeping heading left and around till you get to a chest which contains a **Mist Robe**. Equip this to Tenjin. We'll be getting something better for Subaru very soon.



Return to the first pond you found by circling around and heading east back over the second pond you passed over. From here, continue south till you get to another intersection with a poison pond.



Head east and around till you see a chest which contains a **Wizard's Brew**.



Now return to the path and keep heading all the way south to the end, then head east over this poison pond to leave.



Items to find	None
Enemies	

Now outside, head east and south around the bend till you see a town barely shrouded in forest. Enter.



Turtle Shrine

Items to find			
200 Ryo	<p>(Higan's party looked in the dresser!) (The dresser held 200 ryo!)</p>	Healing Pill	<p>(Higan's party peeked into the pot!) (The pot held a healing pill!)</p>
Location	House right of item shop.	Location	Pot outside newspaper office.
500 Ryo		500 Ryo	
Location	Left pot inside turtles temple.	Location	Right pot inside turtles temple.
Starlight	<p>(Higan's party peeked into the pot!) (The pot held a star light!)</p>		
Location	Right pot inside turtles temple.		

Shop Lists

PLGS EVENT #10: Weapon Shop Discount

You will see a SCENE with Juri as soon as you enter. Afterwards you may explore Turtle Shrine if you like.



There's a Turtle Shop that sells **Turtle Soup** for **10,000 Ryo**. However, it's basically the equivalent of paying for an inn-- only far more expensive. Bad deal. Not to mention just think about the optics of this...



Anyway head to the Turtle Shrine, speak to Mitsuko and accept her request.



We're done here. Collect anything additional you need and leave.

Recommendations

Weapons Shop

Aegis Dagger: I wouldn't replace Subaru's **Princess Whip** with this weapon, however it can be used as an item to cast **Rock**, which increases a single ally's defense. I barely ever used this, but if you like free spells its not a bad purchase.

Memorial Kimono: You can pick one of these up for Subaru if you like. It's a great improvement over her **Fog Robe**. I however prefer to wait a little while longer to purchase an even better piece of armor later in this nation, but it's up to you really.

Peddler

Maple Comb: A must buy, this item restores 50 Tech to Subaru after battle. Do I have to explain how awesome that is? Purchase this item now because once you've liberated Turtle Shrine the Peddler will no longer be available. You can get it later on in the game, but why wait?

Head Mountain Village

Turtle Nation

Items to find	None
Enemies	

Head southeast along the path until you see another large forest blocking the way forward.



Woodlands 2

Items to find	None
Enemies	

Head south and follow the path going up.



Keep on this linear path until you reach a sort of intersection.



Head down the southwest path, going under a bridge until you finally exit the forest.

Turtle Nation

Scrolls to find	Short Scroll
Enemies	

First head north into the grotto above you.



Pig Grotto

Speak to the pig to reveal the Pig Hermit and receive the **Short Scroll**.



Turtle Nation

Items to find	None
Enemies	

Now head south to the village around the mountain.



Head Mountain Village

Items to find	
<p>500 Ryo</p> <p>(Higan's party looked in the dresser!) (The dresser held 500 ryo!)</p>	<p>300 Ryo</p> <p>(Higan's party peeked into the pot!) (The pot held 300 ryo!)</p>
<p>Location</p> <p>House south of tea house.</p>	<p>Location</p> <p>Pot near tea house.</p>
<p>Cool Pill</p> <p>(Higan's party peeked into the pot!) (The pot held a cool pill!)</p>	
<p>Location</p> <p>Pot behind item shop.</p>	

Shop Lists

PLGS EVENT #11: Friday Inventory Swap

As soon as you enter the village you will see a SCENE with Juri.



Afterwards head around the village all the way to the right till you see a cave. Enter.



Head north and you will see a chest. Open it and receive the **Steel Lion**.



You can head north from here to exit the cave then west past the item shop to leave town, or just return the other way around. Whatever choice you make get what you need done here and leave.

Recommendations

Princess Clothes: By no means do I recommend that you purchase this. However, for all those who do Tea House events make note that it is here. I don't recommend picking it up until you get to the next Tea House Event and decide that you want to go down that rabbit hole. Otherwise, skip it.

Blue Lake Village

Turtle Nation

Items to find	None
Enemies	

Head southeast until you see the path blocked off by another massive forest.



Woodlands 3

Items to find	Gambler's Pill, 6700 Ryo, Dunce Powder, Guard Essence
Enemies	

Head northeast along the upper path and head right until you see a chest which contains a **Gambler's Pill**.



Now return to the path and head southeast on the lower path. Cast **FLOAT** and go around to the chest to receive **6700 Ryo**.



Now head south over the bridge, then head west till you get to an intersection.



Keep heading west until you hit the end, then walk south to find a chest which contains **Dunce Powder**.



Now return to the intersection we just passed, and go southeast until you get to another intersection.



Head north from here till you see a chest in the corner which contains a **Guard Essence**.



Now head back around and all the way south to exit this place.

Turtle Nation

Items to find	None
Enemies	

Head southwest until you see a town. Do not enter the town from the right-- It's a dead end.



Instead head over the bridge and around to the left hand side of the town to enter.



Blue Lake Village

Items to find

<p>Starlight</p>	 <p>(Higan's party peeked into the pot!) (The pot held a star light!)</p>	<p>400 Ryo</p>	 <p>(Higan's party looked in the dresser!) (The dresser held 400 ryo!)</p>
<p>Location</p>	<p>Pot outside weapon shop.</p>	<p>Location</p>	<p>Inside item shop.</p>
<p>500 Ryo</p>	 <p>(Higan's party looked in the dresser!) (The dresser held 500 ryo!)</p>	<p>Healing Pill</p>	 <p>(Higan's party looked in the dresser!) (The dresser held a healing pill!)</p>
<p>Location</p>	<p>Inside item shop.</p>	<p>Location</p>	<p>House right of the item shop.</p>

Shop Lists

Once you enter the town there will be a SCENE with Juri.



Afterwards, go to the far right of town till you hit a gate, then go north till you see the inn.



You will find the mysterious man inside here. Have a word with him.



Also, if you go north of the weapon shop and pass through bushes here on the right--



You will find a shrine. This acts as a free inn since the current inn is unavailable.



Once you're done all your shopping you may leave.

Recommendations

Double-Edged Katana: Even if you're feeling cheap don't buy this weapon. You get one for free very soon.

Roaring Blade: Now this is what I'm talking about. Far superior weapon to the Double-edged Katana and the Gruidae Longsword. Pick it up!

Don't buy this for Tenjin as tempting as it might be. He will be getting an even better weapon soon for free.

Setting Sun Armor: If you are not using the **Knit Set** then pick one of these up for Higan. There is a better armor available in the next dungeon, but it sacrifices strength to boost defense. Not my idea of a good time.

Zephyr Robe: Great armor boost for both Subaru and Tenjin. Pick them both up a pair.

Juri's Flower Garden

Turtle Nation

Scrolls to find	Swift Scroll
Enemies	

Head back across the bridge and walk east till you see a grotto on your right.



Swift Grotto

Speak to the Swift Hermit to receive the **Swift Scroll**.



Turtle Nation

Items to find	None
Enemies	

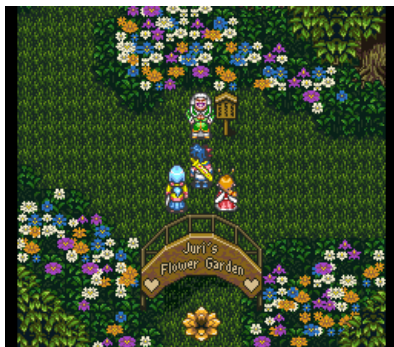
Now head north all the way till you see the path obstructed by a flower garden on your left.



Juri's Flower Garden

Items to find	Rainbow Shard, Body Essence
Enemies	

When you enter you will see a SCENE with Juri. Make sure to say yes to all her answers to have an easy time through this dungeon.



Now this part is cool, because for once you don't need a guide to walk you through this area. Juri does all my work for me by posting signs telling you EXACTLY which path to take.

So instead of spoiling anything, read all of Juri's signs and follow their exact instructions. If you do not listen to Juri's signs and veer off her path you will be sent back to the beginning of the maze.

There are only two instances where you need to veer off the path...

Firstly, if you read the sign right from the beginning it will tell you to go right...do so and you will find a chest that contains a **Rainbow Shard**. Once you return left Juri will correct the signs and for real this time... they will all be accurate.



If you veer off the path when you read this sign and head south instead, you will find a chest contain absolutely nothing. I only noted this for all the completionists out there that need to open every chest in the game.



This next bit is the only REAL time you should veer off Juri's path. Stop when you read this sign.



Juri is correct here, however if you travel north instead you will find a chest which contains a **Body Essence**.



Afterwards, continue following Juri's instructions and you will find your own way out.

Cryptic Arbor Castle

Turtle Nation

Items to find	None
Enemies	

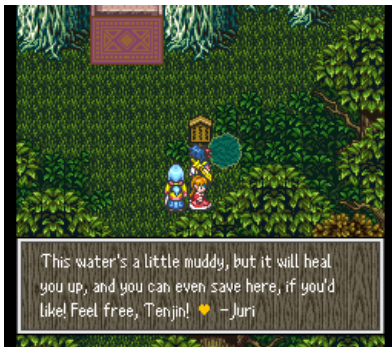
Head north into the Cryptic Arbor Castle.



Cryptic Arbor Castle

Items to find	Arcane Brew, Double-Edged Sword, Luck Essence, Mizuki's Mirror, Almighty Pill, Sky Lord Pill, Weird Wood Armor, Solar Light, Juri's Key
Enemies	

Head north till you see a pond. You can heal and save at this pond. Once you're done, try to enter and you will see a SCENE. This is the last time Juri will be nice to you.



Here you will see a SCENE with Juri.



Juri wants you to pull a lever at the top of the tower to open the main door on this floor, however they are two towers each with their own limitations.

- The Left Tower SEALS attacks.
- The Right Tower SEALS scrolls.

However you don't get to choose which tower you like. Well, you do just--indirectly. The tower that opens for you depends on your combat performance over the course of the game so far. So...

- If you used ATTACK and SKILL more than you used SCROLLS she will unlock the Right Tower.
- If you used SCROLLS more than you used ATTACK and SKILLS then she will open the Left Tower.

They are different chests in both towers, the left better than the right, but don't worry completionists, Juri will make sure you have access to both towers when she means you to.

I'm going to write this one based on what I believe will be the most common outcome, the RIGHT tower.

If you happen to gain access to the left tower don't worry. The path is linear in both towers so either follow the guide backwards or progress without it making sure you pick up all the chests in each tower, remember once you beat a dungeon it disappears for good.

So head right up the new staircase and enter the path on the right.



Right Tower

Go through the hallway enter the opening. Let's begin.



Floor 1: Nothing

Floor 2: Head down till you see a chest and receive an **Arcane Brew**.



Then return north to the path and leave the room.

Floor 3: When you get to the stairs leading up, head north to pick up the chest containing a **Double-Edged Sword**. Now return south and head up to the next floor.



Floor 4: Nothing.

Floor 5: Head south to a chest. Open it and receive a **Luck Essence**.



Return to the linear path and head up the next staircase.

Floor 6: Here you will find Juri in front of a huge switch. The switch will open the door, but Juri will seal the tower you entered from forcing you to exit through the other tower. Her reasoning is awesome haha. Afterwards there is a SCENE. Choose whichever option suits your Higan. "Yes" is the most hilarious option.



Anyway head into the new opening on the left.



Cross the bridge left to officially enter the next tower.



Left Tower

Floor 6: This floor just contains the lever you would have had to pull if you unlocked the left path. Exit down the left stairs.

Floor 5: Nothing.

Floor 4: Head south first to a chest. Open it to receive **Mizuki's Mirror**. Equip this on Tenjin immediately.



Afterwards head around to the next staircase.

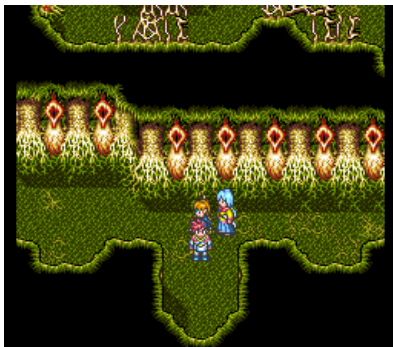
Floor 3: Nothing.

Floor 2: Nothing.

Floor 1: Head west and up and open the chest to receive an **Almighty Pill**.

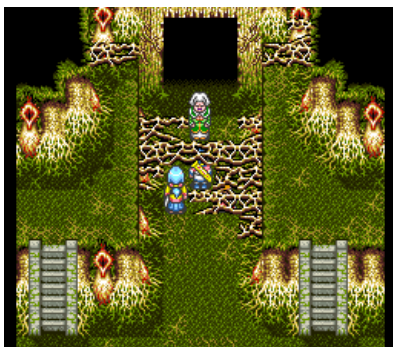


Return south and down through the opening to exit.



Cryptic Arbor Castle

Return to the main floor for a SCENE with Juri, then enter the center door.



Go north and east then head south down a corner to find a chest containing a **Sky Lord Pill**.



Now return north and keep going until you see a chest which contains the **Weird Wood Armor**.



Head west, then south to another staircase.



Continue on this linear path until you reach a huge door. Head inside to encounter Juri. She has another "game" for you to play.



Juri asks you to solve a simple question by opening either a left hand or a right hand door to which you think the answer is. If you answer correctly you will have safe passage through. Otherwise you will be punished.

So here's a hint. They're no right answers. No matter what you choose Juri will declare it a wrong answer and when you choose your door you will have to engage in a battle.

Boss Battle

Name: King of the Forest

Weakness: Wind (Extreme)

Strategy: Just have everyone use **Fusion Scrolls of Wind** and he will go down in 1 turns.



You have to fight this boss a total of 4 times since Juri asks you 4 questions. Anyway once you're done with this silly game of hers, continue into the next location.

Note: If you leave after you've beaten all the King of the Forests, you will have to do it all over again...so don't.

In this new room head left and around then go south until you hit an intersection.



Go east then north till you see a chest. Open it to find a **Solar Light**.



Return to the intersection and head left to exit this area.



This room will seem like the most annoying room of them all, but in reality it's the least. In front of you is 88 chests, and only one of them has the key. Which one does? Well that depends on how many tries you think it will take you to find it.



So if you think you will find it in say...60 tries then on the 60th chest you open you will find the key.

On the other hand if you think you will find in say **ONE TRY**, then on your first try you will find the key.



So choose only 1 try to end her silly little games. Once you nab the key, walk in front of the large door and use Juri's key as an item. Enter.



First heal up, then head north to FINALLY to confront Juri. You will gain a "new" companion in **Mizuki**, and thus initiate the next battle.



Boss Battle	
<p>Name: Juri</p> <p>Weakness: No weakness</p> <p>Strategy: Firstly Juri will waste a turn hiding your HP and Tech but you can easily see it anyway by going into your skills list or your scrolls list. Thanks Juri.</p> <p>Use Mizuki's Blazing Flip in this fight along with Higan's Thunder Cutter. Put Subaru on healing duties/buffing Higan with the Mushroom Armor when he's about to launch his attack. Don't buff Mizuki. Make sure to keep the team FULLY healed at all times. Juri will go down in no time.</p>	

After the battle another SCENE occurs, and thus ANOTHER boss fight.



Boss Battle

Name: Juri - Sara

Weakness: Physical, Fire

Strategy: Swap Mizuki to healing duties (she can use the Zest scroll) and have her buff Higan with the **Mushroom Armor**. Use **Wonder-Fly** now to really make quick work of Juri-Sara.

If you don't have Wonder-Fly then return to the strategy that you used against her first form.



After the boss battle you will receive the **Mandala Flute**. Afterwards you will automatically leave the Cryptic Arbor Castle.



A Word on the Mandala Flute

The Mandala Flute swaps between Tenjin and Mizuki at any given time whether you're in battle or outside of battle. However, be warned that switching between them does not cure them of status effects, nor does it restore your HP and tech. So you can't exploit the use of the flute.

If you do find a way be sure to let me know...for research purposes of course.

Turtle Nation Liberated



Turtle Nation

Items to find	None
Enemies	

SOAR over to Turtle Shrine.

Turtle Shrine

Items to find

<p>Mizuki's Blade</p>		<p>Guard Essence</p>	
<p>Location</p>	<p>Right Shrine office, upstairs.</p>	<p>Location</p>	<p>Right Shrine office, upstairs.</p>

PLGS EVENT #12: Turtle Crossing

What a difference moving a couple of trees makes huh? Head to the Turtle Temple and speak to the Divine Turtle to receive the **Turtle Stone**.



You will now have access to your own ship, but before we head there let's do a little optional event for those who plan on doing battle with the secret boss. If you're not interested then skip ahead and continue on with the guide.

Acquiring The Crab Helmet

First head to the newly dubbed Crab Store, which was once the Turtle Store.



In here pay the clerk at the top **5000 Ryo**, for the crab "menu". You will see a number of "options".



Try every single option on the menu. When you're done, try to leave and you will be stopped by crabs. A **SCENE** will occur and afterwards you will be awarded the **Crab Helmet**.



Not a particularly powerful item, but it is necessary for a secret boss later in the game.

Note: Don't pay a dime...err I mean ryo for the Shell Manjus being sold here in the crab store. You will have an unlimited supply of these for free-- very soon.

Now head to the port, then go to the lower dock and enter this ship for full control over it.



Turtle Nation

Items to find	None
Enemies	

PLGS EVENT #13: The Current Hermit

Let's head south first till you see a castle on the water (Make sure you do the above PLGS Event concurrently).



Tortoise Castle

Head into the castle and up the right staircase. Now, head north from here and you will see two chests. Pick up the **Evening Dew Robe** for Subaru and the **Tortoise Pill**.

A Word on the Evening Dew Robe

The Evening Dew Robe can be used as an item to cast the **Frail** Spell. Add this to your limited free spell collection under whichever bookmark you place free spells in. I personally didn't use this as an item though. But hey... it's free!



Now head around to the left side here and pick up a **Dragon Orb**. Decent weapon for Subaru, but the Princess Whip still reigns supreme.



Go to the center now, and speak to Mitsuko to obtain the **Fusion Scrolls of Fire**.



PLGS EVENT #14: The Precious Box

After you're done here you may leave.

Turtle Nation

Items to find	None
Enemies	

Let's return to Head Mountain Village to pick up one more item. Keep the ship though because we are still going to need it.

Head Mountain Village

Head up the hill and walk into the house right above the inn.



Inside an old man will give you an hint as to where to look for a new item.



Afterwards, head outside and walk up to the Sakura Tree. Search in front of it to find a **Tech Essence**.



Turtle Nation

Items to find	4000 Ryo
Enemies	

Get back on your ship and head north of the Pig Grotto to a little island with a lone tree. Search underneath the tree to unearth **4000 Ryo**.



Get back on your boat, and head east then all the way south till you see an arch.



Head south through the arch, then head west until you see Blue Lake Village's dock. Enter the dock.



Blue Lake Village

Head north into the house here and pick up a **Speed Essence**.



Now leave and head and all the way west underneath a waterfall till you see a cave.



Enter the cave and walk up the spiraling staircases till you emerge into Blue Lake Village.



Shop Lists

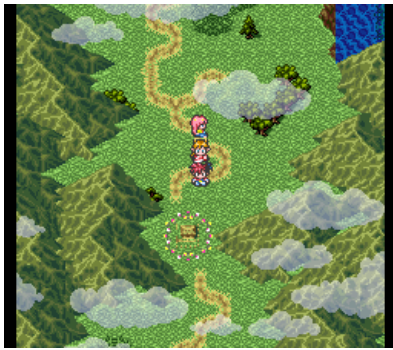
There's nothing new in town other than the item shop. So leave the village from the west exit.



Turtle Nation

Items to find	None
Enemies	

From here, follow the road northwest over a bridge, then south till you reach the border village.



Fluttering Ridge

Shop Lists

We're just passing through here. So exit south.



Walkthrough: Canine Nation

Canine Shrine

Chapter 10: - Greed, Science and Souls

Canine Nation

Scrolls to find	Blast Scroll
Enemies	

Follow the road south until you see a branch off on the right to a grotto in the mountain.



Kamikaze Grotto

Speak to the Kamikaze Hermit to receive the **Blast Scroll**.



Canine Nation

Items to find	None
Enemies	

Return to the roadway and keep heading south until you see a village. Enter.



Canine Shrine

Items to Find			
Lunar Light	<p>(Higan's party peeked into the pot!) (The pot held a lunar light!)</p>	Healing Pill	<p>(Higan's party peeked into the pot!) (The pot held a healing pill!)</p>
Location	Inside inn.	Location	Inside tea house.
1000 Ryo	<p>(Higan's party looked in the dresser!) (The dresser held 1000 ryo!)</p>	1000 Ryo	<p>(Higan's party peeked into the pot!) (The pot held 1000 ryo!)</p>
Location	House south of tea house.	Location	House east of the inn (Shrine Office).

Fool Pill			
Location	Inside singles tea house.		

Singles Tea House Event

Shop Lists

There is really not much going on in town. You can visit the Canine Temple, but all you'll see is devastation and a displaced Canine God trapped in a crystal. So get what you need done here and leave.

Recommendations	
<p>Tearful Dagger: The reign of the Princess Whip has finally come to an end. Replace it with this worthy successor, but don't sell the whip as yet. You just might need it. :)</p>	
<p>Stardust Cape: I know it's tempting to just upgrade to this, but don't waste your time. Higan will be able to purchase a far better piece of equipment (granted you're not already wearing Knit Gear), and Tenjin will be taking Subaru's Evening Dew Robe so she can wear something even better. Skip it.</p>	

Gold Dust Village

Canine Nation

Items to find	None
Enemies	

Head south along the roadway until you see another village.



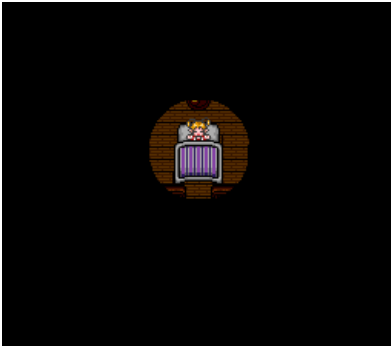
Gold Dust Village

Items to find			
500 Ryo		1000 Ryo	
Location	South west of Item Shop.		Location In Tea House.

PLGS EVENT #15: The Gold Dust Panning

Shop Lists

If you sleep at the inn, Subaru will have another dream sequence.



Afterwards there isn't very much here to do other than gold panning, and I don't recommend you even get into that now. So let's leave.

Canine Nation

Items to find	None
Enemies	

We're gonna take a slight detour now, however if you don't care for the items just continue on the road till you get to the next town and skip the **Big Tiger Town** section of the guide.

Head southwest till we get to a huge forest. This is the other half of Life Forest.



Life Forest

Items to Find	Tech Essence, Solar Light, Sky Lord Pill
Enemies	

Firstly, head up the stairs here and around till you see a chest. Open it to receive a **Tech Essence**.



Return down the stairs and go left then south. Skip the first steps you come across but climb the second set and pick up a **Solar Light**.



Head down the stairs and head straight south underneath a bridge to pick up the final chest here, a **Sky Lord Pill**.



Now use **SPLIT** and exit this place.

Canine Shrine

Items to find	None
Enemies	

That was fast. Okay now head east and return to the roadway. Keep following it until you get to the next town.



Big Tiger Town

Big Tiger Town

Items to find			
Cool Pill	<p>(Higan's party looked in the dresser!) (The dresser held a cool pill!)</p>	30,000 Ryo*	<p>(Higan's party looked in the dresser!) (The dresser held 30000 ryo!)</p>
Location	in the Fortune Teller's house.	Location	inside the VIP store.

10,000 Ryo*			
Location	house left of weapon shop.		

Note: DO NOT collect the larges sums of ryo as yet. We will return for them later... Trust me.

Shop Lists

Firstly, head upstairs of the inn and meet the mysterious man once more. This time we will finally get to learn his name.



That's all we really have to do plot wise here, however there's still a TON to do, not only in the form of events but also to prepare us for other plot points later in the nation. It can be a bit confusing so first up lets get the secret skill from the hermit here, then have some fun.

A Word on what comes next!

Okay so before we get things started, I want to prepare you for what lies ahead of us and what our overall goal will be. Do you remember earlier me telling you not collect the large sums of ryo in Big Tiger Town? There's a reason for that. In order to progress further in the plot, our money has to drop below **1000 Ryo** in order to obtain a certain "key". This money we're leaving behind is to help us quickly recover our funds after our loss.

With that said, we won't be losing it all at once. There is so much to do between this town and the next that eventually we will blow it all, and at least in doing so gain a whole lot from it.

I have outlined everything as efficiently as I can so enjoy the next couple of events.

Sennin Hermit

First don't worry about speaking to the town folk yet. Let's hurry over to the Liquor House.



Inside here, you can find the Sennin Hermit.





He is willing to teach you his secret skill, but instead of fighting, he asks you to give 7 seven girls around town **1000 Ryo** each and he will happily teach it to you. They're two important caveats though.

1. Do not give the ryo to any boys in town.
2. Do not speak to him unless you have given every single girl the 1000 Ryo.
3. Do not leave town before completing the tasks.

Doing any of those things will reset the challenge. Okay below is the list of the girls and where they're located.

Girl Locations	
<p>Girl #1</p> <p>Could you give a sad girl like me a thousand ryo...?</p> <p>Yes No</p>	<p>Girl #2</p> <p>Would you give it to me?</p> <p>Yes No</p>
<p>Location Goldkin's Bug House.</p>	<p>Location Inside inn.</p>
<p>Girl #3</p> <p>Could you give me 1,000 ryo?</p> <p>Yes No</p>	<p>Girl #4</p> <p>Hey, can you give me 1,000 ryo? Pretty please! ♡</p> <p>Yes No</p>
<p>Location Inside Geisha Lodge.</p>	<p>Location Right outside Geisha Lodge.</p>
<p>Girl #5</p> <p>Hey, you there! Can you give me 1,000 ryo?</p> <p>Yes No</p>	<p>Girl #6</p> <p>1,000 ryo is all I ask... Is that okay?</p> <p>Yes No</p>
<p>Location Right outside item shop.</p>	<p>Location Northwest of the weapon shop.</p>

<p>Girl #7</p>		<p>Boy #1</p>	
<p>Location</p>	<p>North of the Liquor House.</p>	<p>Location</p>	<p>Inside Karaoke House (AVOID!!).</p>

After you've paid all the girls, return to the Sennin Hermit and Higan will learn the new skill: **Sennin Cutter**.



Geisha's Lodge

Note: Always visit the Geisha's Lodge after midnight for umm... the best results. Just take my word for it.

The Geisha's Lodge is far right of the entrance to Big Tiger Town.



The entry fee for the Geisha Lodge is **10,000 Ryo**. Better be worth it. Head upstairs.

There's a woman here who gives you some advice. First part **100 Ryo** and the second part **1000 Ryo**. Pay her if you like, it's not groundbreaking what she says anyway.



You can also participate in a Geisha Undressing. The rules are simple. Just keep tapping "A" to unravel your Geisha's garments before your opponent finishes undressing theirs and viola...she's umm...you know. Anyway you receive a **Rainbow Shard** if you win.



Note: The results if you come any time BEFORE midnight...

If you're not a tap master, but still want to see the results. Check out the [PLGS EVENT #16: Geisha's Unforgettable Performance](#).

Gimmick Castle

Head north of the Inn to find the Gimmick Castle.



The entrance fee is **1000 Ryo**. Here are the rules:

You have **60 seconds** to find 1 of 3 status located on different floors. The game ends once you've either found one of the statues or the time comes to an end without you finding any.



They're also some chests on each floor, however you won't be able to get them all in one sitting, but you can always return and pick them up after you've either succeeded or failed in your attempts to get the prize.

The maze can be a tiny bit tricky. They're a number of warp tiles and loose tiles that you can fall through to the floor below, but otherwise it isn't difficult at all to get to the statue and thus the prize that you desire.

I will of course guide you to all the available chests as well as the statues in the most efficient way possible.

Here are the prizes.

- Bronze Statue: **Lunar Light**
- Silver Statue: **Cat Statue Bell**
- Gold Statue: **Amerous Lunch**

Here are the routes. I would advise you to watch the GIFs a couple of times before you take on the gauntlet. It's really not that hard either way and you can retry whenever you like (as long as you pay the 1000 Ryo of course).

Bronze Statue Run

A simple enough run. You won't have much problems with this.



You should receive 3 items before making to the Bronze Statue.

- **Hearty Brew**
- **Love Pendant**
- **Almighty Pill**
- ... and finally the **Bronze Statue**.... if you're fast enough.

Silver Statue Run

This one can be a little tricky, so pay attention to the route this time, or else you'll fall to the bottom.



You should receive 2 items before making to the Silver Statue.

- **Sky Lord Pill**
- **Lunar Light**
- ... and finally the **Silver Statue**.... if you're fast enough.

Gold Statue Run

Now that all the items have been collected all that's left to do is to touch the gold statue. Careful here because one major misstep means you're not getting to the statue.



Singles Tea House

Check out the **Singles Tea House Events** for more information on this. We will complete some of the tasks concurrently with other things so don't rush to complete it right away. All in due time.

Weapons Shop

Located west of the Singles Tea House. Here's the rundown, but don't buy anything from here until you finish exploring Big Tiger Town.



Recommendations

Gleaming Longsword: Better than the Roaring Blade yes, however you will get one for free soon. Ignore it.

Gold-Clad Fan: Not even close to being better than anything Tenjin/Mizuki is wearing. So why is it covered? For anyone who just likes collecting every weapon or something-- you will get this for free soon as well. So skip it, skip it. Period!

Angelic Kimono: Definitely buy one of these for Subaru, and hand the Evening Dew Robe down to Tenjin/Mizuki. The only thing worth purchasing here.

Renowned Armor: Only worth it if you aren't already wearing Higan's **Knit Gear**. Useless on Tenjin/Mizuki since they will inherit the Evening Dew Robe, if they haven't already.

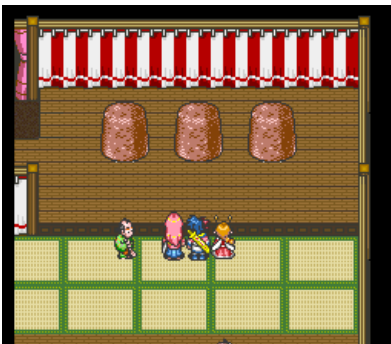
Golden Armor: Practically useless piece of equipment, but you get one for free just in case you were tempted to buy it anyway. So don't.

Princess Picking House

This is southwest of the weapons shop.



The Princess Picking House is basically a gambling house (I was wondering when one of these we're gonna show up). The rules are very simple. They're three baskets on stage, and in one of the baskets a princess is hiding within.



The baskets will switch around randomly then stop. If you pick the Princess' basket you will earn double your bet, if you pick one of the men instead you lose everything you bet.



So what makes this game so special? Well, you can bet ALL THE MONEY YOU'VE GOT. That's right, in about a few seconds you can basically quadruple the amount of money you have and then some. This is by far the fastest way to make money in the game, and honestly the easiest.

All you have to do is save your game before you make a bet, and then play the game, bet all your money and guess correctly. If you guess wrong, reload and try again. If you're good enough you will be loaded before you know it.

A Word on what to do with all that money...

So what do you do with all that money...? Do you remember the Great Weapon Shop. We can now afford those bad boys with ease. However, right now is still not an appropriate time to do so. If you MUST HAVE them now you may, but for this guide I'll be recommending a much better time to do so. Patience!

In the meantime if you made a couple of bucks there's still the Tea House Event items and the occasional weapon recommendation here and there you can collect on, but not yet...not yet... I'll be recommending a better time to spend your money on those too so... PATIENCE!!

Karaoke House

The Karaoke House is south of the Princess Picking House.



Speak to the man all the way at the back to start your singing career. You have quite a few options so go for it. It's just a bit of fun. Nothing important can be gotten out of this, but then again... what did karaoke ever get anyone? (Don't answer that...)



Fortune Teller House

South of the Karaoke House is our next stop. The Fortune Teller's House.



PLGS EVENT #17: The Fortune Teller

Leave when you're done in here. We're almost done with our Big Tiger Tour.

Gold Exchange Shop

This shop is just south east of the Fortune Teller House.



PLGS EVENT #18: The Gold Exchange Shop

After you're done checking out the event, leave.

VIP Store

The last stop on our Big Tiger Tour, and for very good reason. You can find this place north of the Gimmick Castle.



In here, the man up front will offer you **Gold Badges** for the absolutely absurd price of **50,000 Ryo**. Don't accept that. We will get the badges at a much cheaper rate. Leave.



Head right and just north of the Liquor Store you'll see our good buddy Omine.



This time she isn't ripping you off and is selling the same badges for a whopping **3000 Ryo**. She's finally ready to do decent business with us. However before you talk to her let's talk about what these badges do.

These badges have two purposes.

1. They allow you to access discounts in all stores in Big Tiger Town and Flower Circle Town.
2. They allow you to access the Gold Mine, an important part of the plot.

Of course, every great item doesn't come without its caveats, and for the badges...?

1. The discounts in stores will end once you've liberated Canine Nation.
2. Once you equip them you will be inflicted with the **SEAL** status and thus be unable to use Scrolls.
3. You CANNOT remove the badges on your own. You need a special hermit to do this.

Now since we're about to leave to we have two options here. You can either purchase the badge now, or purchase it when we return to Big Tiger Town. Here are the pros and cons for each decision.

A Word on Purchasing Gold Badges

Purchase them now: We still have just a bit more exploration to do outside of Big Tiger Town before we return. Equipping the Gold Badges now will of course switch off the use of your scrolls, however you can start making use of the deals NOW in Big Tiger Town's weapon and item shops and once we reach Flower Circle Town we can make use of the deal there as well. You never even have to return to Flower Circle Town again until maybe after Canine Nation is liberated.

If you don't mind going this route, buy the Gold Badges now. It's what I usually do.

Purchase them later: If you aren't confident in your ability to survive out there without scrolls or you don't care to take advantage of the deals in Flower Circle Town, you can opt to purchase the Gold Badges once we return to Big Tiger Town.

This way you can use your scrolls as normal, but once you get to Flower Circle Town you can't take advantage of the deals. You'd have to SOAR to Big Tiger Town, get the Gold Badges, walk back to Flower Circle Town to make then purchase, then walk back to Big Tiger Town to continue with the guide. You could use flight stones but I don't like spending ryo on things I don't need. Plus they will come in handy later.

I don't like backtracking so I don't go this route. However, as with everything... the choice is yours. ;)

Whether you purchase the **Gold Badges** or not we are done with Big Tiger Town. So let's leave.... finally.

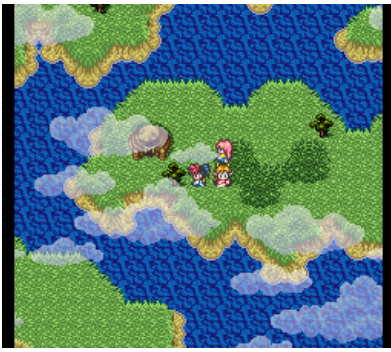
Flower Circle Town

Canine Nation

Scrolls to find	Soak Scroll
Enemies	

Note: If you have the **Gold Badges** on, don't forget you can't use scroll but you CAN use skills, even the tech based ones. So you're not completely handicapped.

Let's head south from town down the path then southwest till you see a grotto.



Taking Grotto

Speak to the Taking Hermit to receive the **Soak Scroll**.



Canine Nation

Items to find	None
Enemies	

Now return to Big Tiger Town and head all the way east until you see a huge Golden Tower.



Gold Tower

Head north to a SCENE where we finally meet Kingin...he wasn't what I was expecting. At all.



After the scene you will be unceremoniously booted out of Gold Tower...




Canine Nation

Items to find	None
Enemies	

Okay so we won't be able to get in there for a while. So let's head north east till we see another town. Enter.



Flower Circle Town

Items to find			
<p>Pleasant Drum</p>	 <p>(Higan's party looked in the dresser!) (The dresser held a pleasant drum!)</p>	<p>Fool Pill</p>	 <p>(Higan's party peeked into the pot!) (The pot held a fool pill!)</p>
<p>Location</p>	<p>House north of gold medal shop.</p>	<p>Location</p>	<p>North of shooting range.</p>
<p>10,000 ryo*</p>	 <p>(Higan's party peeked into the pot!) (The pot held 10000 ryo!)</p>		
<p>Location</p>	<p>Inside game shop.</p>		

Note: Let's leave that large sum of ryo until after we liberate Canine Nation. Also DO NOT sell or use the **Pleasant Drum**. We're gonna use it soon too.

Shop Lists

PLGS EVENT #19: Neon Lights

Head west of the inn to get to the Gold Medal House.



Medal House

Pay the man near the doorway **1000 Ryo** to play this mini-game.



Here are the rules:

You have **60 seconds** to find as many **Gold Medals** as you can before the timer runs out. You can pretty much find gold medals in any object here, whether its pots, maps, cupboards, stoves even wall posters.



Here are the prizes:

Gold Medal Hunt	
Medals	Prize
0-7	Healing Pill
8	Bee Blade
9-19	Warding Curio
20-24	Cat Statue Bell
25-29	Rainbow Shard
30	Miracle Liquor

A Word on the Gold Medal Prizes

There is only one item worth collecting here, and it ain't the Miracle Liquor. It's the **Bee Blade**. This weapon is necessary to unlock a secret boss in the next nation. It's useless otherwise. Just find 8 medals, then wait out the time and collect it. That's my recommendation.

Once you're done mucking about in here, leave.

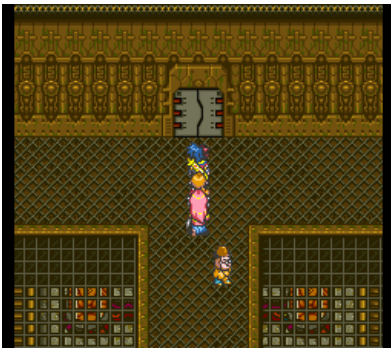
Flower Circle Town

Now head back to the entrance, then walk north till you see a temple like structure. Enter.



Akamaru Gold and Silver Research Lab

Head north through the door into the next area.



In here you will see a SCENE. Afterwards walk around to the northeast end of this screen till you see a chest. Open it to receive a **Gasp Katana**. Don't get too excited about it. It's not that useful even if it is powerful. You may leave.



Flower Circle Town

Just southeast of Akamaru's lab is a weapon shop. This place has a number of oddball weapons. As I found most of them to be useless I won't be recommending any of them however I do encourage you to check it out and see for yourself. What's one person's trash is another person's treasure.

Just south of the weapon shop we have ourselves yet another mini game house.



Treasure Huntin' Room

Pay the man in front of the gate **1000 Ryo** to get this mini-game started.



Here are the rules:

This is basically Juri's Mini-Game... the hard mode version. Instead of 88 chests however they're only **15 chests**, and you must predict how many chests it will take to find the treasure correctly. If you guess correctly you get **10,000 Ryo**, if you miss it by one you will get **5000 Ryo**. Otherwise you get nothing. That's all there is to it.



A Word on this Treasure Huntin' Room

I hated Juri's mini-game even when it was in my favor. Now you're asking to play the game for real? For **10,000 Ryo**? Pass on this one for sanity's sake.

Anyway whenever you're done here you may leave.

Flower Circle Town

The Souvenir Shop and Item Shop have items necessary to complete **Miho's Singles Tea House Event**. If you have the **Gold Badges** on, get them at a great deal.

In the Souvenir Shop there is one item you might find use of so let me cover it real quick.

A Word on Mechanical Dolls

Remember Akina, your first lover from Fire Bear Shrine? I'm sure you've forgotten her by now. Anyway, she likes dolls, remember? You didn't? Okay. So anyway If you buy her a **Mechanical Doll** from the souvenir shop, she will reward you with a **Loving Smile**.



You can see this as an "upgrade" to the white candy trick. Mechanical Dolls cost **5800 Ryo** while Loving Smiles sell for **12,000 Ryo**, giving you a net profit of **6200** almost double what you used to earn for white candy.

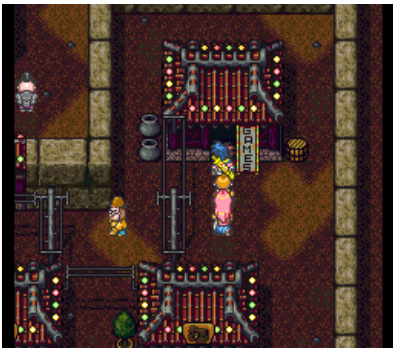
As a matter of fact if you purchase these with the Gold Badge equipped, the cost will be **4060 Ryo**, giving you a net profit of **7940**. That's a lot of profit there. To illustrate the benefit of this even further, let's see how much those Great Weapon Shop items will cost us now in comparison to White Candy.

- Ashura Katana = 18 Loving Smiles
- Red Dragon Katana = 29 Loving Smiles
- Piercing Spear = 38 Loving Smiles
- Life Saving Katana = 72 Loving Smiles

These calculation are based on the discounted price, and of course doesn't consider the amount of ryo you currently have. A pretty stark difference yes?

I still prefer the Princess Pickin' House option over this, but if you want to obtain the money in the cleanest way possible then there isn't a better option.

Anyway northeast of the item stop is our final stop in Flower Circle Town.



Game Room

They're two mini-games inside the game room. Head north and speak to the Akamaru in the middle to access **Akamaru Shootin'**. The charge to play this game is **1000 Ryo**.



Here are the rules:

In this game you control Higan by moving him across a horizontal plane left or right, then by pressing "A" to shoot the cardboard Akamaru dummies travelling across the rail.

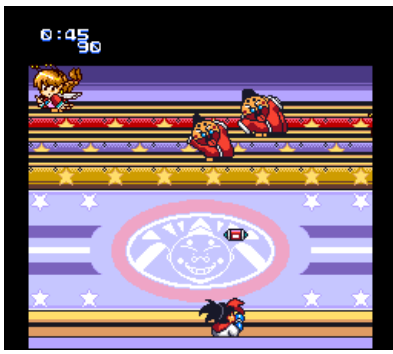
If you hit Akamaru, you will obtain **10 points**.



If you hit Subaru you will lose **50 points**.



If you hit any flashing character you will lose or gain the same points depending on who you've hit, but a parcel will drop. If you collect it you will receive **100 points** and begin to flash yourself.



This is useful especially if you hit a flashing Subaru, as it will net you **50 points**, by removing the -50 inflicted by hitting a Subaru and adding extra 50 from the remaining points.

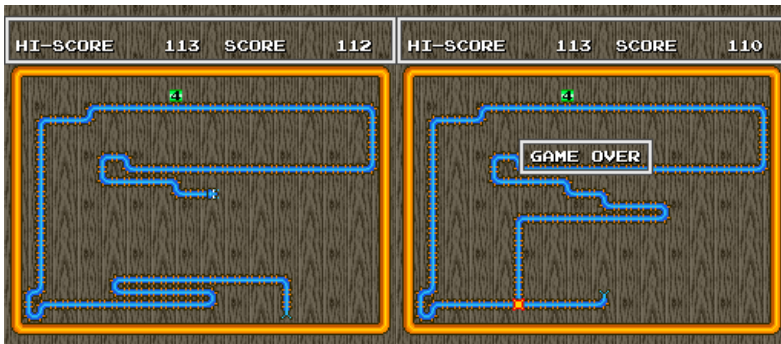
If you score **500 points and over**, you will receive a **Teddy Shield** for your troubles. A decent item, but its an expendable item. Much easier to just buy the damn thing. Still its a decent game, but nothing to lose sleep over.

The next game up is **Slither**. Talk to the man on the right of Akamaru Shootin' to get this one started.



This game is **free**, and as such has no prizes to gain. It pains me to cover such a useless mini-game, but well that's my job.

Your aim in this game is to slither across the board and gather as many points as you can without colliding into your own body. The more points you get the longer the snake becomes and the harder it is to avoid yourself. Relatively simple game, but definitely skip worthy.



Once you're done here. Do any other business you might have in Flower Circle Town then leave.

Gold Mine

Canine Nation

Scrolls to find	Loon Scroll
Enemies	

First head north behind of Flower Circle Town then west a bit till you see a grotto in the mountain.



Batty Grotto

Speak to the Batty Hermit and answer his questions any way you like. You will receive the **Loon Scroll**.



Canine Shrine

Skills to find	Basara Cutter
Enemies	

Note: If you haven't gotten the **Golden Badges**, then SOAR to Big Tiger Town, enter and pick them up from Omine.

SOAR back to Flower Circle Town, then follow the path back west until you're behind of Gold Tower, then head north from here until you see a grotto on the left.



Basara Grotto

See the [PLGS Event # 20: Basara Hermit](#)

When you're done here (whether you met the Basara Hermit or not), you may leave.

Canine Nation






Items to find	None
Enemies	

Now keep heading north till you reach a pond, then head west till you see a town in front of a large mountain.



Gold Mine

Items to find

<p>Speed Essence</p>	 <p>(Higan's party looked in the treasure chest!) (Higan's party found the speed essence!)</p>	<p>Wind Bracelet</p>	 <p>(Higan's party looked in the treasure chest!) (Higan's party found a wind bracelet!)</p>
<p>Location</p>	<p>Right most house.</p>	<p>Location</p>	<p>Right most house.</p>
<p>Healing Pill</p>	 <p>(Higan's party peeked into the pot!) (The pot held a healing pill!)</p>	<p>Gold Dust Pot</p>	 <p>(Higan's party looked in the treasure chest!) (Higan's party found a gold dust pot!)</p>
<p>Location</p>	<p>Right most house.</p>	<p>Location</p>	<p>House south of right most house.</p>
<p>2000 Ryo*</p>	 <p>(Higan's party looked in the dresser!) (The dresser held 2000 ryo!)</p>		
<p>Location</p>	<p>House left of the inn.</p>		

Note: You can leave the **2000 Ryo** till after we liberate Canine Nation since we will be returning here. It is a small sum of ryo compared to the others though, so I leave this one to you.

Also make sure you pick up the **Wind Bracelet**, it's a rare bracelet that absorbs all wind damage, and converts 1/5 of the damage to heal you. Just two more left for our elemental bracelet collection.

Shop Lists

Let's head north to the item shop first and foremost.

Check out the **PLGS Event #21: 50% Discount Item sales** for more information on this event but it isn't why we're here.

Talk to the man to the left and buy a **Gold Bag** for **20,000 Ryo**.



You can only receive one of these at a time, but if you follow my lead you won't have to buy another. Also make sure you have at least **3 flight stones** in your inventory. Purchase them from the item shop if you don't have enough. You'll be needing them soon.

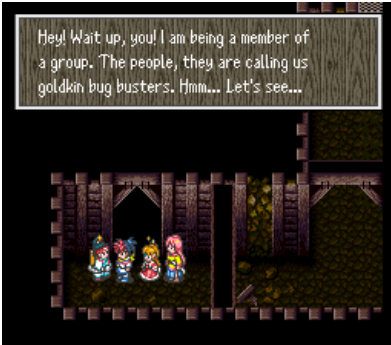
Now leave and walk northwest to reach the left entrance of the mine.



Head north till you get to a man by an elevator. Walk into it and head down to the **1st Floor**.



From here, head west till you see a Goldkin Bug Buster. He will check you for Goldkin Bugs, then lets you through.



Now enter the carts right in front of you. It will take you into another area.



In here you will see 4 chests containing the following:

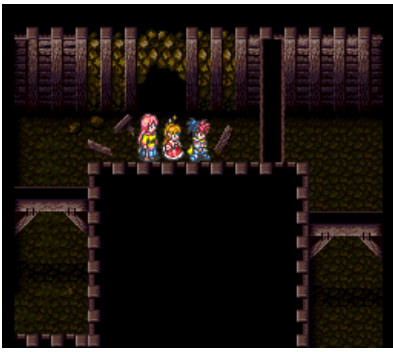
- **Spirit's Brew**
- **Solar Light**
- **Sky Lord Pill**
- **Golden Armor**

Now enter the cart and leave. It will take you back to the cart's starting point.



Now leave and return to the elevator, then head back to the **2nd floor**.

Back on this floor, head east passing right by an opening in the north (remember this path, we will do something here later).



Keep heading east till you get to an elevator. Take it down to the **1st floor**.



Down on the 1st floor, walk around to the west till you see another Goldkin Bug Buster. He will check you for bugs, then let you through.



Now head around the west and enter this room. It's time to mine some gold now. **Gold Mining** is the easiest yet most tedious mini-game you've encountered so far. It also happens to be the last in the entire game.

First off, mining gold is very easy. All you have to do is walk up to a gold source and interact with it. Presto. You get a **Gold Bar**.



Now this part is important. You absolutely cannot carry more than **2 Gold Bars** at a time. If you do, your gold bag will tear and you will lose all the Gold you collected. You then have to fork over another 20,000 Ryo and start the process over again.

Note: Don't worry about the levers you see around the area. They lead to another portion of the floor that holds more sources of gold. Useless.

So collect your 2 Gold bars and leave. When you get back to the elevator, take it up to the **3rd Floor**.



This is going to be our new entry and exit point for our brief gold bar farming. However, we're not ready to do that yet. Leave Gold Mine.

Canine Nation

Scrolls to find	Goof Scroll
Enemies	

We've got one more stop to make before returning to Big Tiger Town. First, head northwest around the mountain behind of Gold Mine and keep heading west till you see a pond.



From here, head north till you see a grotto in the mountain.



Badge Grotto

The Badge Hermit loves Gold Badges of course and will take them off of you free of charge. Ask him to do so and he will snatch your badges up and hand over the **Goof Scroll**.



However, we are far from done with the Badge Hermit. He has yet another scroll to give you, but you must present to him **10 Gold Badges** in order to do so. By my count then that's 3 down, 7 more to go. Leave.

Canine Nation

Items to find	None
Enemies	

Now that you can use scrolls again. Let's SOAR back to Big Tiger Town.

Big Tiger Town

Head into Gold Exchange and turn in your Gold Bars in exchange for **4 Gold Vouchers**. That's 4 down...26 more to go for Subaru's Summon Skill. Ugh....

So this next part is very important. Read on...

So what happens when you liberate Canine Nation too soon? Well, a number of things actually. Here are the pros and cons of doing so.

The Pros

- Random Battles significantly decrease (of course).
- You no longer need Gold Badges to enter the Gold Mine.
- You no longer have to pay to pan gold in the hot spot at Gold Dust Village.

The Cons

- You can no longer access any discounts in Big Tiger Town or Flower Circle Town
- Gold Badges are no longer sold in the VIP Store nor by Omine.

This means that the second scroll the Badge Hermit will give you **CAN BE MISSED**. Very important for Completionists. This means you must give him all the Badges he needs before you head to Gold Tower, cause once we head in there we ain't heading out.

That said, we will use this moment to our advantage:

So we only need to give the Badge Hermit 7 more badges. That's just three more trips. However, since we already have the gold badges we might as well head to Gold Mine and pick up some gold bars to gather Gold Vouchers for Subaru's Summon Skill.

First off make sure you have at least **3 flight stones** before you begin.

Here's the sequence:

- Purchase a set of Gold Badges from Omine for **3000 Ryo**.
- Use a flight stone, and go to Gold Mine.
- Head into the northeast entrance of the mine (it's quicker).
- Enter the elevator and head down to the 1st Floor.
- Go collect **2 Gold Bars**, then leave.
- Head to the Badge Hermit and turn in your badges.
- Use the SOAR scroll to return to Big Tiger Town.
- Turn in your Gold bars for **4 Gold Vouchers**.

Do this a total of two times and this should net you a total of **12 Gold Vouchers**.

Now on the third run, instead of collecting another Gold Bar we are going to deal with the plot related event in Gold Mine and wrap up our work there until we've liberated Canine Nation.

So for Run #3...

SOAR back to Gold Mine and enter. Now head west from the entrance all the way till you hit the end, then walk north til you see a cave.

Items to find	Goldkin Bug Nest
Enemies	



Inside, walk all the way north till you get to an elevator. Take it down to **Floor B2**.



On this floor, head all the way around east until you stumble upon a large Goldkin Bug nesting ground.



Snatch **2 Goldkin Bug's Nests**, return to the **Floor 1F**, and head back outside.

Now let's see what these things are capable of. Return to the northwest mine's entrance, and return to the room we missed earlier. In here speak to the man to hand over one of your Goldkin Bug Nests, for a demonstration of their power.



You technically don't have to do this, but its a cool hint for what's to come soon. Once you've seen this SCENE you may leave Gold Mine. We won't be returning until after Canine Nation is liberated.

Note: You cannot collect Gold Bars once you have a Goldkin Bug Nest in your inventory. The bugs will simply eat the bars. So don't waste your time.

Canine Nation

Scrolls to find	Pure Scroll
Enemies	

Return to the Badge Hermit.

Badge Grotto

If you did the sequence correctly, the Badge Hermit will say you gave him more than he needed and he will reward you with the **Pure Scroll**. You're now officially done with the Badge Hermit. Leave.



Canine Nation

Items to find	None
Enemies	

SOAR back to Big Tiger Town.

Big Tiger Town

So in order to collect the Icy World Spider, you need 18 more Gold Vouchers which is about 5 more runs. You can do this now if you wish, but I recommend you do this AFTER liberating Canine Nation. It will make the run a lot easier. I will assume you decided to wait till then.

Now would be the perfect time to go shopping at the Great Weapons Shop back in Canine Nation. SOAR back over to Crane Shrine if you want to get your hands on some of them. Here's a rundown of these weapons.

Recommendations: Great Weapons Shop Edition

Ashura Katana: Weaker of the two blades here, however it does have the added effect of inflicting poison on the enemy. That said I found it not very useful, especially since I use skills far more than I attack, negating the very reason to use this weapon. I'd skip it.

Red Dragon Katana: Clear weapon of choice here. As I said before, this is the third most powerful weapon Higan can obtain, and even has the effect of the Sear Spell, the most powerful single scroll fire spell in the game. What are you waiting for? Pick it up!

Piercing Spear: My preferred weapon of the two Tenjin/Mizuki weapons. This is not only their second most powerful weapon, but its cheaper than the Life Saving Katana and also increases your critical hit rate. Pick it up, you won't be sorry.

Life Saving Katana: This weapon is fantastic...in theory, but in practice it falls short in my opinion. Basically what it does is it takes 30% of the damage you inflict on an enemy, heals you that amount and gives the rest of the damage back to your opponent.

The problem I found in practice with this? Tenjin doesn't hit that hard all the time, so you end up just healing very little health while inflicting little damage to the enemy. Your healing spells do a far better job of healing you, and the Piercing Spear does a far better job of damaging your opponent.

I would make the argument that it's sort of useful on Tenjin if you primarily use scrolls as his main attack source, then you can use the Life Saving Katana and play a defensive attacking role. Still though, its just too inefficient to recommend even in this regard. Skip it.

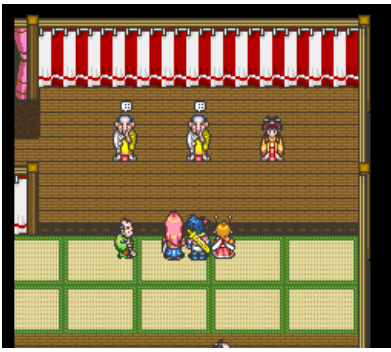
Body Sash & Tech Sash: Skip them both...they take up precious slots and barely do much for you.

Final Note for Completionists: If you're one of those completionist that must collect every weapon, then I should tell you that there is a random chance you can get the Piercing Spear and Life Saving Katana for free at certain festivals. See the **Moon-Watching Festival** and the **Flower-Watching Festival** for more info.

Djinn's Waterfall

Big Tiger Town

First, make sure you're done all your shopping and ensure that the leftover you have is BELOW **1000 Ryo**. The best place to lose all our money is through gambling of course. Head over to the Princess Picking House, bet all your money and LOSE.



That should do it. When all the preparations are complete you may leave.

Canine Nation

Items to find	Canine God's Heart
Enemies	

Note: Don't forget to equip accessories into the slots that the Gold Badges used to occupy.

SOAR over to Flower Circle Town. Open your inventory and use a **Pleasant Drum**. This way you don't encounter too many mobs on our way over there. If you don't have a Pleasant Drum, you can just as easily run from battle I guess. Whatever you prefer just as long as you don't make any money.

Anyway from here, walk south until you see a bridge in the southeast, then head over it until you see a grotto.



Poor Grotto

First off, DON'T TOUCH that chest you see in the corner.

First, speak to the Poor Hermit and he will give you the **Canine God's Heart**, and give you a hint on how to open the Ma-Djinn's door.



Now you may pick up the treasure chest. It holds **1000 Ryo** and respawns. I guess it was placed there to help get you started with some money again, or maybe its just a clever trap to get you kicked out the grotto.

Canine Nation

Scrolls to find	Frail Scroll
Enemies	

SOAR back to Flower Circle Town and follow the road northeast till you see a bridge. Cross it to find a grotto in the mountain.



Frail Grotto

Speak to the Frail Hermit to receive the **Frail Scroll**.



Canine Nation

Scrolls to find	Doze Scroll
Enemies	

Head back over the bridge and continue north on the roadway until you reach a split.



Head northeast and keep going till the roadway breaks off a bit. Head north towards the grotto ahead.



Dozing Grotto

Speak to the sleeping hermit inside here to wake him up. He will reward you with the **Doze Scroll**.



Canine Nation

Items to find	65,000 Ryo
Enemies	

Return to the path split and take it northwest instead until the path ends in front of stairs.



Head up the stairs and you will be in front of Djinn's Waterfall, but DON'T enter it yet. You see that crevice to the north? Head inside there and check the spot at the end to collect **65,000 Ryo**. Now you may enter the town.



Djinn's Waterfall

Shop Lists

There's not much of a town here, so let's keep moving. Head east and walk over a bridge.



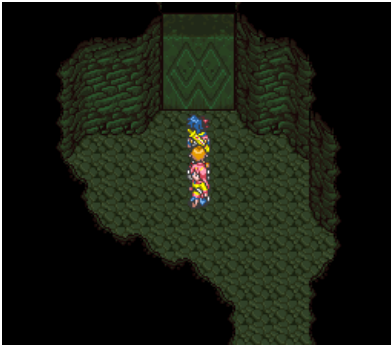
From the bridge head northeast until you see a cave in the mountain.



Djinn's Grotto

Items to find	None
Enemies	

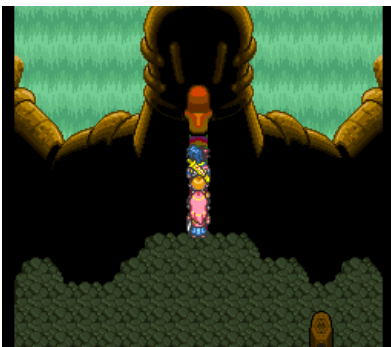
Head north till you reach a huge door. Do you remember the Poor Hermit's advice? Speak to the door 3 times to gain access inside.



Now this next part is completely linear, and no treasures exist here. So continue along the linear path till finally you get to a huge button.



Press the button for a rainbow escalator to appear. Head north into it.



You will see your old buddy Akamaru again, answer his question in whatever way suits your Higan, then get ready for the rematch.



Boss Battle

Name: Aomaru (left) **Weakness:** Wind (Extreme)

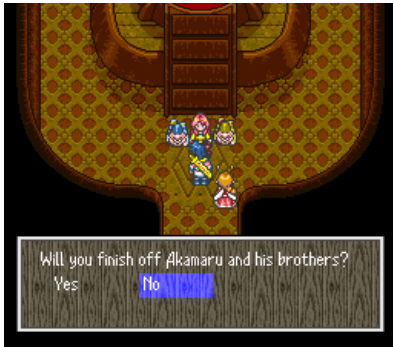
Name: Akamaru (center) **Weakness:** Bolt (Extreme)

Name: Kimaru (right) **Weakness:** Water (Extreme)

Strategy: Focus on one enemy at a time. Have Higan use **Thunder Cutter** while Mizuki buffs and heals. Subaru should use **Wonder-Fly** to attack everyone. Keep this up and the trio will go down in no time at all.



When you're done with them, Higan will be posed with some choices. Choose whichever choice suits your Higan for a SCENE.



Once the scene is over, walk north to the large blue orb. Open your inventory, and use the **Canine God's Heart**.



A very cool SCENE occurs. The game's cool level just broke the richter scale for me at this point.

Gold Tower

Gold Tower

Items to find	Almighty Pill, Mechanical Ring, Life Liquor, Guard Essence, Solar Light, 26,000 Ryo, Essence Brew, Rainbow Shard, Gold Clad Fan, Gleaming Longsword, Bolt Bracelet, Luck Essence, Sky Lord Pill
Enemies	

You will return to Gold Tower ready to rumble with **Super Money King The Third** for real this time.



Here are the basic controls for the Ma-Djinn.

- Press right to advance forward.
- Press left to retreat backwards.
- Press "A" button to punch
- Press "B" button to block

Here are the controls for the Ma-Djinn's special abilities.

Missile Attack: Hold X, then slide ↓ → then press A (Hadouken Motion).

Laser Attack: Hold X then slide ← ↓ → press A (Flame Hadouken Motion)

Here's how the fight works:



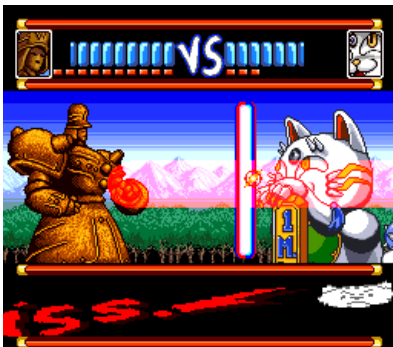
Life Bar: This is the bar in blue. The more damage you take, the more this bar depletes. Once it's all gone, then so are you.

Special Bar: This red bar appears at the bottom of the life bar once you've used a special move. It acts as a limiter in which once you've used a special move you cannot use another until the bar disappears. This way you can't spam special attacks and must rely on your fight and flight strategies until your specials become available to you again.

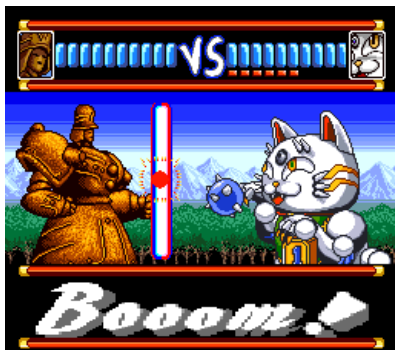
Yell Box (Onomatopoeia Box?): This is the box underneath the combatants. This is to help you to know when Super Money King is about to do a special attack. You'll see stuff like BOOM! or MEOW! or HISS! None of them are assigned to a specific move though.

Battle Strategy

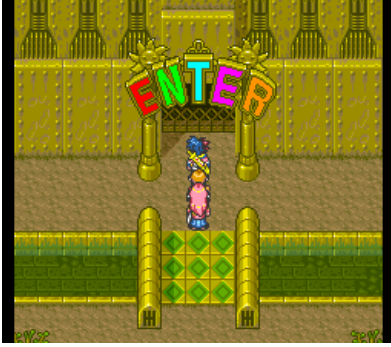
Play very offensively in this fight. Right out the gate, begin punching Super Money King until he MEOWS! Now unleash your laser attack to do BIG DAMAGE since he won't be able to block during his attack animation. Afterwards continue punching the crap out of him until the red bar disappears. Then rinse, repeat.



Make sure to block when he's about to do a special move (unless you plan on using the laser attack), but be warned, his laser attack will come without warning just like yours does. So just block when he activates it or you will take big damage. It's not a hard fight, but too many mistakes will get you killed.



Once you've defeated Super Money King, follow Kingin into the Gold Tower.



Note: You could return to town and heal before heading into Gold Tower if you took too much damage from the Akamaru boss fight, but I hate breaking the momentum. Not to mention, you will level and get all your life points and tech back so I'd just keep moving.

Inside Gold Tower you will be in a room full of Gold Statues of Kingin. He's inside one of these statues but how do you reveal him? Remember that bug nest we picked up? Open your inventory and use the **Goldkin Bug Nest**. There will be a SCENE. Afterwards follow Kingin into the next area.



Once Kingin disappears here, climb onto the chain and it will take you up.



Head around the left and down the stairs.



Head south and ride the chain up.



Now open the chest to receive an **Almighty Pill**.



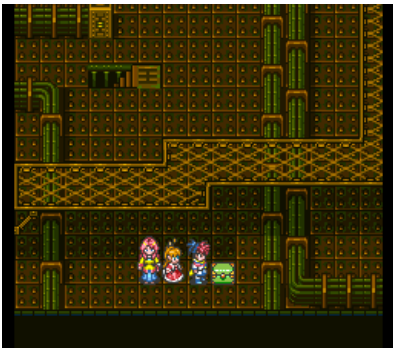
Go through the linear path till you see a stairway leading down.



Down here, pick up a **Mechanical Ring**.



Return up the stairs, then head south underneath the platform and pick up a **Life Liquor**.



Now head around the stairs and keep on the linear path till you hit an intersection.



Go east and pick up a **Guard Essence**.



Don't go up the stairs. Just head northwest around it and northwards until you reach another intersection.



Head northwest and you will find a **Solar Light**.



Head back to the intersection, then head east then north to a stairs.



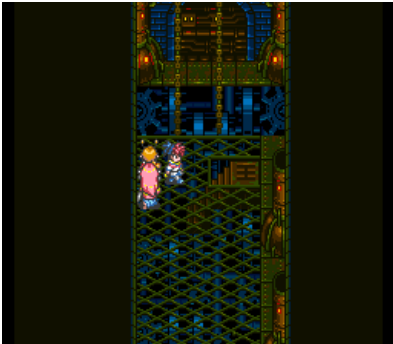
Head south from the stairs and ride the chain up.



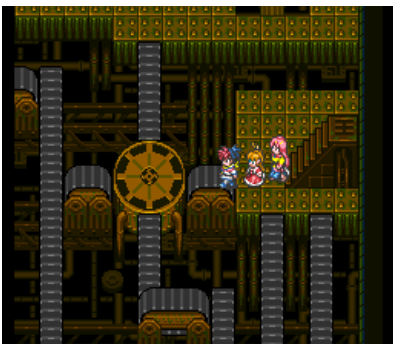
Head left to receive **26,000 Ryo**.



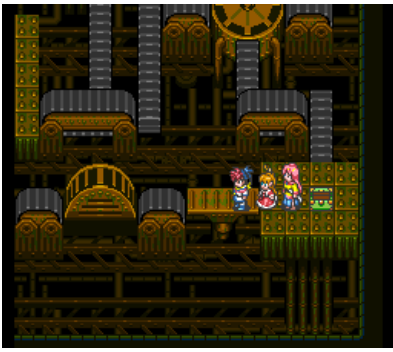
Return down the chain then head north till you find some more stairs.



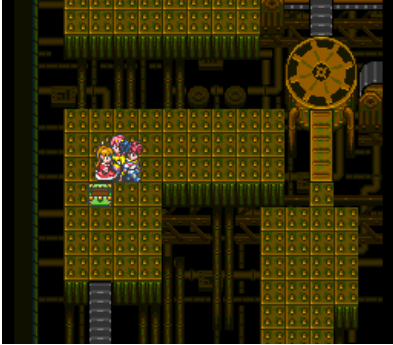
This next place can get a little tricky, but the good news is they are no random enemy encounters. I'll split this up into 3 parts. The first part is the path to the **Essence Brew**.



Next up is the path to the **Rainbow Shard**.



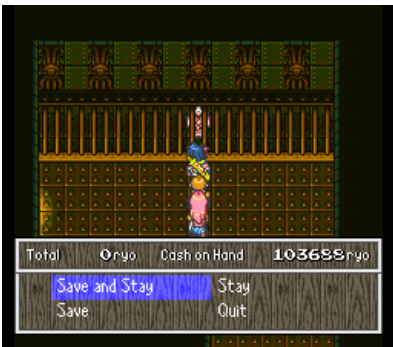
Lastly, let's head to the exit now.



Once here, head up the stairs.



The man in the cell will save your game and let you rest free of charge if you like. Otherwise continue left through the opening.



There will be three paths.



Head left first to pick up three chests.

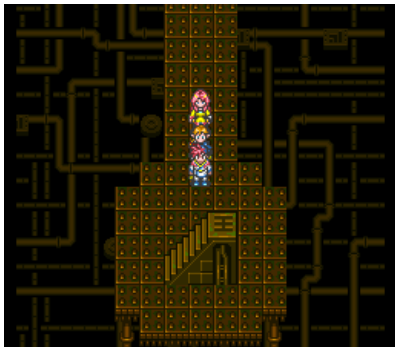
- **Gold Clad Fan**
- **Gleaming Longsword**

- Bolt Bracelet

Note: This Bolt Bracelet absorbs all bolt damage, and converts 1/5 of the damage to heal you. One more left.



Now head back to the intersection and head south and up the stairs.



First head north towards the lever and switch it to the **right**.



Now exit to your right.



Head onto the northeastern platform and hit the button.



Now head southeast till you see another button on the southeastern platform. Hit it.



Now head back inside the compound. This time return to the lever and switch it to the **left**, then head outside.



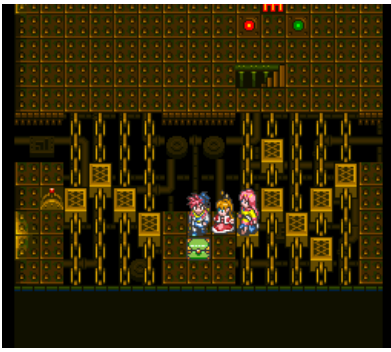
Head northwest onto the platform, hit the button, then pick up the chest containing a **Luck Essence**. Head back inside now.



This time head all the way east then south until you see cascading platforms to the left of you.



Head west over these panels till you get to the chest containing a **Sky Lord Pill**.



Keep heading left until you reach a switch. Flip the lever and it will create a path to get back over to the other side. Head left outside through the opening right next to you.



Now head to the southwestern platform and hit the 4th and final button. Phew.



Head back inside and walk over the shortcut platform and step onto the green warp panel.



Heal up here and prepare for the next boss fight. When you're ready, Walk over and confront Kingin.



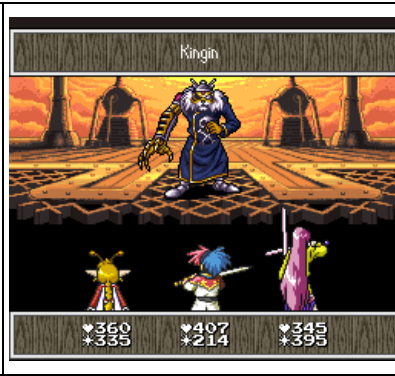
Boss Battle

Name: Kingin

Weakness: None

Strategy: Go all out on this guy, charge up **Thunder Cutter**, and have Mizuki buff Higan with the **Mushroom Armor** right before he unleashes his attack. Subaru should cast **Wonder-Fly**. I would also feed Subaru **Lunar Lights** so she can cast her spell every round. He will go down before you even knew he was a threat.

If you don't have **Wonder-Fly**, just switch Subaru to healing/buffing duties while Mizuki and Higan use their respective charge moves.



After the battle, Kingin's had enough and runs away...again. Follow him into the warp. Heal up again for one more boss fight, oh and make sure you equip Higan with the **Fire Bracelet** so one of Kingin's moves can heal you.

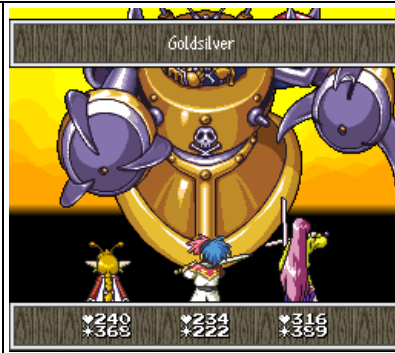


Boss Battle

Name: Gold Silver

Weakness: None

Strategy: Gold Silver is far more dangerous than Kingin. He'll do an all-hit attack this time and create physical barriers just as Zetta Raido did. If you have Subaru's **Wonder-Fly**, her attack will pass right through his barrier. Otherwise make Mizuki attack to break his barrier and keep Higan pumping **Thunder Cutter** until eventually he flat-lines.



Canine Nation Liberated

Canine Nation

Items to find	None
Enemies	

SOAR to Canine Shrine.

Canine Shrine

Return to the Canine God and he will present to you the **Canine God Stone**.



We're pretty much done here in Canine Nation but we still have a few more loose ends to clear up. Leave Canine Shrine.

Canine Nation

Items to find	None
Enemies	

We're gonna pick up all the large sums of ryo we left behind. SOAR to Flower Gate Town.

Flower Gate Town

Go pick up that **10,000 Ryo** you left here.

Canine Nation

SOAR to Big Tiger Town.

Big Tiger Town

Go pick up that **10,000 Ryo**, and **30,000 Ryo** from the hidden spots around town. Now we're gonna finally pick up some more Gold bars to pick up Subaru's final summon.

So do **5 runs** of Gold Bar mining, making sure that on the 5th and final run you only pick up 1 Gold Bar (you can pick up another if you plan on getting any of the other prizes, but like I said, I think it's unnecessary to pick them up)

Don't forget to pick up the **2000 Ryo** you left behind here in Gold Mine if you did so.

Once you're done, walk over to the woman on the left of Gold Exchange, turn in your Gold Vouchers and receive the **Icy World Spider**.



Canine Nation

Items to find	None
Enemies	




We're now officially done with Canine Nation, so SOAR to Djinn's Waterfall. Head down the steps then keep east following the roadway till you get to a new town. Enter. We're almost done.



Walkthrough: Dragon Nation

Dragon Mouth Village

Items to find

<p>2000 Ryo</p>	 <p>(Higan's party looked in the dresser!) (The dresser held 2000 ryo!)</p>	<p>Almighty Pill</p>	 <p>(Higan's party looked in the dresser!) (The dresser held an almighty pill!)</p>
<p>Location</p>	<p>House south of weapon shop.</p>	<p>Location</p>	<p>Inside inn.</p>
<p>Lunar Light</p>	 <p>(Higan's party looked in the dresser!) (The dresser held a lunar light!)</p>		
<p>Location</p>	<p>In item shop.</p>		

Shop Lists

We're just passing through here. Leave the town from the east when you're done here.

Recommendations

Terrain Coat: This is the second best armor in the game for Tenjin/Mizuki. Purchase one for them but not for Higan. It won't be necessary even if you don't have the **Knit Gear**.

Light Robe: This is the second best armor in the game for Subaru. Definitely pick one of these up.

Dragon Eyes Village

Dragon Nation

<p>Items to find</p>	<p>6000 Ryo</p>
<p>Enemies</p>	

Walk southeast from the split and keep going until you get to a bridge.



Now head southwest until you get to the tip. Search in this exact spot to collect **6000 Ryo**.



Now return to the path split and head northeast this time until you reach a town at the side of a river.



Dragon Eyes Village

Items to find			
Lunar Light	<p>(Higan's party looked in the dresser!) (The dresser held a lunar light!)</p>	Lunar Light	<p>(Higan's party looked in the dresser!) (The dresser held a lunar light!)</p>
Location	Southwest most house.	Location	Above southwest most house.
Healing Pill	<p>(Higan's party looked in the dresser!) (The dresser held a healing pill!)</p>	Life Liquor	<p>(Higan's party looked in the dresser!) (The dresser held the life liquor!)</p>
Location	Inside the northwest item shop.	Location	House north of inn.

Shop Lists

Just another town we'll be passing through. So once you're done in here, head out north to exit.

Recommendation

Autumn Comb & Maple Comb: If you didn't pick them up for Subaru before for whatever reason, you will have access to them both now.

Dragon Ears Village

Dragon Nation

Scrolls to find	Spirit Scroll
Enemies	

Head north from town following the path till it branches off to the west. Head west to find a grotto in the mountain.



One Shot Grotto

Speak to the One Shot Hermit to receive the **Spirit Scroll**.



A Word on the Spirit Scroll

This is the most powerful healing scroll in the game, but only Subaru can use it. This kind of sucks for our strategies against bosses when we want Subaru using as many **Wonder-Fly** summons as possible. There is a way around this however. If you have Tenjin's **Heart Mirror** skill, he can now play the healing role as this skill allows him to use any scroll he chooses. Mizuki can still take care of mobs, but let Tenjin be in the boss fights.

Dragon Nation

Scrolls to find	Spry Scroll
Enemies	

Return to the path and head northeast till the path leads to yet another grotto.



Spry Grotto

It'll appear empty at first, but just walk inside till you're surprised by the Spry Hermit. He will hand you the **Spry Scroll**.



Dragon Nation

Items to find	None
Enemies	

Now SOAR back to Dragon Eyes Village and head east until you get to the next village.



Dragon Ears Village

Items to find			
Life Liquor		1000 Ryo	
Location	In Pharmacy.	Location	House south of Pharmacy.
Almighty Pill			
Location	In Item shop.		

Shop Lists

Yet another pass through town. Nothing even worth purchasing here either.

Personal Note: Wow, the developers either ran out of ideas, money, or time with this nation. Sad really.

Anyway leave when you're ready.

Royal Dragon Town

Dragon Nation

Items to find	None
Enemies	

Follow the road north till you see a shrine surrounded by water.



Dragon Shrine

Head north into the shrine.



Soon as you see the path split three ways. Head west or east and walk all the way around the shrine till you find a chest containing a **Tortoise Orb**. Equip this to Subaru.



Now head to the center and prepare for battle. When you're ready, confront Shiranui.



Boss Battle

Name: Swordsman of Darkness

Weakness: Physical

Strategy: Same strategy as always. Prime **Thunder Cutter**. Subaru casts **Wonder-Fly**, and have Tenjin/Mizuki feed Subaru **Lunar Lights**, heal and Buff Higan with the **Mushroom Armor**. Shiranui doesn't put up that much of a fight.



Once Shiranui loses, he will leave. Now speak to the Divine Dragon to receive the final, yet most powerful stone. The **Dragon Stone**. Now leave Dragon Shrine.



A Word on Stone Collecting

If you have not been following this guide from the start, or you have but for whatever reason you forgot to speak to a Divine Beast to collect their stone. Do so NOW! Make sure you have six stones.

- **Fire Bear Stone**
- **Peacock Stone**
- **Crane Stone**
- **Turtle Stone**
- **Canine God Stone**
- **Dragon Stone**

If you're missing any one of these you will not be able to progress in the next section.

Dragon Nation





Items to find	None
Enemies	

SOAR back to Dragon Ears Village and then head south along the path till you cross a bridge. Follow the path north till you see the next town on a paved road.



Royal Dragon Town

Items to find

<p>Sky Lord Pill</p>	 <p>(Higan's party looked in the treasure chest!) (Higan's party found a sky lord pill!)</p>	<p>Water Bracelet</p>	 <p>(Higan's party looked in the treasure chest!) (Higan's party found a water bracelet!)</p>
<p>Location</p>	<p>House northwest of lower town.</p>	<p>Location</p>	<p>House northwest of lower town.</p>
<p>3000 Ryo</p>	 <p>(Higan's party peeked into the pot!) (The pot held 3000 ryo!)</p>	<p>Lunar Light</p>	 <p>(Higan's party looked in the dresser!) (The dresser held a lunar light!)</p>
<p>Location</p>	<p>House northeast of town (lower entryway).</p>	<p>Location</p>	<p>House far east at the top of the town.</p>

Shop Lists

Note: Make sure you pick up the Water Bracelet, the last of your elemental bracelet collection.

Another uneventful town. It's like Ninigi didn't even try to do something I don't know...creative? Whatever. Leave whenever you like.

Recommendations

Royal Dragon Longsword: Don't buy this. You should already have an the **Red Dragon Katana**, but even if you didn't buy one I'd still tell you to not buy this because we're about to get an even better weapon very soon.

Royal Dragon Armor: Now that we have the **Dragon Stone**, I finally do away with Higan's **Knit Gear** in favor of a more diverse set of accessories for Higan. You can still equip the Dragon Stone AND Knit Gear to him, but I only used this setup for bosses.

Also of note, this is the last time you'll ever have to buy anything in the game.

Abyss

Chapter 13: The Ruler of Hell

Dragon Nation

<p>Scrolls to find</p>	<p>Sear Scroll</p>
<p>Enemies</p>	

Follow the paved road east until you see a dirt road leading south.



Follow this road south all the way till you finally reach the grotto.



Sear Hermit

Speak to the Sear Hermit to obtain the **Sear Scroll**.



Dragon Nation

Items to find	None
Enemies	

Return to the paved road and continue to follow it around a bend, but wait...

A Word on a certain..Secret Boss

Right about here if you break from the paved road path and follow the dirt road north, you will find a secret boss if you have fulfilled certain conditions. See [PLGS EVENT #22: Manto](#) for more information.



Keep heading around the bend till you get to the Abyss.



Abyss

Items to find	None
Enemies	

Head north into the next screen and continue north until you see the path leading right over a bridge. Follow it and enter the next screen.



Gates of Hell

Items to find	None
Enemies	

Head towards the gates, and use the divine stones to open the gates. Enter Hell.

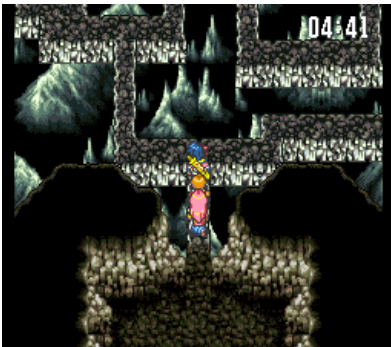


Hell

Items to find	Agnes Sword
Enemies	

Note: While you're in hell you will not have access to the divine stones, so if you have extra accessories lying around switch to them for the time being. Also while in you're inventory, time will stop. So don't worry about that.

You have **4: 44 seconds** to find the Agni Sword. So let's get to it. Here's a quick path lay out. Its easy!



Once you get to the end walk up to the sword in the stone and unearth the **Agni Sword**. Now quickly backtrack and leave this place.



Gates of Hell

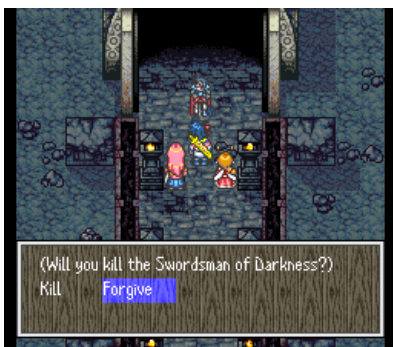
Items to find	None
Enemies	

Once you return, quickly re-equip Higan with the **Dragon Stone** and whatever other accessory you choose. Prepare for a solo boss fight. You don't have to equip the Agni Sword if you haven't already. Higan will do so automatically.



Boss Battle	
<p>Name: Swordsman of Darkness</p> <p>Weakness: Physical</p> <p>Strategy: Unload Thunder Cutters into Shiranui, and heal when necessary. It's more of an enduring match but you will have no problems once you're equipped properly.</p>	<p>Swordsman of Darkness</p> <p>336 202</p>

After the battle you have another dialogue option. For the best dialogue results choose to forgive Shiranui.



He will ask you to **SAVE** your game, **HEAL** you, then bestow upon you Higan's most powerful tech in the game, **Dragon Cutter**. Now leave the Gates of Hell.



Abyss

Items to find	None
Enemies	

Use SPLIT and leave this place for the time being.

Royal Dragon Castle

Dragon Nation

Items to find	None
Enemies	

SOAR to Royal Dragon Town and walk north till you see a castle on the paved roadway.



Royal Dragon Castle (Outside)

Items to find	Clinch Dagger, Solar Light
Enemies	

Head north on the linear path till you get to the next screen.



You're faced with an intersection. Head east up the steps--



Skip bridge in front of you and head left to another bridge where you'll see a house. Enter.



In here, open the chest to receive a **Clinch Dagger**. Equip this to Subaru, then leave.



From here, head over to the bridge we just skipped and walk around to another house near a stairs. Enter.



Open the chest in here to receive a **Solar Light**. Now Leave.



Now head down the stairs then north into the next area.



Keep walking north till you get to an intersection.



If you head right, there is a house. Inside you will find some mysterious eggs. It's nothing but a story clue. No items though.



Otherwise head left up the steps and over the thin bridge. Stick to the linear path till you get to the next screen.



The house on the right has nothing of real interest... just two NPCs. You can visit them if you wish, but there's nothing useful here.



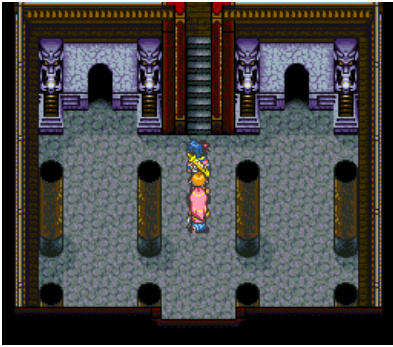
Keep heading north till you get to the entrance of the royal castle proper. A SCENE will occur. Afterwards enter.



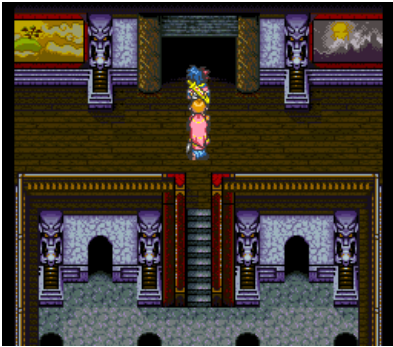
Royal Dragon Castle (Inside)

Items to find	Miracle Liquor*
Enemies	

The left and right openings lead down into the prison. There's a couple of NPC's down here, but nothing else much of note. Skip if you like.



Otherwise head up the stairs and into the large opening.



In here, head all the way north till you hit the wall, then walk east then south to a stairs.



Head all the way around the room and north into the second room to collect a **Miracle Liquor**. If you already have one, this chest will be already opened.



Head around the left to another set of stairs.



In here, prepare for a boss fight. No need to heal up, you'll see why in a moment.



Walk over to Ninigi and prepare for battle?

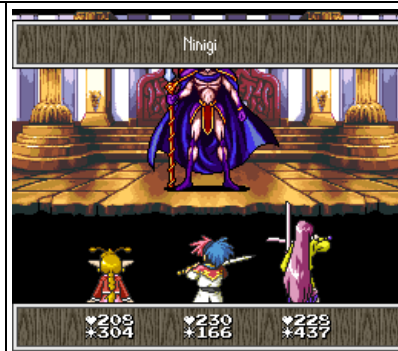


Boss Battle

Name: Ninigi

Weakness: No Weakness

Strategy: You stand no chance against Ninigi. Just try to stay alive until he grows bored of you.



After your battle (if you wanna call it that), a surprise "friend" rescues you and spirits you away---

Sea of Darkness

Dragon Shrine

Upon your return to Dragon Shrine. A SCENE will occur and you will inherit Shiranui's weapon, **Dark Katana**.



Now enter Dragon Shrine and speak to the Dragon. He will open a warp on the floor that will send you back to Tortoise Palace. Enter it.



Tortoise Palace

Back in the palace, head down the nearby stairs.



Then head north and pick up **Ark's Mirror**.



Now return to the warp and back to Dragon Shrine for another SCENE.

Dragon Shrine

We're done here for good. So leave.

Dragon Nation

Items to find	None
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Enemies

Return to the Abyss.

A Word on Takamagahara

Before you leave, ensure that you at least have **4 Chestnut Curios**, and the **Princess Heels**. There's a random item in the next area that is very useful. You will want one for each of your characters.

Abyss

Items to find	None
Enemies	

Return to the Gates of Hell.

Gates of Hell

Items to find	None
Enemies	

Head north around the Gates of Hell to a path at the back of the area.



Abyss

Items to find	None
Enemies	

Keep heading north on the linear path and you will eventually enter the Sea of Darkness.



Sea of Darkness

Items to find	Sky Lord Pill
Enemies	

First walk west till you see a bridge. Go southwest from here and pick up a chest containing a **Sky Lord Pill**.



Now return to the bridge and head left over the bridge for a SCENE.



You will now officially leave Dragon Nation.

Walkthrough: Takamagahara

Grand Shrine of the Heavens

Takamagahara The Heaven

Items to find	None
Enemies	

Head north into the shrine in front of you.



Grand Shrine of the Heavens

Head all the way up for a SCENE. Afterwards, leave.



Takamagahara The Heaven

Items to find	None
---------------	------

Enemies

Hop back onto the Ark of the Heavens and head northwest till you see a grotto on an island.



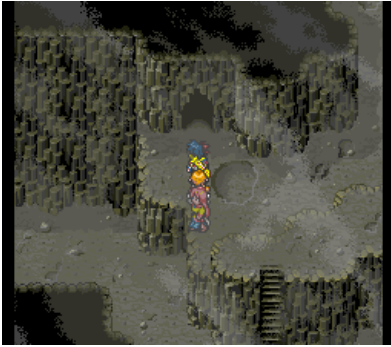
Cloudy Grotto

Items to find	Water of Life*, Flash Blade, Miracle Liquor*
Scrolls to find	Soul Scroll

Head to the east corner to find a **Water of Life**. If you already have one this will be empty.



Head up the stairs nearby and around the linear path till you get to another cave.



Head north up the stairs till the path splits.



Head northeast into a cave on the right. Open the chest to receive a **Flash Blade**.



Head out the cave, then return to the path split. Head west along the linear path till you reach another cave.



Head north up the stairs where there is another path split.



If you do not have a **Miracle Liquor**, head left and enter the cave. Then head north and pick it up from the chest.



Otherwise, head east and continue on along this linear path through two screens and you will finally get to the Takamagahara Hermit. He will present to you the final scroll in the game, the **Soul Scroll**.



Now use SPLIT to leave the cave.

Katana Village

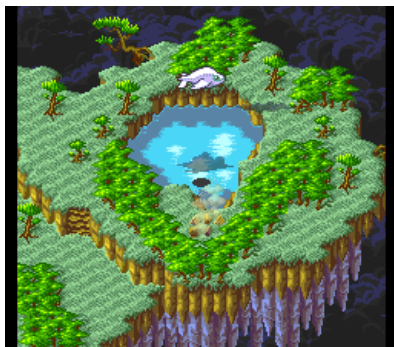
Takamagahara The Heaven

Items to find	Soul Ring
Enemies	

Head east to a small island with a rock. Land the Ark of the Heavens and stand at this exact spot to unearth a **Soul Ring**.



Now get back on the Ark of the Heavens and head east until you see a village near a lake.



Katana Village

Items to find			
Lunar Light	 (Higan's party looked in the dresser!) (The dresser held a Lunar light!)	Life Liquor	 (Higan's party looked in the dresser!) (The dresser held the life liquor!)
Location	House west of the lower burning house.	Location	House northeast of lower burning house.
Tortoise Pill	 (Higan's party looked in the dresser!) (The dresser held a tortoise pill!)		
Location	House east of the lower burning house.		

Heal up, then head north to the monster burning the town down. Prepare for battle.



Boss Battle

Name: Gaen

Weakness: Physical, Water

Strategy: Use Higan's **Dragon Cutter**, use Subaru's **Wonder-Fly** and let Tenjin/Mizuki handle healing/buff duties.



After the battle head into the home northwest of the village.



Speak to the old man to find a clue on how to obtain a new Agni sword.



Walk behind him and pick up the **Blade Armor**. This is Higan's most powerful armor (2nd only to the **Knit Gear's** defense rating)



The old woman here also serves as a free inn. Use it if you like.



After you're done, leave and speak to the man by the forge for a SCENE. Afterwards, leave Katana Village.



Conception Village

Takamagahara The Heaven

Items to find	None
Enemies	

Now head back exactly to where you found the Soul Ring and head south from here till you reach another village.



Conception Village

Items to find	
<p>Healing Pill</p>	<p>Hearty Brew</p>
Location	Location
House just as you enter.	House northeast of the yin yang.

Heal up, then head to the top of the village till you see a monster feeding off of the poor eggs. Prepare for battle.



Boss Battle

Name: Suima

Weakness: Physical, Bolt

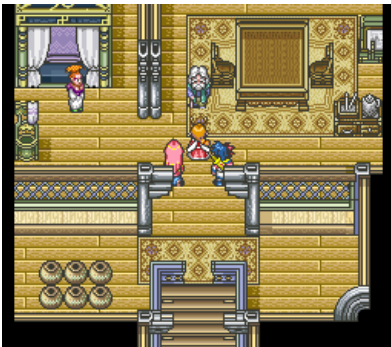
Strategy: Use Higan's **Dragon Cutter**, use Subaru's **Wonder-Fly** and let Tenjin/Mizuki handle healing/buff duties. Same strategy as always.



Afterwards, head to the most southeast house with a yin yang symbol on it.



Speak to the old man here to learn of Subaru's history.



Afterwards walk behind the man and open the chest to receive a **Gem Star Robe**. This is Subaru's most powerful armor.



Speak to the woman next to the bed for a free inn visit if you wish. Afterwards, you may leave Conception Village.



Mirror Village

Takamagahara The Heaven

Items to find	None
Enemies	

Head west till you see a path stretching out to the north, head north from here to find the final village.



Mirror Village

Items to find			
Life Liquor		Essence Brew	
Location	House northwest of giant symbol.	Location	House east of giant symbol.
Lunar Light			
Location	Elder's house. (House with the yin yang)		

First head into the house right in front of you. Loot the chest in here to receive the **Water Mirror Armor**. Tenjin/Mizuki's most powerful armor. Equip it, then leave.



Heal up, then head to the town's center where you will see a monster spewing a poisonous mist.



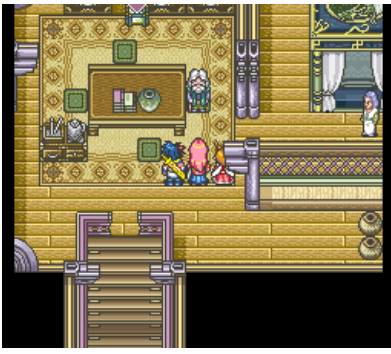
Boss Battle	
<p>Name: Mugen 1st Form</p> <p>Weakness: Physical</p> <p>Strategy: Use Higan's Dragon Cutter, switch Subaru to healing/buffing duties and have Mizuki launch Blazing Flip.</p>	

Boss Battle	
<p>Name: Mugen 2nd Form</p> <p>Weakness: Fire-Water</p> <p>Strategy: Physical attacks suck against Mugen in this form. Stop Dragon Cutter right away and have Higan start using Fire + Water Fusion Scrolls.</p> <p>Subaru should now bomb him with Wonder-Fly while Tenjin/Mizuki should remain on healing/buffing duties.</p> <p>Make sure Higan supports Subaru by feeding her Lunar Lights to keep up her assault and Mugen will finally fall.</p>	

After the battle, head to the northeast home with the symbol at the top and enter.



The old man here knows Tenjin and will tell you of a way Tenjin and Mizuki can see each other again.



Speak to the woman on the right to access a free inn. Heal up, save, then leave.



If you wish to reunite Tenjin and Mizuki for a moment, check out the [PLGS Event #23: The Reunion](#). Otherwise leave Mirror Village.

Threshold of the Heavens

Takamagahara The Heaven

Items to find	None
Enemies	

Now return to the Grand Shrine of the Heavens.



A Word on liberating Takamagahara

Once you enter The Grand Shrine of the Heavens and begin the events at play there, you will be locked into the liberation of Takamagahara. So what happens once you do so?

- All random encounters will cease except for Dragon Nation and the Abyss.
- Dragon Nation will still have random encounters, but they will be greatly reduced.

Well that's great isn't it? Yes it is, with one exception. If you liberate Takamagahara without collecting the random item I told you about, you will never be able to get it. So where is this random item?

You may or may not recall running into a horned devil during your stint in saving the villages. Yes?



This is your target. Horned Beast will drop a **King's Bracelet**. An awesome accessory that will absorb 1/5 of ALL elemental damage. This means monsters who cast magic will in effect be wasting a turn healing you.

Stay outside Takamagahara walking between Conception and Mirror Village until you obtain one for each character. Don't forget to equip the Chestnut Curios and the Princess Heel improve your chances of getting it.

Do you need this accessory to beat the game? Absolutely not, but it makes dealing with mobs a lot easier.

Final note: Always ensure that the Horned Beast is the last monster you kill in battle, or else the King Bracelet random drop will be overwritten by the random drop of the monster you do end up killing last.

Whether you hunted for the King's Bracelet or not...enter the Grand Shrine of the Heavens.

Grand Shrine of the Heavens

Heal up and walk north for a SCENE. Prepare for yet another boss battle.



Boss Battle

Name: Atramentous Alabaster

Weakness: Varies

Strategy: Alabaster constantly changes his weakness but when was the last time we actually cared about weaknesses?

Just pummel him with your **Dragon Cutter / Wonder-Fly** combo while Tenjin is on healing/buffing duties and laugh as he crumbles before you.



After the battle, prepare Higan for a solo journey. Make sure you have the **Fortune Ring** equipped along with a king's bracelet if you have one. Once your preparations are complete. Approach the wall containing Agni for a SCENE.

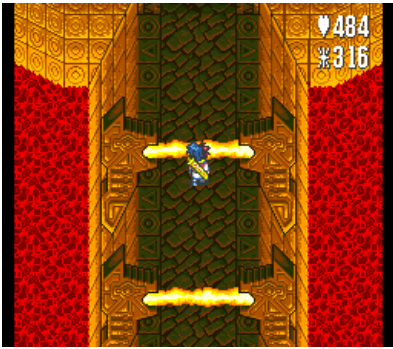


Afterwards you will receive the **Agni Sword**, and Higan will be warped to another location. Alone.

Threshold of the Heavens

Items to find	Higan's Sword
Enemies	

First head north avoiding the flames.



Now pass through this place without falling or getting flamed. Here is the path sequence.



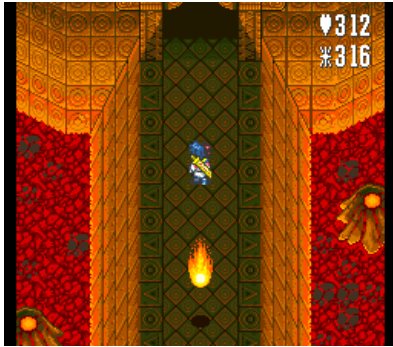
Next up the collapsing bridge. Go!



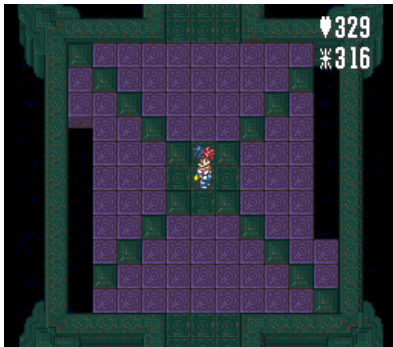
Enemies appear here. Keep heading north and don't get squashed by spike balls.



Head north avoiding the flames...ALMOST THERE!



Oh Oh! This dead end will trigger a SCENE.



Once the scene is done, Subaru rejoins you. Head north into the next section for another SCENE.



Once the scene is done, Tenjin/Mizuki rejoins you.

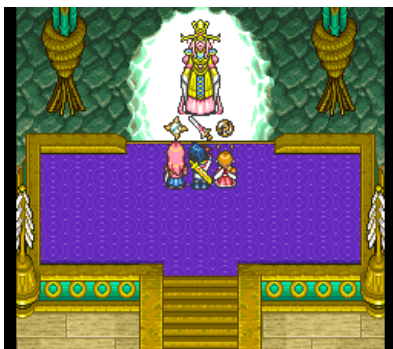


Head north for a SCENE and receive **Higan's Sword**. Higan's most powerful weapon.



Grand Shrine of the Heavens

Now that you're back you will also receive **Subaru's Orb** and **Tenjin's Mirror**. Not only are these weapons the most powerful in the game, they also hit all target on screen. Talk about OP.



Once you've received your weapons, your health will be fully restored. Now equip your fancy new toys and get ready to test them. Head south for yet another SCENE and the final boss fight for the nation.



Boss Battle	
<p>Name: Atramentous Alabaster</p> <p>Weakness: Physical</p> <p>Strategy: Let's return to our old refined strategy. Have Higan use Dragon Cutter, Subaru should use Wonder-Fly for sure to wipe out those hands and attack Alabaster, and of course Tenjin should be on heal/buff duties. Alabaster will barely put up much of a fight,</p>	<p>Atramentous Alabaster</p> <p>HP: 430, MP: 431 HP: 222, MP: 316 HP: 481, MP: 364</p>

Once you've defeated Alabaster. You may leave.

Takamagahara The Heaven

Takamagahara is liberated so there's nothing left for you to do here. Find an open space on the map in the sky and press "A" to descend back down into the Sea of Darkness.

Finale

Sea of Darkness

Items to find	None
Enemies	

Return to the Abyss.

The Abyss

Items to find	None
Enemies	

Use SPLIT to quickly leave.

Dragon Nation

Items to find	None
Enemies	

SOAR back over to Royal Dragon Town then head north to Royal Dragon Castle.

Royal Dragon Castle (Exterior)


Items to find	None
Enemies	

Head back inside Royal Dragon Castle's interior.

Royal Dragon Castle (Interior)

Items to find	None
Enemies	

Head all the way back to Ninigi and face off with him for the last time?

Boss Battle	
<p>Name: Ninigi</p> <p>Weakness: No Weakness</p> <p>Strategy: With your new weapons, Ninigi stands no chance. Have Higan use Dragon Cutter. Subaru's Wonder-Fly and Tenjin should be on heal/buff duties. Ninigi will crumble to your awesome weapons.</p>	

After defeating Ninigi he will escape. Use SPLIT to leave Royal Dragon Castle.

Dragon Nation

Items to find	None
Enemies	

Return to the Abyss. Make sure you SAVE before you go. This will be the final battle against Ninigi so prepare well.

Abyss

Items to find	None
Enemies	

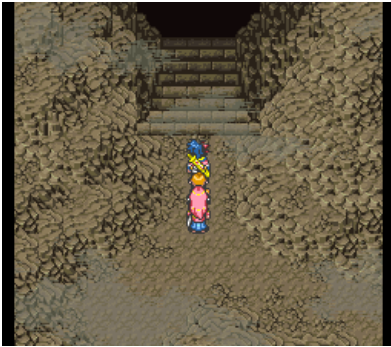
The bridge in the top right corner is down so we can no longer get to the Gates of Hell from there.



So cast FLOAT and walk west across the red lake, then head northwest to find the exit.



Keep heading all the way up, navigating through the area till you get to the top exit.



Next, head over a bridge then walk east up a tall staircase.



Head through this linear path east then south till you emerge into--

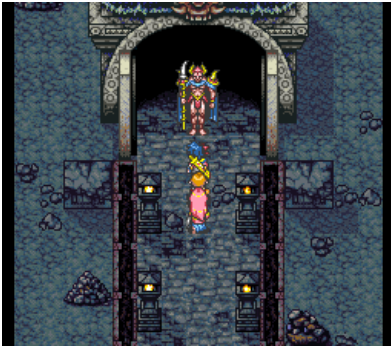


Gates of Hell

Items to find	None
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Enemies

Head around to the Gates of Hell and here you will find Ninigi ready for the final confrontation.



Heal up, and prepare for the final battle. This is it. Make sure you at least have Tenjin's **Heart Mirror Skill**. It will just make this fight a breeze.

Boss Battle

Name: Ninigi

Weakness: No Weakness

Strategy: I wish I could get a little more creative for this fight but literally the **Dragon Cutter/Wonder Fly** combo is our best option. The only difference here is Tenjin will be doing a lot of healing because Ninigi will attack the entire party with his skills. Regardless, you should be well equipped for the occasion so... FINISH HIM!!!



After the epic battle you must make a pivotal decision. Choose Higan's final outcome depending on how you've built your Higan. Congratulations! Enjoy whichever endings you've chosen.

A Word on Beating the Game

Once you've beaten the game you will have access to a mode called **Restart+**



This allows you start the game with all the money, ranks and stats you gathered in the last game. Any weapons, skills and scrolls you obtained will be lost.

Also if you raised any pets, they would also remain for you to continue to maintain again.

PLGS (Personal Live Game System)

PLGS #1: Higan's Birthday

Fireshadow Village

The birthday you entered into the beginning of the game will determine when you actually see this event. If that day happens to be the day you began playing (as I recommended you to do) then you should have instant access to this.

So to begin enter Higan's house on your birthday and speak to Girl Fan #1 to be greeted with a formal happy birthday!!!!



Now walk upstairs to find four of your friends waiting to give you gifts. Here are the gifts they present to you.

- Binta: **Body Essence**
- Genkotsu: **Solar Light**
- Girl Fan #2: **Dunce Powder**
- Girl Fan #3: **Amerous Lunch**

A Word on your Birthday Presents

This is a fantastic haul. My recommendations would be to keep the Body Essence, but sell everything else. You might want to consider keeping the Solar Light but I usually sell it along with the other items for a huge money bonus early in game. Here are the selling prices of each item to give you an idea.

- Solar Light = 10,000 Ryo
- Amorous Lunch = 6,000 Ryo
- Dunce Powder = 520 Ryo

Sell the Amorous Lunch and Dunce Powder for sure, but I leave the Solar Light up to you.

PLGS #2: Scoping the Takamagahara

Firepoint Village

There's a telescope sitting atop a building northwest of Firepoint Village.



Between **5:00 & 6:00pm** look through the telescope to see Takamagahara floating in the sky.

PLGS #3: The Grand Re-opening

Fire Bear Shrine

Talk to the man in green standing outside the item shop to begin the **60 minute** countdown for the grand reopening of the shop. Not only does this shop sell some items far cheaper than the other stores here, but it also sell 2 valuable souvenir items imperative to two Singles Tea House events.



So if you plan on exploiting the **Akina Money Trick**, I would wait out the 60 minutes just for the chance to purchase Apricot Dolls. Here is a rundown of what you will find in the item shop here.

Item Shop				
Name	Price	Type	Power	Description
Manju	8	Item	-	Restores 30 points of health
Star Light	100	Item	-	Restores 50 technique
Wooden Mallet	100	Item	-	Cures someone's confusion
Forget-Me-Not	60	Item	-	Cures someone's forgetfulness
Flight Stone	100	Item	-	Fly to any visited village
Apricot Doll	450	Item	-	A souvenir item
Cool Pill	10000	Item	-	Raises coolness by 1
Feather Futon	28000	Item	-	A souvenir item

A Word on Cool Pills

Cool Pills raise your coolness stat by one. This stat increases the chances of you scoring a critical hit and consuming cool pills are the only way to improve it manually. Every character starts out with one star and can obtain a maximum of 4. So, should you buy them? Yes and no...?

If you plan on doing all the Singles Tea House Events (which I highly recommend you do), then don't buy any for Higan, because he will naturally grow his coolness through the successful completion of these events.

In terms of your other party members you get **4 free Cool Pills** over the course of the game, and if you participate in the **Bean Throwing Festival** from February 1st to 6th, there is a mini-game that upon its completion will give the entire party +1 coolness, meaning you never have to purchase a single cool pills period.

How? Well here's the math.

- Higan = gains all his stars during tea house event.
- Subaru = give her 2 of the free cool pills and do the festival event. She's maxed.
- Tenjin = give him the other 2 free cool pills and do the festival event. He's maxed.

Obviously you may not want to wait to find these cool pills, or even participate in the festival so feel free to use your discretion here if you don't want to be economical.

Just whatever you do, don't buy cool pills at this item shop. They will run far cheaper later in the game. See **Flower Circle Town's Shop List** for more info on this.

PLGS #4: The Hatchery

Fire Bear Shrine

The hatchery allows you to raise pets at the Pet Shop. The rules to this is very simple:


First you have to choose an egg and then incubate it for a certain amount of time. The type of monster you receive depends on the many different factors:

- The type of egg you chose
- The length of time you incubated the egg.

Once you receive the monster, you have to feed it a specific type of kibble to keep it alive. Feed it the wrong kibble and you could kill it.

Every monster has different amounts of HP. Some way less than others. 1 HP depletes **every hour of real clock time**. So what the HP truly represents is the amount of time the monster will be alive before dying. (e.g. 30 HP = 30 hours to live).

That's really all there is to it.

<p>Hatchery</p> <p>Location: Northeast end of the village</p> <p>Availability: Always</p>				
Name	Price	Type	Power	

Head Kibble	8	Item	-	Pet Food
Body Kibble	10	Item	-	Pet Food
Heart Kibble	15	Item	-	Pet Food
Fart Kibble	50	Item	-	Pet Food
Mystery Kibble	100	Item	-	Pet Food

Here are the different pet types you can acquire.

<p>Species: Pinchapine</p> <p>Health: 30 HP</p> <p>Mutation Chance: 6%</p> <p>Acquisition: Hatch a Green Egg after 45 to 60 minutes.</p>	
Type	Effect
Body Kibble	+5 Health
Head Kibble	+2 Health
Heart Kibble	+1 Health
Fart Kibble	-2 Health
Mystery Kibble	-5 Health

<p>Species: Rabshroom</p> <p>Health: 60 HP</p> <p>Mutation Chance: 3%</p> <p>Acquisition: Hatch a Pink Egg from 45 to 60 minutes.</p>	
Type	Effect
Body Kibble	-5 Health
Head Kibble	+10 Health
Heart Kibble	+3 Health
Fart Kibble	-15 Health
Mystery Kibble	+5 Health

<p>Species: Octarrot</p> <p>Health: 96 HP</p> <p>Mutation Chance: 2%</p> <p>Acquisition: Hatch any egg anytime before 45 and after 60 minutes.</p>	
Type	Effect
Body Kibble	+5 Health
Head Kibble	-15 Health
Heart Kibble	-50 Health
Fart Kibble	+30 Health
Mystery Kibble	+10 Health

Species: Viperroot

Health: 170 HP

Mutation Chance: 1%

Acquisition: Mutate either of the three pet types.



Type	Effect
Body Kibble	+30 Health
Head Kibble	-50 Health
Heart Kibble	+1 Health
Fart Kibble	-100 Health
Mystery Kibble	-25 Health

Note: Rabshroom is the easiest to mutate since unlike the Pinchapine, feeding it Mystery Kibbles heals it. Also, Viperroot changes into any of the other three pets if you try to mutate it.

Any time after **60 hours** and the egg will rot.

A Word on Raising these Pets

This event is really all about how long you can keep these "food monsters" alive until you grow bored of doing it. There's no extra benefits, stats bonuses, or rare items to collect from the event. Nothing. Just personal satisfaction of what you can derive from this ordeal.

Honestly, this event disappointed me. Not to mention they're far better uses for your money than keeping useless pets alive you can't even CARRY WITH YOU or even bring to one of your many homes to live as you know.... an actual pet!? Skip it. You get a far better pet than any of these much later in the game anyway.

PLGS #5: The Lookers

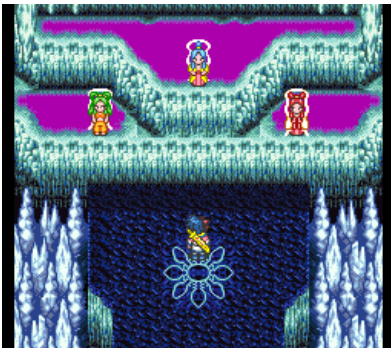
Lookers Grotto

This event occurs every **45 to 59 minutes** (for e.g. 8:45 - 8:59). If you enter at the wrong time it will look like this:



If you enter at the right time, all the pools will change to Pink, and the three "lookers" will appear ready to be filled with Higan's love. However, there are some rules to this:

1. You can only choose one Looker. Once you have made your choice you will never see the others again.
2. Once you've chosen your Looker, after giving you some love, she will give you her trademark spell item.
3. You can visit your Looker anytime once you meet her at the time specified above, however, you can only see her once a day, and thus only receive their respective gift once a day.



Here are the items each presents to Higan:

- Ran (Looker in the middle): **Blazing Moon** (Fire Spell)
- Miki (Looker on the left): **Memorial Moon** (Wind Spell)
- Suu: (Looker on the right) **Melty Moon** (Water Spell)

A Word on the Lookers

So the big question... which looker do you choose? Honestly, it doesn't matter. Their spells are really only as strong as your stay in Peacock Nation. Not to mention you have to constantly visit them daily for one of these?

Personally, I choose Ran since all the bosses in the next nation are weak against fire. Otherwise, just choose your looker, get your item, and never bother with them again.

Oh, and yes I did notice Ran should've been the Water Looker, and Suu should've been the Fire Looker. Bah!

PLGS #6: Summoning Egg

Fire Bear Shrine

This event allows Subaru to obtain one of four different summon skills. What that summon skill will be depends on what you end up with at the results of this event. So let's begin.

Hatchery

Head east till you see a man in front of a VERY large egg.



Pay him **1000** Ryo and he will explain to you the rules behind raising this new egg. First you must feed the egg four different kibbles in different orders, then you have to incubate it for a certain period of time. Once it hatches you will gain your new Summon.

So let's begin with the feeding order.

1. **Feeding #1:** Heart Kibble
2. **Feeding #2:** Body Kibble
3. **Feeding #3:** Mystery Kibble
4. **Feeding #4:** Head Kibble

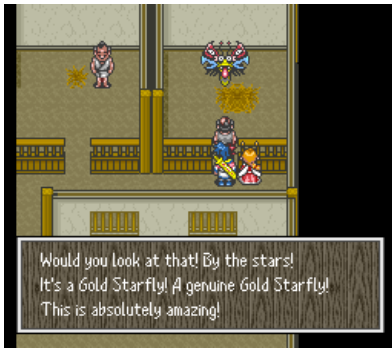
Now for the incubation times.

If you hatch the egg from **0 - 23 hours and 59 minutes** you will receive the **Boar Deerfly**.



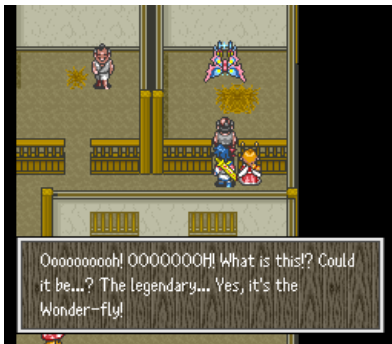
Bloat Deerfly: This summon does 20 points of defence-piercing damage. It is the weakest skill in the game. Avoid it at all costs.

If you hatch the egg from **24 - 39 hours and 59 minutes** you will receive the **Gold Starfly**



Gold Starfly: This summon boosts the team's luck. It's okay if you're hunting for random items, but with the exception of one end game item there isn't any real reason to worry about random drops. Skip it.

If you hatch the egg from **40 - 49 hours and 59 minutes** you will receive the **Wonder-Fly**



Wonder-Fly: This summon does **500 points** of defense-piercing damage. In other words, this is Subaru's most powerful summon. This is what you're after here.

If you hatch the egg from **50 - 59 hours and 59 minutes** you will receive the **Kabuki-Fly**.



Kabuki-Fly: This summon makes enemies drop gold and run. In other words, the most USELESS summon in the game, although the coolest looking one so I'll give it credit there. You already know they're much better ways to make money than this. Avoid like the plague.

If you hatch the egg any time after **60 hours** the egg will rot.

So if for whatever reason you screw up either the feeding order, wait too long, don't wait long enough, or simply wish to change your summon, then once you've hatched the egg, leave then return and a new egg will respawn so you can start start the process anew (but honestly, get it right the first time, unless you enjoy waiting for whatever reason.).

A Word on...Waiting...Again

2 DAYS!!? I have to wait 2 WHOLE DAYS just to have access to the most POWERFUL SUMMON in the game? Is it really worth the wait?

Well, it depends...

If you choose to wait it out before you take on the Peacock Nation boss, you will destroy said boss in say **2-3 turns**. Does that sound good to you? Also the **Wonder-Fly** will last for quite some time and will make all subsequent boss battles almost a breeze (it does consume quite a bit of TP though).

If you're an impatient player or for whatever reason Far East of Eden Zero is the only game you play, just keep moving and take on the challenge without it.


If however, patience is a virtue for you and you're already doing some waiting around for the **Marina Tea House Event**, then it wouldn't hurt to wait for this either. I promise you after this you never have to do this kind of waiting again. However, as with everything...the choice is yours ;)


PLGS #7: Open Market

Open Market

This is just a collection of stalls that open on certain days of the week. Most of them sell items you won't find in any other nation so its definitely worth checking out.

Inn	
Price	50 Ryo
Location	North of the ring stall
Availability	Always



Armor Shop							
Location: West of the Weapon Stall							
Availability: Monday, Wednesdays, Fridays and Sundays							
							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Priestly Robes	1200	Armor	-	84	-	-	Reduces tech consumed by 5%
Gallant Kimono	1680	Armor	-	88	-	-	Boosts coolness by 1
Fire Warding Robe	2540	Armor	-	96	-	-	Strong Against fire
Foliage Coat	3200	Armor	-	103	-	-	-
Defense Sash	1200	Accessory	-	8	-	-	-


Skedaddle!							
Location: East of the Weapon Stall							
Availability: Monday, Wednesdays, Fridays and Sundays							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Trendy Socks	750	Accessory	-	-	9	-	-

Wooden Clogs	900	Accessory	-	-	-	14	Boosts coolness by 1
Iron Clogs	1200	Accessory	2	-	-5	-	Boosts critical hit rate
Safety Boots	5000	Accessory	-	-	-	-	Nullify damage in poison swamps
Princess Heels	19800	Accessory	-	-	2	-	Attacks boost the drop rate by 20%

Item Shop

Location: East of the Ring Stall

Availability: Monday, Wednesdays, Fridays and Sundays




Name	Price	Type	Power	Defense	Speed	Luck	Description
Disaster Hood	9800	Accessory	-	3	-	-	-
Backscratcher	500	Accessory	-	-	-	10	-
Cool Pill	10000	Item	-	-	-	-	Raises coolness by 1
Pleasant Drum	3600	Item	-	-	-	-	Enemies keep their distance
Annoying Drum	3600	Item	-	-	-	-	Enemies draw in closer
Cat Statue Bell	12500	Item	-	-	-	-	Call out for enemies
Apricot Doll	450	Item	-	-	-	-	A souvenir item
Music Box	12500	Item	-	-	-	-	A souvenir item

Weapon Shop

Location: East of the Armor Stall

Availability: Tuesday, Thursdays, Saturdays and Sundays



Name	Price	Type	Power	Defense	Speed	Luck	Description
Almighty Knife	480	Weapon	71	-	-	-	-
Carving Knife	1020	Weapon	82	-	-	-	-
Lumber Axe	1300	Weapon	69	-	-	-	-
Steel Rake	2140	Weapon	91	-	-	-	-
Garden Shears	4800	Weapon	110	-	-	-	-

ChestNuttery

Location: West of the Ring Stall

Availability: Tuesday, Thursdays, Saturdays and Sundays

Note: Chestnut Curio Item is only available on Sundays



Name	Price	Type	Power	Defense	Speed	Luck	Description
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health
Chestnut Curio*	720	Accessory	-	1	-	30	-

Ring Shop

Location: West of the Item Stall

Availability: Tuesday, Thursdays, Saturdays and Sundays



Name	Price	Type	Power	Defense	Speed	Luck	Description
Wavering Ring	1400	Accessory	2	-	-	-	Attacks may cause haze
Tempting Ring	2200	Accessory	2	-	-	-	Attacks may cause confusion
Ruin Ring	3600	Accessory	2	-	-	-	Attacks may cause poison
Tranquil Ring	4800	Accessory	2	-	-	-	Attacks may cause drowsiness
Judgment Ring	9800	Accessory	1	-	-	-	-

Manju Shop

Location: North of the Chestnuttery

Availability: From 10am - 10pm Everyday



Name	Price	Type	Power	Defense	Speed	Luck	Description
Buddhist Manju	120	Item	-	-	-	-	Restores 100 points of health

My Recommendations

Armor Shop

Fire Warding Robe: You know how I feel about additional effects vs plain old defense. This is my armor of choice for Subaru for its fire-based protection. Get it for Higan too if you don't have the **Knit Set** yet.

Foliage Robe: This is an alternate choice for Higan if you would rather him have more defense and don't care for the fire-based protection. However, it's unnecessary if you have the **Knit Set**.

Weapon Shop

Carving Knife: This is the way to go for Subaru. Pick one up for her right away.

Ring Shop

Tranquil Ring: This is a decent purchase. It has a chance of putting your enemies to sleep upon attacking them. I actually got some good use out of it the first time I played the game, but since then I've leaned away from it because of how often I use scrolls and skills over attacking. So perhaps its a matter of play style for this one.

You do get a TON of accessories later on for free, so that might also be a factor in your decision here. I'd skip it.

Chestnuttery

Chestnut Curio: Having at least one of these is necessary for a **Secret Boss** later on in the game. So go ahead and buy one (remember they're only sold on Sundays).

Personally, I go ahead and buy myself **4 Chestnut Curios** because late game there's a very useful random drop that I usually farm for, and the extra luck boost helps me see this item more often than not.

Skedaddle

Princess Heels: I buy one of these to increase Subaru's chances of obtaining that late game random item. Not a necessary item to purchase otherwise. There is one exception but I **HIGHLY RECOMMEND** you get to that point in the game before you make a decision on that.

Iron Clogs: Not a bad purchase-- if Subaru could equip them. However, its only accessible to Higan and to be honest, I already have Higan decked out in knit gear at this point. So I prefer to use that extra 4th slot for other things. However, if you didn't do the Akina and Marina events then I can see you picking one of these up.

Manju

Buddhist Manju: If you plan on seeing the hermit at Valley of Stone then be sure to pick one up. However, you only gain advice from this hermit. No special skills or scrolls, so I would only suggest picking one up if you plan on experiencing all the locales in each nation just to immerse yourself in the world. It's useless otherwise.

PLGS #8: Treasure Gallery

Treasure Village

Soon as you enter Treasure Village you will see the Treasure Gallery. This is an optional event where you can see some of the "finest" works of Manchiki, a collector of sorts.

They are two parts of the exhibition.

Name	Cost	Hours
Day Gallery	200	5am- 7pm
Night Gallery	2000	8pm - 4am

The **Day Gallery** displays fake versions of your REAL exploits during your adventures in Fire Bear and Peacock Nation.

The **Night Gallery** displays the various achievements of all the hidden villages in Crane Nation. Additionally, there is a **Gambler's Pill** in a chest on the north end of this Gallery. However these cost **1000 Ryo** in item shops so... well, its better than nothing.

I suggest you only enter during the night hours. Don't waste time entering during the day.



PLGS #9: Liquor Village Discounts

Liquor Village

The item shop in Liquor Village holds a **20% sale** on all items between **5pm to 8pm**. Below is the new price listing at this time.

Item Shop							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Apricot Helmet	6000	Accessory	-	1	-	-	Strong against wind
Peach Hairpin	6000	Accessory	-	1	-	-	Strong against lightning bolts
Sakura Hairpin	6000	Accessory	-	1	-	-	Strong against fire
Fuji Hairpin	6000	Accessory	-	1	-	-	Strong against water
Floral Pendant	6000	Accessory	-	-	-	-	Wards off poison attacks
Floral Earrings	16000	Accessory	-	-	-	-	A souvenir item
Floral Pan	12000	Item	-	-	-	-	A souvenir item
Floral Purse	28800	Item	-	-	-	-	A souvenir item

PLGS #10: Weapon Shop Discounts

Turtle Shrine

Turtle Shrine's Weapons Shop has an incremental sales discount period that takes effect every **20 minutes**. Here is how it works.



- **Normal Prices** start from **0:00 - 0:19**
- **10 % down** from the original price start from **0:20 - 0:39** (This is the ideal time of course.)
- **20% up** from the original price start from **0:40 - 0:59**

Weapon Shop			
Name	Normal Price	Discount (10% down)	Discount (20% up)
Thunder Blade	9900	8910	11880
Aegis Dagger	20000	18000	24000
Silver Clothes	8800	7920	10560
Mist Robe	17800	16020	21360
Memorial Kimono	19400	17460	23280
Black Hood	6200	5580	7440
Claw Gauntlet	4500	4050	5400

PLGS #11: Friday Inventory Swap

Head Mountain Village

In Head Mountain Village on **Fridays**, the item shop stocks new items. Here is the new listing.

Item Shop (Friday Stock)							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Cool Pill	10000	Item	-	-	-	-	Raises coolness by 1
Mechanical Doll	5800	Item	-	-	-	-	A souvenir item
Pleasant Drum	3600	Item	-	-	-	-	Enemies keep their distance
Annoying Drum	3600	Item	-	-	-	-	Enemies draw in closer
Cat Statue Bell	12500	Item	-	-	-	-	Call out for enemies
Rainbow Shard	48000	Item	-	-	-	-	Heals any ailment... Sometimes...

PLGS #12: Turtle Crossing

Turtle Shrine

The cost of riding the Turtle Ship is **100 Ryo**.



Every **5 minutes** the Turtle Ship changes its routes.

1. From Turtle Shrine to Crane and Turtle Crossing.
2. From Turtle Shrine to Tortoise Castle.
3. From Turtle Shrine to Blue Lake Village.

A Word on Turtle Cross






Pretty useless event since you have the option of just riding you're own ship for free to these locations.
Skip it.

PLGS #13: The Current Hermit

Turtle Nation

This Hermit travels around to his different sea grottoes at specific times. Check the right grotto at the right time and you will inherit his scroll.

The Current Hermit Times and Locations

01-12 Minutes		13-24 minutes	
Location	West of Turtle Shrine.	Location	East of Head Mountain Village.
25-36 minutes		37-48 minutes	
Location	Southwest of Tortoise Castle.	Location	North of the sea tunnel to Blue Lake Village.
49-00 minutes			
Location	Far southwest of Tortoise Castle.		

Once you find the right grotto head inside.

Current Grotto

Speak to the Current Hermit to receive the **Sting Scroll**.



PLGS #14: The Precious Box

Tortoise Castle

Speak to Mitsuko after she gives you the **Fusion Scrolls of Fire** and she will give you a **Precious Box** with the clear instructions to NOT OPEN it. If you do not heed her advice and open the box, the item inside will vanish along with the box.

The way this Precious Box works is as follows: the longer you hold onto the box the better the item inside will become. Return to her when enough time has passed and she will open the box and present the item to you.

Here are the possible items and length of time to wait.

< 12 hours: **Kusa Dango**

> 12 hours but < 30 hours: **Rainbow Shard**

> 30 hours but < 50 hours: **Love Pendant**

> 50 hours: **Miracle Liquor**

A Word on the Love Pendants

This box is really only good for the **Love Pendant** it provides. This item protects you from all status ailments. I would get 2 of these since you will get the third for free in the next nation.

So the question... should you WAIT for them before you move into the next nation?

It's not necessary to be honest, but at least have them all before you head into Dragon Nation. That way you can actually utilize its function before the game ends.

They're some festivals that you can get Love Pendants but depending on the month you're in this could take even longer than obtaining them from the Precious Box.

Check out these festivals for more details on purchasing them.

- **Star Festival (July)**
- **Star Festival (August)**

Check out this festival for more details on how to get some for free.

- **Moon-Watching Festival**
- **Santa Festival**

PLGS #15: Gold Dust Panning

Gold Dust Village

Note: Read everything below before you decide to begin this event!

First off you need a **Gold Dust Pan**, not a Gold Dust Pot that you find as accessories in other stores. The only place you can purchase them is the house all the way east of the village, north of the Gold Dust Gate. Enter and purchase the Gold Dust Pan for **50 Ryo**.



Now leave, and speak to the man blocking the gate. Pay him **5000 Ryo** and head to the flowing river to get started.



Once inside, walk into the flowing river and press "A" to pick up gold dust. You can stand in one spot if you like or move around it doesn't matter, it's all random. Picking up **50 pieces** will net you **1 Gold Voucher** in Big Tiger Town.

However, you will find that you barely get much if you go at the wrong time.



So the best time to pan LOTS of gold is between **6pm - 8pm**. So you have about a two hour window to collect as much Gold Dust as you can before the wells runs dry again...so to speak.

There's also an alternate entrance if you don't feel like paying the 5000 Ryo. If you enter the town from the south. Go right from the bridge.



Keep going right until you see a stairs. Go down here and you can mine for free.



However, you get even less Gold Dust at a far lower rate from this location than you do inside the gate.



A Word on Gold Panning

Not my recommended way of collecting Gold Vouchers. Yes, if you come here between 6-8 pm you will collect gold dust like crazy, but I found Gold Mining far easier since 2 Gold Bars alone net you 4 Gold Vouchers.

If however this is your preferred way to mine gold, I highly recommend you do this AFTER liberating Canine Nation. This way you don't have to fork over 5000 Ryo all the time and you can pan for gold free of charge.

PLGS #16: Geisha's Unforgettable Performance

Big Tiger Town

Note: Always visit the Geisha's Lodge after midnight for umm... the best results. Just take my word for it.

Between **9pm - 3am**, a Geisha here will show you something neat just as long as you have a **Sandglass** in your inventory. You can purchase a Sandglass in Flower Circle Village's Item shop for **5555 Ryo (4444 Ryo** if you get it at a discount).

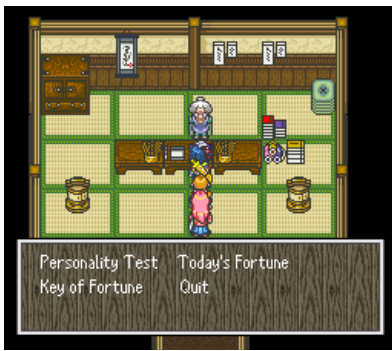


Once she sees it in your inventory, she will borrow it to perform her trick. Pay attention! You don't want to miss anything hehehe...

PLGS #17: The Fortune Teller

Big Tiger Town

The Fortune Teller charges **1000 Ryo** per session. Here's what readings she does for you.



- **Personality Test:** This test is based on the **Date of Birth** you inserted in the beginning of the game.
- **Key of Fortune:** This fortune is based on whatever day you pay the Fortune Teller a visit.
- **Today's Fortune:** This fortune is also based on whatever day you pay the Fortune Teller a visit.

There isn't anything to gain from this event, just another one of those fun little things you can do here. Feel free to skip it if you like.

PLGS #18: Gold Exchange

Big Tiger Town

The Gold Exchange House is a place where you can exchange **Gold Dust** or **Gold Bars** for either ryo or gold vouchers.

Ryo Exchange: The exchange rate for Gold to Ryo varies constantly and you should check back to see the best time to do so. I've seen it go as low as 7000 Ryo to as high as 20,000 Ryo.

A Word on Gold to Ryo Exchange

It's a decent and clean way to make ryo, but I'd honestly equip a **Turtle Stone** (which doubles the amount of money you earn after battles) and just grind it out. At least I'll get richer AND stronger doing it this way. Not to mention you have the Princess Picking House? I'd avoid this one altogether.



Gold Vouchers: Ahh yes, now we're talking. First off, unlike Gold to Ryo, the exchange rate never changes for Gold Vouchers. For every unit of **gold bar** you give to them, you will receive **2 Gold Vouchers**, while a total of 50 units of **Gold Dust** will net you **1 Gold Voucher**.

So what can you get for these Gold Vouchers? Talk to the woman on the left next to the chest and she will tell you about the 3 prizes you can obtain in exchange for Gold Vouchers.

- **10 Gold Vouchers = Fortune Ring**
- **20 Gold Vouchers = Soul Ring**
- **30 Gold Vouchers = Icy World Spider Summon Skill** (one time)
- **30 Gold Vouchers = Miracle Liquor** (after receiving the Icy World Spider)

You know how to collect Gold Dust at this point, and I'll be taking you for some Gold Bars as soon as we return to Big Tiger Town, so wait till you get there before you decide which is your favorite way to obtain Gold Vouchers.

Recommendations

Fortune Ring: This is a cool item. It basically fills your life points and tech as you walk. You should have gotten one for free if you completed **Rie's Tea House Event**. So does it make sense to get two more?

Well they're very useful, but you should already have the **Crane Stone**, **Maple/Autumn Comb**, and the first **Fortune Ring** doing all the work here. I think it's overkill to have more Fortune Rings, and I can't stand Gold Mining or Gold Dust Panning, so I usually don't bother.

On another note, during certain festival events you can just pay for them. I'd prefer that than Gold Mining. If it wasn't already obvious... I HATE FARMING!

Check out these festivals for more details.

- **Doll Festival**
- **Tortoise Festival**
- **Star Festival (July)**
- **Star Festival (August)**

Soul Ring: Another cool item. It resurrects you once you fall in battle, but only once per battle. Useful since you won't be getting the resurrection scroll any time soon.

So should you do this grind for them?

You could do that...or you could just I don't know...stay alive!

However sigh...if you find yourself dying a lot and absolutely **MUST** have them, only get two. You'll get one for free later. This item can also be purchased during certain festival events, so there's that as well.

Check out these festivals for more details on purchasing them.

- **Star Festival (July)**
- **Star Festival (August)**

Check out this festival for more details on how to get some for free.

- **Santa Festival**

Icy World Spider: The real reason to collect these vouchers. This is Subaru's final summon skill. Do I have to explain the value of this?

Miracle Liquor: Cool item, but don't... just don't. Not 30 Gold Vouchers for a one use item. Don't do that to yourself. Plus you will be getting one for free fairly soon.

Check out these festivals for more details on purchasing them.

- **Star Festival (July)**
- **Star Festival (August)**

PLGS #19: Neon Lights

Flower Circle Town



Between **6pm - 6am**, Flower Circle Town will be fully lit with neon lights. That's it. Makes you wonder why the hell Flower Circle Town is the only town IN THE GAME that knows it's night time. Such a wasted opportunity.

PLGS #20: Basara Hermit

Canine Nation

Items to find	None
Enemies	

The Basara Hermit has strict hours in which he "works". His business hours are between **6pm to 12am**. **Sundays** are his day off. Where is he during these times? Inside the Liquor House in Big Tiger Town talking it up with the Sennin Hermit.

Anyway, once you get here at right time, speak to The Basara Hermit and accept his challenge.

Boss Battle

Name: Basara Hermit

Weakness: Physical - Fire

Strategy: He will surprise you with how tough he is. Use a **Rock Scroll** on yourself or an **Aegis Dagger** if you have one to boost your defense.

Now fire away with your **Thunder Cutter**, healing whenever he attacks you with Basara Cutter. It will be close, but you'll get it done.



Once you've defeated him, he will teach you the **Basara Cutter** secret skill. One more to go.



PLGS #21: Gold Mine Discounts

Gold Mine

If you visit Gold Mine on the **10th, 20th, or 30th** of every month, they will hold a **50% off** sale on all items in the item shop.



Here's a list of the new prices.

Item Shop							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	75	Item	-	-	-	-	Restores 200 points of health
Lunar Light	500	Item	-	-	-	-	restores 100 technique
Return Stone	40	Item	-	-	-	-	Escape from an infested area
Flight Stone	50	Item	-	-	-	-	Fly to any visited village
Gold Dust Pot	250	Accessory	-	2	-	-	-
Gale Sandals	4000	Accessory	-	-	15	-	-
Yellow Scarf	3600	Accessory	-	-	-	12	Boosts dodge rate (attacks and skills)
Warding Curio	4000	Accessory	-	-	-	15	Reduces encounter rate (stackable)

A Word on the Discounts

These discounts are great, especially if you want to replace your 99 Star Lights with 99 Lunar Lights. Honestly though at this point in the game they're so many ways to make loads of money that I don't see the point of waiting, unless you're like one day away from the date. Up to you either way.

PLGS #22: Manto

Dragon Nation

Items to find	None
Enemies	

Follow the paved roadway from the Abyss, all the way till you see a bridge with a river leading to a large lake.

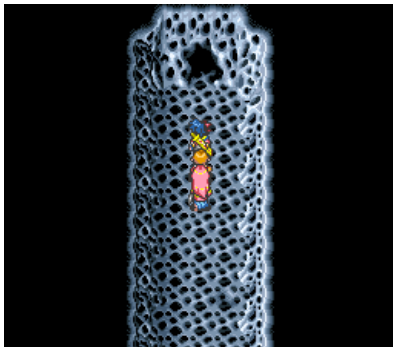


Walk northeast of here until you see a grotto at the edge of Dragon Nation.



Crab Crab Cavern

You need the following items to proceed. Otherwise the next room will be empty.



- **Chestnut Curio:** Get from the Chestnuttery in Open Market (only on Sundays)
- **Shitty Shoes:** Get from the Item shop in Splendid Village.
- **Crab Helmet:** Get from the Crab Mini-Game in Turtle Shrine.
- **Bee Blade:** Get from the Gold Medal Mini-Game in Flower Circle Town.
- **Mortar Armor:** Get after participating in either New Year's Festival, Moon-Watching Festival or Flower Watching Festival.

A Word of Mortar Armor

In order to obtain this armor you must participate in any event that offers you free meals in stalls. These festivals are.

- **New Years Festival** (January 1-14)
- **Flower Watching Festival** (April 1-12)
- **Moon Watching Festival** (September 3-15)

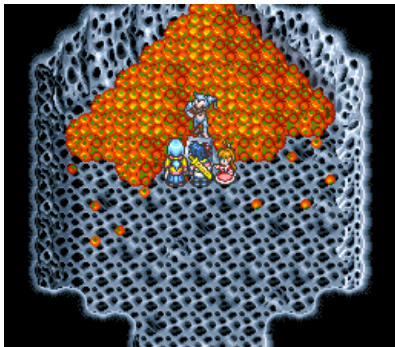
You must enter the festival in order to trigger this, but these stalls do offer some pretty cool random items.

Now wait till after the festival is complete and you will see a man who will use the left over mortar from the meals to make an armor for you. There you go.



So you really only have three opportunities to collect this armor. Very elusive thing, but worth it. Sorry completionists, this event does require a bit of patience...oh, and the armor sucks!

You do not need to equip these items, just have them in your inventory. Once you have collected all these items return to Crab Crab Cavern. Heal up and prepare for battle, then head north until you find Manto. Prepare for battle.



Boss Battle

Name: Manto

Weakness: None

Strategy: I recommend only doing this fight if you have **Dragon Cutter**, or at least have completed the events in Takamagahara. It will make your life a lot easier.

Manto always opens the fight with his **Horsees and Deersies Skill** which does massive damage to your characters. Afterwards...he sucks!

So just keep fully healed at all times, and unleash **Dragon Cutter** while Subaru bombs him with **Wonder-Fly**. Manto will fall surprisingly fast afterwards.



After the battle, you will obtain Manto as a pet, and he will relocate to Fire Bear Shrine. So leave Crab Crab Cavern and SOAR over there.



Fire Bear Shrine

Once here, enter the Hatchery and you will see Manto hanging out. He functions like any other pet but with two exceptions.

1. He has 255 HP. The most of any pet.
2. He can never die. Even if you starve him to death, just speak his corpse and he'll wake back up.

In my opinion he's the only pet worth having, but couldn't Subaru use him as a summon or something? Ugh!!



Type	Effect
Body Kibble	+30 Health
Head Kibble	-50 Health
Heart Kibble	+1 Health
Fart Kibble	-100 Health
Mystery Kibble	-25 Health

PLGS #23: The Reunion

Mirror Village

Enter the Sanctuary of Matching Mirrors on any **Even Number Day** of the month.



The sanctuary will be oddly empty. Try to leave for a SCENE. You won't get any items out of this, but it's a pretty touching moment. Once the reunion is over. That's it! You completed the final PLGS Event of the game. Congratulations.



Singles Tea House

Fire Bear Shrine Tea House

Singles Tea House

Location: North of Weapons Shop

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	30	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health

Buy a **Kusa Dango** for **30 Ryo** and present it to the man guarding the stairs.

Rules: You can talk to any of the girls in the room and do whatever you (or they) want. Those are the rules.

Chrysanthemum Room	Naomi
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All she does is pray with you.

Lily Room	Shizuka
------------------	---------

She just vents.

Sakura Room	Akina
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So do you remember me telling you to save about 3480 Ryo and you can make more money than you'll know what to do with? Well, Akina is the one that make that dream a reality.

Speak to Akina. Answer her question as follows.

- **Question #1:** Say... Do you think I'm cute? **Answer:** Yes.
- **Question #2:** I was wondering... Would you say your not into me? **Answer:** No.
- **Question #3:** I was wondering... Could you fall in love with me? **Answer:** Yes.
- **Question #4:** Hey... Heh heh... Are you teasing me? **Answer:** No.

You'll hear a chime if you did it right, Akina will now fall in love with you and ask you to buy a house in town. Leave and walk into the house just north of the Tea House.



Speak to the man inside, and pay him **3000 Ryo**, and he will turn his house over to you and move Akina right in.



Higan's **Coolness** will increase by 1.

Now in order to keep Akina happy, everytime you return to her you must bring her a souvenir. If you don't, she will get mad and not want to speak with you. Just leave and return with a proper souvenir and you will be back in her good graces.

Giving Akina any souvenir will make her happy and prompt her to give you some "love", restoring all of Higan's HP and tech. This free heal does not affect other members of your party though. Think you can guess why that is...

Now, here's the trick. If you have an extra **450 Ryo** left in your wallet, head on over to the item shop that opens after 60 minutes and buy an **Apricot Doll**.

Return to Akina and give her the Apricot Doll. She will reward you with a **White Candy**.

Now, return to any shop to sell the White Candy. Do you see the trick? The White Candy's selling price is **3,750 Ryo**, netting you a max profit of **3,300 Ryo**. See how valuable Akina is now? Now you can buy whatever you want as long as you feed Akina these Apricot dolls.

Additionally, once you reach the Canine Nation later on in the game, you will gain access to **Mechanical Dolls** which sell for **5,800 Ryo**. If you give these to Akina she will reward you with a **Loving Smile**, which sells for **12,000 Ryo**, netting you a profit of **6,200 Ryo**. However by then, there will be a much faster way to make money than using Akina.

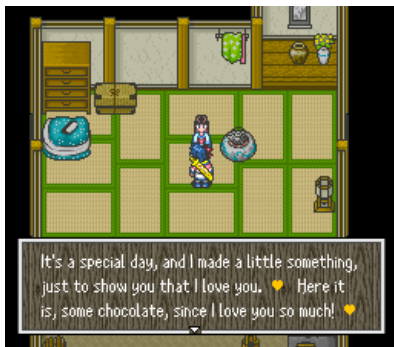
Money making aside, there are still two more events that take place with Akina.

Firstly, when you get to the **Peacock Shrine** in **Peacock Nation**, one of the item shops sells a **Music Box** for **12,500 Ryo**. If you present this Music Box to Akina a SCENE will occur and she will give you a **Knit Cap**. If you're planning on being proactive and wish to buy this as soon as you get there, sell **4 White Candies**. This will net you a total of **13,200 Ryo**. More than enough to buy the Music Box.



To see more on the uses of this awesome accessory. Check out **Marina's Tea House Event**.

Finally, on **Valentine's Day** (February 14th), if you speak to Akina she will give you **Chocolate**. Nothing special though just restores some tech, but its the thought that counts.



Sakura Room | Miki

If Akina goes home with you, Miki will replace her in the Sakura Room. All she does is give you advice on what Akina likes though.

Peony Room | Eri

Eri constantly asks you for **10 Ryo**. If you give her this ryo 11 times, she will reward with a **Typhoid Oil**. Typhoid Oil costs 30 Ryo in item shops so... SCAM!

Peacock Shrine Tea House

Singles Tea House

Location: North of the Newspaper House

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	100	Item	-	-	-	-	Restores 30 points of health

Buy a Manju from here for **100 Ryo** and present it to the man guarding the stairs.

Chrysanthemum Room | Kumiko

If you pay her **1000 Ryo**, she will give Higan some love which will restore all of his HP except -1. Eh... Scam.

Lily Room Sayaka

Depending on your coolness levels, Sayaka will either not talk to you at all, or compliment you.

Sakura Room Marina

Marina is the girl you're after here. Marina is in my opinion the second best girl you can acquire, but instead of being an endless source of income, she instead bestows upon Higan great power in the form of some awesome accessories and very useful items. Though she takes quite a bit longer to please than your average girl.

Instead of answering 4 questions to acquire her, you must visit her 4 times in a row, once per day. Here's how it goes down.

- **Day 1:** Marina asks you to return to see her. Destiny and all that.
- **Day 2:** Marina gives you a **Love Cracker** for paying her a visit. Great item.
- **Day 3:** Marina gives you an **Amorous Lunch** for paying her a visit. Awesome item.
- **Day 4:** Marina wants to move in with you, granted you find her a house to move into.

Now leave and head over to the house on the right near an exit, surrounded by water.



Pay the man inside **7000 Ryo** to own this new house, and he will move Marina right in. Higan's **Coolness** will increase by 1.



Leave and return and Marina will have moved in, but she's not finished with you yet.

Marina now asks for a **Feather Futon**. They sell these in Fire Bear Shrine for **28,000 Ryo**.

Note: Do NOT return to Fire Bear Shrine if you have not acquired **Subaru** at this point. Once you acquire her, going back and forth will be much easier and far less costly.

Once you present her a Feather Futon, you can now sleep in it. Marina will give you some "love" which fully restores everyone's HP, but restores all of Higan's HP except -5. She's a rough one I guess.

Knit Gear

Afterwards Marina will now start knitting for you and promises to finish it by the time you return. Okay now head over to an inn. SAVE, RESET and LOAD the save.

Return to Marina. She completes her knitting and you receive a **Knit Muffler**.



She sleeps with you, and when you wake up she begins knitting another item for you. Once again head over to an inn. SAVE, RESET and LOAD the save.

Return to Marina. She completes her knitting and you receive **Knit Gloves**.



She sleeps with you, and when you wake up she begins knitting the final item for you. Once again head over to an inn. SAVE, RESET and LOAD the save.

Return to Marina. She completes her knitting and you receive a **Knit Sweater**.



Marina's mission is finally complete.

Now at first glance once you equip these items nothing happens. No stat boost... Nothing. However, once you complete **Akina's Tea House Events** you will receive the final component of this set. The **Knit Cap**.

Now equipping all four of these to Higan raises the following stats.

- Attack: +20
- Defense: +260
- Speed: +20
- Luck: +20

Powerful items indeed.

A Word on.... Waiting

4 DAYS!!? I have to wait 4 DAYS just to get her to move in!? Is it really worth the wait? Well, it depends.

Waiting to obtain these items will obviously put you at a sizeable advantage. Higan will shrug off most attacks and will be a strong attacker himself for quite some time.

Furthermore, Far East of Eden is not a long game. You can realistically clear two more nations in less than a day especially if you're using this guide. So you can run the risk of getting too far into the game therefore reducing the usefulness of these items.

Lastly, by end game I will be recommending that you UNEQUIP these awesome items for far more useful ones. After all they do take up quite a bit of slots in the accessories department.

My Recommendation: If you're an impatient player or for whatever reason Far East of Eden Zero is the only game you play, I'd say keep moving. The game won't be any less enjoyable without these items, it will only be more challenging.

However, if you don't mind the wait, then continue following the guide up to the **Tower of Bloodshed** sub chapter, because there is yet another PLGS Event that you will gain access to in which you have to wait **2 days** to complete it. As with everything though, the choice is yours. ;)

Sakura Room | Riho

Riho simply replaces Marina if she's moved in with you. She just compliments you though.

Peony Room | Chihiro

The biggest scammer of all. Chihiro repeats the same annoying line, tempting Higan to constantly visit her over and over and maybe something could happen between them. Nothing happens folks. Ever. Move along now.

Crane Shrine Tea House

Singles Tea House

Location: East of the Item Shop

Availability: After liberating Crane Nation



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	120	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health

Buy a **Kusa Dango** from here for **120 Ryo** and present it to the man guarding the stairs.

Chrysanthemum Room | Yumi

Yumi requests money from you. You can choose how much you wish to pay her too. No items or anything. Just a good ole' fashion scam.

Lily Room | Seiko

If you give Seiko a **Floral Earring**, she will give you a **Loving Smile** for your efforts. You can find Floral Earrings in **Liquor Village's** item shop. They cost **20,000 Ryo** though (**16,000 Ryo** if you get it at the discount price).

Loving Smiles restore your health and condition, but its a consumable item. I just don't see the value in this transaction, not for that price tag anyway. Get it if you're a completionist, forget about her otherwise.

Note: Momoko has a request in Liquor Village as well. So if you want the Loving Smile, speak to Momoko and listen to her second request before you leave so you can kill two birds with one stone.

Sakura Room | Arisa

She gives you some love for free. Thanks I guess, but I prefer "love" and "items". Next.

Peony Room | Momoko

Momoko is the girl you're after here, and as expected she's very different from the rest. In order to get Momoko, you have to find letters that she left around Crane Nation.

Request #1:

Momoko asks that you return to **Entrance Village** to retrieve a letter from the famous sculptor, **Gen**. So leave the Tea House and SOAR over to Entrance Village.

Entrance Village

Here, walk over to the house just north of the Tea House. Enter.



Speak to Gen and he will give you the first missing letter.



Now return to the Tea House and give Momoko the letter.

Request #2:

Momoko requests that you get her one more letter in **Liquor Village**. So leave the Tea House and SOAR to Liquor Village.

Liquor Village

Head north to the well in the middle of town and interact with it to receive her first love letter.



Now leave and return to Momoko. Present the letter to her and she will be convinced to move in with you, but you need to buy a house first.

Leave and walk over to the house just north of the item shop.



Pay the man inside, **10,000 Ryo** and voila, the house is yours, Momoko is yours, and Higan's **Coolness** will increase by 1. However, **DO NOT SPEAK** with Momoko yet. Read below first before you do so. You've been warned.

Here are some pros and cons for talking to Momoko:

Pros

Momoko sometimes gives you items when you see her such as a **Love Cracker** or **White Candy**, but it's very rare when she does so.



Also on **Valentine's Day** (February 14), if you speak to Momoko she will give you **Chocolate**. Once again... nothing special.



Cons

Talking to Momoko will trigger a never-ending event that will have negative results if you... fail it.

Here's what happens:

If you speak with Momoko she will give you some "love", restoring your whole party's HP and TP. However, after this Momoko decides to write you letters and will begin to do so the moment you leave Crane Shrine.

After the first letter arrives the event triggers. Momoko will then send you more letters as the hours go by. These letters serve as more of a countdown to whether Momoko stays with you or leaves.

Here are the letters and their delivery times.

Letter	Name	Delivers
1	Passionate	After you leave Crane Shrine
2	Yearning	After 1 Hour
3	Heartbroken	After 2 Hours
4	Lonely	After 24 Hours
5	Sorrowful	After 48 Hours
6	Unfortunate	After 72 Hours
7	Resentful	After 120 Hours
8	Farewell	After 170 Hours

If you do not return to Momoko before you receive the 8th letter (or **169 hours** if you prefer), Momoko will be gone as explained in the final letter. You will lose coolness and feel really terrible for doing so.

However, if you do return to Momoko anytime before the 8th letters arrives, she will be filled with joy and give you a night to remember... just like the last time I suppose?

Anyway, once you leave Crane Nation she will begin the process all over again, sending you the same letters forcing you to return to her right before the 170th hour every time. What does she expect you to do, play the game forever?

So I know what you're saying, who cares if she leave. She can go as she pleases, I got what I wanted out of this event. First off, you **MONSTER!!!** Second of all, maybe you would have a change of heart about it if you actually read the letters, or rather, the **8th letter**. It may haunt your dreams.

So how do you avoid this altogether? It's simple. Once Momoko moves in just don't talk to her. Period. Yes, you'll lose out on her being a free inn, but I mean come on you can afford inns at this point I can imagine.

If however you wish to "immerse" yourself into the game and want to see how the events unfold on your own, then there is **STILL** a way to leave the game for a long time without losing Momoko upon your return.

All you have to do is return to Momoko and speak to her before the 8th letter arrives. Once you guys are done doing your thing, leave the house and **SAVE** at any inn inside Crane Shrine. That way you can leave the game without ever getting that first letter.

If you don't want to save at Crane Shrine there is still yet another way. Sigh. So the way the letters work, once you receive the first letter, in order to get the second one you must fulfill the time requirement AS WELL AS move to a new screen.

For example, if two hours pass after you've left Crane Shrine, but you have not left the Crane Nation screen you will receive no additional letters. However once you enter another village or soar to another location, anything to change the screen, you will then receive the second letter, change screens again and you will see the 3rd letter.

So how do we use this to our advantage? Here's the sequence.

1. Return to Momoko anytime before the 8th letter arrives and sleep with her.
2. Now leave Crane Shrine. **Letter #1** arrives.
3. Now go to the place you wish to save. Make sure it's an inn in Jipang so that you can quickly soar to it upon your return. So for example: do not save in a dungeon and do not save in Takamagahara when you eventually get there or this trick will not work.
4. Once you go to the town you wish to save at, head into the Inn and save.
5. Now leave the game (for 2 months, 5 years, however long you wish)
6. Once you return to the game, leave the inn. **Letter #2** arrives.
7. Now leave the town. **Letter #3** arrives.
8. Soar over to the Crane Shrine. **Letter #4** arrives.
9. Enter Crane Shrine. **Letter #5** arrives.
10. Enter Momoko's Home. **Letter #6** arrives.

Phew! You're home free. Speak to Momoko to reset the "clock", and do it all over again.

I hope by now I've convinced you-- it's probably a good idea to not speak with her. So what does getting all these girls and keeping them in your house get you? Well it slightly affects the ending of the game. That's about it, but that's a good cause though right?

Below, you will find the contents within each letter. This is strictly for those who heeded my advice, but still wish to know what is in the letters without having to go through all the hassle. Enjoy! ♥

Letter #1: Higan my love, last night, I had an amazing time with you! ♥ The full moon was watching over us from above, wasn't it? ♥ You are in my thoughts always, my love! Always... How I long to spend another night together with you...I sometimes lie alone at night and think of how it feels when you hold me warmly against your chest. Yours, Momoko

Letter #2: Higan, how my heart burns for you! When will you come back to me? No... I know how it is. ♥ You have a mission to accomplish. I know. Even if I may not be able to see you, I know that I can be strong for you. I'll be waiting here for you to come back. Knowing that you will return is my only happiness. ♥ But do come to see me once in a while, if you could! I'll always be waiting for you here. Always. ♥ I promise. ♥ Yours, Momoko

Letter #3: Oh, how I miss you, dearest Higan! Today, yet again, you did not come to see me... I have waited so long for you. So very long. And it hurts me, my love. It really hurts me. I don't think I can stand this much longer. I must sound so jealous... Don't I? But you know, Higan, I just want you to understand what I'm going through here. If you understand how I'm feeling in the slightest, then please come to see me! Come to soothe this pain that's welling up within me. I love you. Momoko

Letter #4: To my love, Higan... I can't stand this loneliness anymore. Why won't you come home to me!? Were you always this way? When exactly did you change so much? Were you just lying to me that night, when you whispered softly in my ear that you'd never let me go? Please come home, as soon as you can... Before this whole room is soaked wet with my tears. I feel like I'm going to lose my mind, at this rate... Momoko

Letter #5: Dearest Higan, how I miss you so. The sadness I have come to feel in your absence makes my heart feel like it's being torn apart. Oh, how I have cried... I've cried and cried so much that I no longer have any tears left to shed. How can you call yourself a man!? How can you torment me like this? You've hurt me so much... I was nothing more than a plaything for you, wasn't I? Oh, just when I thought I had no more tears to shed... The tears, they're coming back again...

Letter #6: Higan, my dear... How many days has it been since I last saw you? Because of you, I know how it feels to go beyond the depths of despair. But don't get the wrong idea. I've never been the type of woman who can do nothing but cry. You'll be sorry, one of these days... You'll be the one to cry. I can see it now, creeping up behind you... You will soon see the despair that I've felt for so long... Momoko

Letter #7: Dear Higan, I loved you with all my heart... And yet you've ignored me all this time. Sometimes I feel like I could KILL you... But of course that would be letting you off the hook. You deserve far worse than that! Maybe you've forgotten about me, but I'll MAKE you remember me! You'll regret the day you whispered softly in MY ear! I won't let you get away with this. No, I won't. These days, I sit alone in this empty room and curse your name. Every day, I am reminded of how much I despise you. Momoko

Letter #8: Dear Higan... I'm going to see the ocean now. I'm going to the harbor. It's so beautiful there...I want to be surrounded by it, by that salty water... And in the depths there, forever, I will rest... What brought me to this, you ask? It was you. It was all because of you. Oh, Higan... This is all your fault! Soon, I will cross over to the other side... But even there, I won't forget what you've done... Goodbye... Momoko

Canine Shrine Tea House

Singles Tea House

Location: East of the Weapon Shop

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	100	Item	-	-	-	-	Restores 30 points of health
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health

Buy a **Manju** from here for **100 Ryo** and present it to the man guarding the stairs.

Chrysanthemum Room	Ume
---------------------------	-----

She just gives you advice.

Lily Room	Yone
------------------	------

Yone asks for a house. If you say yes she immediately leaves and enters the one in town. That's it! You acquired Yone. Gross. Oh, and also Higan's **Coolness** will drop by 1. Don't worry you'll get it back soon. Be patient.

Anyway leave the Tea House and head right till you see the vacant house surrounded by water.



In here you'll find Yone's landlord and Yone living it up. If you talk to Yone she will always reward you with a **Shell Manju**. See why I told you to never buy these? Anyway they're useless.



Now if you speak to Yone's landlord he will ask you to pay Yone's house off in installments of **1000 Ryo**.



However, when you have contributed up to **10,000 Ryo** he will feel bad about it, return the money to you, and ask you to do it all over again. So basically even visiting Yone is pointless, making this the easiest tea house event to complete. Hey look on the bright side, she at least offers you something unlike Momoko...

Sakura Room	Suzu
--------------------	------

Suzu just gives you words of encouragement. Thanks Gran.

Peony Room	...What?
-------------------	----------

Ugh, just ignore this room completely.

Big Tiger Town Tea House

Singles Tea House

Location: North of the VIP House

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	100	Item	-	-	-	-	Restores 30 points of health
Chestnut Manju	1000	Item	-	-	-	-	Restores 60 points of health

Buy a **Chestnut Manju** from here for **1000 Ryo** and present it to the man guarding the stairs.

Chrysanthemum Room	Miho
---------------------------	-------------

Sigh... this girl. The most high maintenance of all the girls. Oh, this girl. She won't excite you, not in the least bit (unless you're into that sort of thing then to each his own). She will challenge what it "truly" means to you to be a Completionist. She made me break all my rules. She... sigh. This girl. Okay here we go...

Speak to Miho and she will ask you for a series of items. Three in total. Here they are in the sequence she asks and the locations of each.

Miho's Demands #1					
No.	Name	Normal Price	Discount	Location	Shop
1	Evening Scent	38,000	26,600	Flower Circle Town	Souvenir Shop
2	Choking Scent	49,000	34,300	Big Tiger Town	Item Shop
3	Alluring Scent	55,555	44,444	Flower Circle Town	Item Shop

Afterwards Miho will think you worthy of her time and requests you to purchase a home. Leave the Tea House.

Head to the right of the Gimmick Castle and enter the home next to it.



Speak to the man inside and pay him **100,000 Ryo** to move Miho into the house. Higan's **Coolness** will increase by a **whopping 2**.



Now, **DO NOT TALK** to Miho yet. Read below here first before you decide how deep down the rabbit hole you want to go with this girl.

Once you speak to her... the Miho nightmare begins. Miho asks you for yet ANOTHER series of item. She'll actually put these on by the way and look absolutely awesome in them.

Miho's Demands #2				
No.	Name	Normal Price	Location	Shop
1	Princess Heels	38,000	Open Market	Skedaddle
2	Princess Clothes	49,000	Head Mountain Village	Item Shop
3	Princess Whip	55,555	Treasure Village	Weapon Shop

After you give her all these items. Miho will FINALLY give you some "love". She might even give you an **Amerous Lunch** if she feels like it. No guarantees with her though.

Miho is STILL not done with her glorified slave.

Now you must present to her **100,000 Ryo**, and you must do this before 48 hours passes. If you don't pay up, you lose her and you must do the entire sequence over again to regain her. Oh, by the way...**SHE NEVER STOPS ASKING FOR THIS MONEY!!!**

You pay her, she "loves" you and demands it again and again and again.

Now I know what you're thinking right? My God she's a MONSTER!!! Yes she is, and there's only one way to deal with monsters. Stay away from them! When you get her into the house just don't talk to her again. Yeah she looks pretty cool with her outfit on but who knows? You still might get to see it :) Either way the choice is yours. You've been warned. Let's see how "Completionist" you really are after this one.

Chrysanthemum Room	Aya
---------------------------	------------

Aya replaces Miho if you move her into your place. She will give you "love" for free. Wow. How I wish I could just swap them.

Lily Room	Sayuri
------------------	---------------

Sayuri just whines about Akemi, the girl inside the Peony Room. She even claims she's a he. Bah! She's just jealous is all.

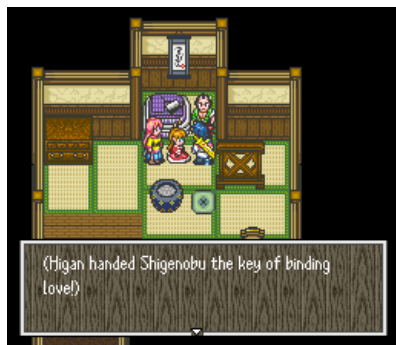
Sakura Room	Rie
--------------------	------------

Rie asks you to give her **Love Key** to a man in Canine Shrine, **Shigenobu**. Okay so leave Big Tiger Town and SOAR over to Canine Shrine.

Head all the way the most south eastern house and enter.



Inside, hand the **Love Key** over to Shigenobu and he will hurry over to Rie in Big Tiger Town.



SOAR back over to Big Tiger Town and return to Rie's Room. In here you will see a loving reunion between the two.



Afterwards, leave Big Tiger Town and SOAR back over to Canine Shrine. Head back to Shigenobu's house and speak to Rie. She will give you a **Fortune Ring**. That ring alone beats Miho any day.



Peony Room Akemi

She's the girl Sayuri was whining about. You could either have some fun with her or heed Sayuri's warning. Choose wisely.






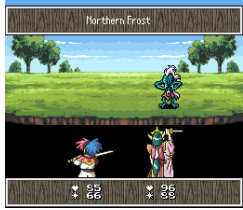
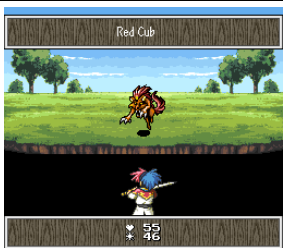
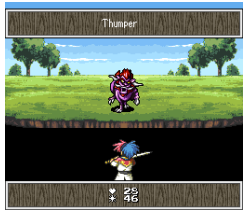

Fire Bear Nation Bestiary

Coal Mine Enemies



Coal Mine			
Woody #1		Woody #2	
Weakness	No Weakness	Weakness	No Weakness
Treasure	Kusa Dango	Treasure	Manju

Fire Bear Nation Enemies




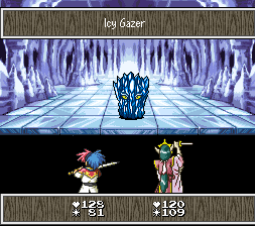

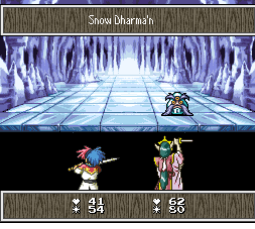





Fire Bear Nation			
Bald Butcher		Deadie Bear	
Weakness	Fire-Water-Wind (Extreme)	Weakness	Wind (Extreme)
Treasure	None	Treasure	Antidote

Hairy Gator		Hare's Bane	
Weakness	Fire-Wind (Extreme)	Weakness	Wind (Extreme)
Treasure	None	Treasure	Manju
Icicle Mouse		Ksetran Beast	
Weakness	Fire (Extreme)	Weakness	Fire-Wind (Extreme)
Treasure	None	Treasure	None
Mower		Northern Frost	
Weakness	Physical-Fire-Wind (Extreme)	Weakness	Fire-Water (Extreme)
Treasure	Kusa Dango	Treasure	Starlight
Red Cub		Thumper	
Weakness	Fire-Water-Wind (Extreme)	Weakness	Wind (Extreme)
Treasure	None	Treasure	None
Wheezle			
Weakness	Fire (Extreme)		
Treasure	None		













Life Forest Enemies




Life Forest			
Forest Dweller		Path Puller	
Weakness	Fire (Extreme)	Weakness	Fire (Extreme)
Treasure	None	Treasure	Starlight

Ice Fang Castle Enemies


Ice Fang Castle			
Crackler		Glacial Panther	
Weakness	Fire (Extreme)	Weakness	Fire (Extreme)
Treasure	None	Treasure	None
Heretic Plower		Icy Gazer	
Weakness	Fire (Extreme)	Weakness	Fire (Extreme)
Treasure	Antidote	Treasure	None
Invisa Bully		Snow Dharma'n	
Weakness	Fire (Extreme)	Weakness	Fire (Extreme)
Treasure	None	Treasure	None
Snow Lady		Snow Man	
Weakness	Fire (Extreme)	Weakness	Fire (Extreme)
Treasure	None	Treasure	Starlight
Snow Priest		Snow Spirit	
Weakness	Fire (Extreme)	Weakness	Fire-Water (Extreme)
Treasure	None	Treasure	None
Yif Fly			
Weakness	Fire (Extreme)		
Treasure	None		


Peacock Nation Enemies

Peacock Nation			
Anemic Bat		Black Sheep	
Weakness	Bolt (Extreme)	Weakness	Water-Wind (Extreme)
Treasure	Manju	Treasure	Antidote
Bloodthirsty Hound		Bumble Bear	
Weakness	Water (Extreme)	Weakness	Water-Wind (Extreme)
Treasure	Manju	Treasure	None
Cursed Petauristini		Dark Plume	
Weakness	Bolt (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	None
Frog Licker		Giant Weasel	
Weakness	Fire (Extreme)	Weakness	Fire-Bolt (Extreme)
Treasure	Antidote	Treasure	Antidote
Jinx Fox		Otter Vixen	
Weakness	Wind (Extreme)	Weakness	Wind (Extreme)
Treasure	Return Stone	Treasure	None
Prickly Tails		Ratty Bear	
Weakness	Water (Extreme)	Weakness	Fire (Extreme)
Treasure	None	Treasure	None

Sleepy Piggy		Spotted Spitter	
Weakness	Wind (Extreme)	Weakness	Bolt (Extreme)
Treasure	Manju	Treasure	None
Two-Headed Fox			
Weakness	Fire (Extreme)		
Treasure	None		

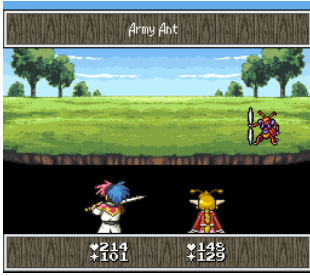
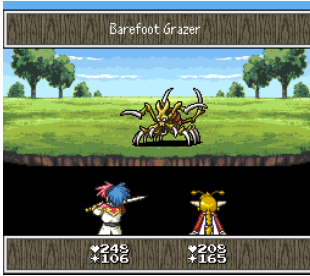


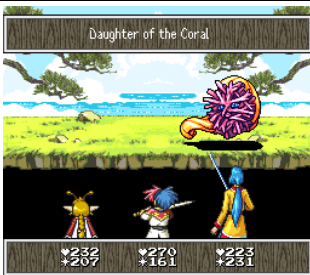


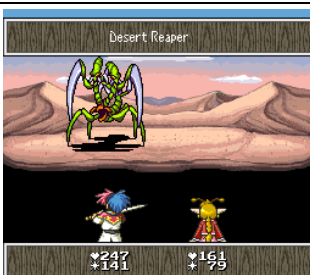
Tower of Bloodshed Enemies

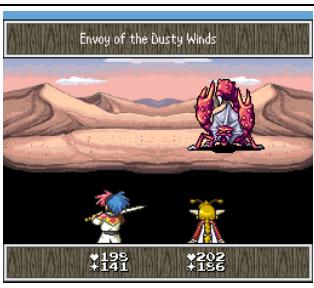


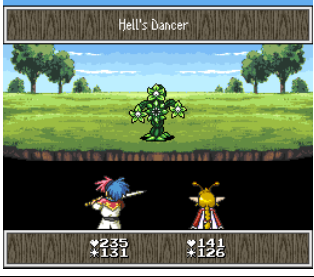


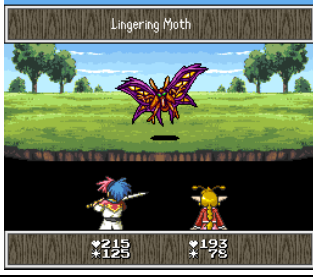




Tower of Bloodshed			
Afrhino		Bull Soldier	
Weakness	Wind (Extreme)	Weakness	No Weakness
Treasure	None	Treasure	None
Chi Foh		General T. Ortoise	
Weakness	Water-Wind (Extreme)	Weakness	Bolt (Extreme)
Treasure	Manju	Treasure	Solar Pill
Headless Horse		Jack The Weasel	
Weakness	Water-Wind (Extreme)	Weakness	Fire (Extreme)
Treasure	None	Treasure	None
Leng Foh		Robo-Teddy	
Weakness	Water-Wind (Extreme)	Weakness	Water-Wind (Extreme)

Treasure	Manju	Treasure	None
Teng Foh			
Weakness	Water-Wind (Extreme)		
Treasure	Manju		

Crane Nation Bestiary

Crane Nation Enemies

Crane Nation			
Army Ant		Barefoot Grazer	
Weakness	Water (Extreme)	Weakness	Water (Extreme)
Treasure	None	Treasure	None
Catapeeler		Dark Avatar	
Weakness	Fire-Water-Wind-Bolt	Weakness	Bolt (Extreme)
Treasure	None	Treasure	None
Daughter of the Coral		Desert Damselfly	
Weakness	Bolt (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	Antidote
Desert Hunter		Desert Reaper	
Weakness	No Weakness	Weakness	Physical-Water-Wind-Bolt
Treasure	None	Treasure	None

<p>Envoy of the Dusty Winds</p> 		<p>Fireball Fly</p> 	
<p>Weakness</p>	<p>Fire-Water-Wind-Bolt</p>	<p>Weakness</p>	<p>Bolt (Extreme)</p>
<p>Treasure</p>	<p>None</p>	<p>Treasure</p>	<p>None</p>
<p>Flea-ra</p> 		<p>Goopy Seaweed</p> 	
<p>Weakness</p>	<p>Water (Extreme)</p>	<p>Weakness</p>	<p>Physical-Bolt (Extreme)</p>
<p>Treasure</p>	<p>None</p>	<p>Treasure</p>	<p>None</p>
<p>Hell's Dancer</p> 		<p>Horned Knight</p> 	
<p>Weakness</p>	<p>Fire (Extreme)</p>	<p>Weakness</p>	<p>Fire-Water-Wind-Bolt</p>
<p>Treasure</p>	<p>Dunce Powder</p>	<p>Treasure</p>	<p>None</p>
<p>Jimmy of the Sea</p> 		<p>Lingering Moth</p> 	
<p>Weakness</p>	<p>Bolt (Extreme)</p>	<p>Weakness</p>	<p>Bolt (Extreme)</p>
<p>Treasure</p>	<p>None</p>	<p>Treasure</p>	<p>Flight Stone</p>
<p>Madora</p> 		<p>Man-Eating Larva</p> 	
<p>Weakness</p>	<p>No Weakness</p>	<p>Weakness</p>	<p>Water (Extreme)</p>
<p>Treasure</p>	<p>None</p>	<p>Treasure</p>	<p>None</p>
<p>Man-Eating Pond Snail</p> 		<p>Mon-Star</p> 	
<p>Weakness</p>	<p>Bolt (Extreme)</p>	<p>Weakness</p>	<p>Bolt (Extreme)</p>

Treasure	None	Treasure	None
Parched Butterfly		Peppen	
Weakness	Bolt (Extreme)	Weakness	Fire (Extreme)
Treasure	None	Treasure	None
Pill Bugger		Poisonous Moth	
Weakness	Water (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	Antidote
Prince of Yamato		Red Hot Ant	
Weakness	Fire-Water-Wind-Bolt	Weakness	Water (Extreme)
Treasure	None	Treasure	None
Sand Amoeba		Sand Spider	
Weakness	Fire-Water-Wind-Bolt	Weakness	Wind (Extreme)
Treasure	None	Treasure	None
Skull Spider		Snail Reaper	
Weakness	Wind (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	None
Stealoped		T. Leafanevsky	

Weakness	Fire (Extreme)	Weakness	No Weakness
Treasure	None	Treasure	None
Wormy Ballerina		Zippy Longlegs	
Weakness	Water (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	None

Phantom Castle Enemies

Phantom Castle			
Abalone Woman		Botfish	
Weakness	Bolt (Extreme)	Weakness	Bolt (Extreme)
Treasure	Fool Pill	Treasure	Manju
Bushido Bonito		Buttfish	
Weakness	Bolt (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	Manju
Clam Hunter		Mackerawler	
Weakness	Bolt (Extreme)	Weakness	Bolt (Extreme)
Treasure	Power Essence	Treasure	Manju, Body Essence
Sea Cucumber Man		Sea Lubber	
Weakness	Bolt (Extreme)	Weakness	Bolt (Extreme)
Treasure	Fool Pill	Treasure	None

Three-Eyed Fish		
	Weakness	Bolt (Extreme)
	Treasure	None


Turtle Nation Bestiary

Woodlands 1 Enemies



Woodlands 1					
Bud			Princess Petal		
	Weakness	Fire-Water-Wind-Bolt (Extreme)		Weakness	Wind (Extreme)
	Treasure	None		Treasure	None
Sleepy Widow			Spear Cedar		
	Weakness	Water (Extreme)		Weakness	Water (Extreme)
	Treasure	None		Treasure	Speed Essence

Woodlands 2 Enemies



Woodlands 2					
Araboll			Baby's Breath		
	Weakness	Water (Extreme)		Weakness	Wind (Extreme)
	Treasure	None		Treasure	None







Grieving Molter			
Weakness	Water (Extreme)		
Treasure	None		

Woodlands 3 Enemies




Woodlands 3			
Honey Comber		Risen Rose	
Weakness	No Weakness	Weakness	Wind (Extreme)
Treasure	Healing Pill	Treasure	None
Unresting Vine			
Weakness	Bolt (Extreme)		
Treasure	None		

Turtle Nation Enemies







Turtle Nation			
Blood-Sucking Leech		Chrysanthemum Doll	
Weakness	Fire (Extreme)	Weakness	Wind (Extreme)
Treasure	None	Treasure	None

Floral Lady		Lotus Kappa	
Weakness	No Weakness	Weakness	Bolt (Extreme)
Treasure	None	Treasure	None
Monk of Eternal Spores		Sleeping Creeper	
Weakness	Bolt (Extreme)	Weakness	Water (Extreme)
Treasure	Typha Oil	Treasure	None
Yargo		Yargo's Mother	
Weakness	Bolt (Extreme)	Weakness	Water (Extreme)
Treasure	None	Treasure	None

Juri Flower Garden Enemies



Juri's Flower Garden			
Flower Empress		Summer Scent	
Weakness	Bolt (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	Gambler's Pill
Winter Scent			
Weakness	Bolt (Extreme)		
Treasure	Fool Pill		






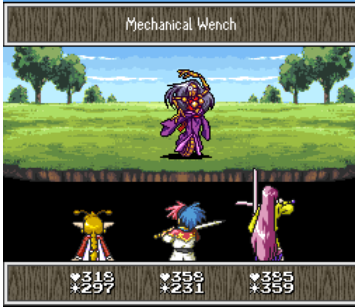




Cryptic Arbor Castle Enemies

Cryptic Arbor Castle					
Alluring Pampas		Hollow Centipede			
	♠241 ♣291		♠284 ♣211	♠274 ♣305	♠261 ♣151
Weakness	No Weakness		Weakness	Fire-Water-Wind-Bolt	
Treasure	None		Treasure	None	
Killer Angel		Nephila Clavata			
	♠292 ♣263		♠228 ♣216	♠338 ♣316	♠281 ♣305
Weakness	Bolt (Extreme)		Weakness	Wind (Extreme)	
Treasure	Starlight, Gambler's Pill		Treasure	Starlight	
Ogre Lily		Tick Lish			
	♠304 ♣283		♠344 ♣131	♠379 ♣279	♠286 ♣298
Weakness	Wind (Extreme)		Weakness	Water (Extreme)	
Treasure	Healing Pill		Treasure	Pleasant Plum	

Canine Nation Bestiary

Canine Nation Enemies

Canine Nation					
Buckshot		Festering Stone			
	♠318 ♣319		♠252 ♣192	♠329 ♣353	♠305 ♣319
Weakness	Water (Extreme)		Weakness	No Weakness	
Treasure	None		Treasure	None	

Garnetta		Gigas Plantar	
Weakness	Fire-Water-Wind-Bolt	Weakness	Fire (Extreme)
Treasure	Soft Pill	Treasure	Fool Pill
Gravel May Cry		Hard Hearted Man	
Weakness	Fire-Water-Wind-Bolt	Weakness	Bolt (Extreme)
Treasure	Healing Pill	Treasure	Lunar Light
Lazy Eye		Mechanical Wench	
Weakness	No Weakness	Weakness	Fire (Extreme)
Treasure	None	Treasure	None
Mysterious Slate		Pappy	
Weakness	Bolt (Extreme)	Weakness	Fire (Extreme)
Treasure	Healing Pill	Treasure	Healing Pill
Rocky		Sharon	
Weakness	Bolt (Extreme)	Weakness	Fire-Water-Wind-Bolt
Treasure	None	Treasure	None

<p>Sissy</p>		<p>Stone Eye-doll</p>	
Weakness	Water (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	None
<p>Stone Pillar</p>		<p>Stone Splitter</p>	
Weakness	No Weakness	Weakness	Fire-Water-Bolt
Treasure	None	Treasure	None
<p>Veneer Warrior</p>			
Weakness	Fire-Water-Wind-Bolt (Extreme)		
Treasure	None		

Gold Mine Enemies

Gold Mine			
<p>Caster of Stones</p>		<p>Diggity</p>	
Weakness	Fire-Water-Wind-Bolt (Extreme)	Weakness	Fire (Extreme)
Treasure	None	Treasure	Mechanical Doll

Djinn's Waterfall Enemies

<p>Djinn's Waterfall</p>

Possessed Stone		
	Weakness	Wind-Bolt
	Treasure	Healing Pill

Gold Tower Enemies


Gold Tower					
Alumentia			Cooper Trooper		
	Weakness	Fire (Extreme)		Weakness	Water (Extreme)
	Treasure	None		Treasure	None
Firecracker Jack			Left Iron		
	Weakness	Fire-Water-Wind-Bolt		Weakness	Fire-Water-Wind-Bolt
	Treasure	None		Treasure	None
Rickshaw Imp			Right Iron		
	Weakness	No Weakness		Weakness	Fire-Water-Wind-Bolt
	Treasure	None		Treasure	None
Topper-Bot			Vajra Knight		
	Weakness	No Weakness		Weakness	Fire-Water-Wind-Bolt
	Treasure	None		Treasure	None





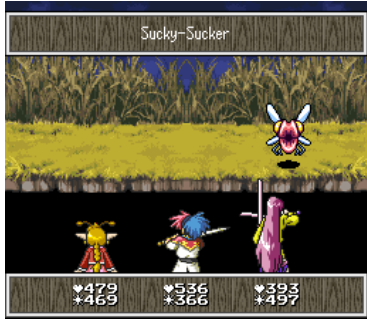


Weakness	Fire-Water-Wind-Bolt (Extreme)	Weakness	Wind-Bolt
Treasure	None	Treasure	None

Dragon Nation Bestiary



Dragon Nation Enemies

Dragon Nation			
Anatomic Priest		Avici	
Weakness	Fire (Extreme)	Weakness	Fire-Water-Wind-Bolt (Extreme)
Treasure	None	Treasure	None
BIG Foot		Conniving Ksitigarbha	
Weakness	Fire (Extreme)	Weakness	Water (Extreme)
Treasure	None	Treasure	None
Darkling		Darkspawn	
Weakness	No Weakness	Weakness	No Weakness
Treasure	None	Treasure	None
Ephemeropteran		Frannie	
Weakness	Physical (Extreme)	Weakness	Physical (Extreme)
Treasure	Healing Pill	Treasure	None

<p>Giant Sloth</p>  <p>▼215 ★389</p> <p>▼242 ★267</p> <p>▼258 ★413</p>	<p>Good Lickin'</p>  <p>▼381 ★382</p> <p>▼421 ★276</p> <p>▼405 ★400</p>		
Weakness	Fire (Extreme)	Weakness	No Weakness
Treasure	None	Treasure	None
<p>Grinning Traitor</p>  <p>▼344 ★375</p> <p>▼304 ★276</p> <p>▼433 ★407</p>	<p>Grudgin</p>  <p>▼310 ★359</p> <p>▼190 ★267</p> <p>▼339 ★413</p>		
Weakness	Water (Extreme)	Weakness	No Weakness
Treasure	None	Treasure	Healing Pill
<p>Light in the Night</p>  <p>▼368 ★389</p> <p>▼301 ★281</p> <p>▼368 ★413</p>	<p>Mai Neck</p>  <p>▼374 ★375</p> <p>▼258 ★166</p> <p>▼413 ★407</p>		
Weakness	Fire-Water-Wind-Bolt	Weakness	Fire (Extreme)
Treasure	None	Treasure	None
<p>Myoo Cuss</p>  <p>▼388 ★359</p> <p>▼321 ★281</p> <p>▼356 ★413</p>	<p>Mysterious Siren</p>  <p>▼374 ★375</p> <p>▼414 ★271</p> <p>▼427 ★401</p>		
Weakness	Physical (Extreme)	Weakness	Bolt (Extreme)
Treasure	None	Treasure	None
<p>Narcisters</p>  <p>▼345 ★373</p> <p>▼258 ★186</p> <p>▼433 ★407</p>	<p>Oratory Ogre</p>  <p>▼355 ★359</p> <p>▼428 ★281</p> <p>▼284 ★413</p>		
Weakness	Water (Extreme)	Weakness	No Weakness
Treasure	None	Treasure	Healing Pill

Ranbaba		Resentin	
Weakness	Fire-Wind (Extreme)	Weakness	No Weakness
Treasure	Dunce Powder	Treasure	Healing Pill
Sir Inge		Small Friar	
Weakness	Fire-Water-Wind-Bolt	Weakness	Fire (Extreme)
Treasure	Potent Drug	Treasure	None
Sucky Suck		Sword-wielding Temptress	
Weakness	No Weakness	Weakness	No Weakness
Treasure	None	Treasure	Fool Pill
Vampire Lad			
Weakness	Bolt (Extreme)		
Treasure	None		

Abyss Enemies

Abyss			
Bewildered Mage		Dark Ambassador	

Weakness	No Weakness	Weakness	Fire-Water-Wind-Bolt
Treasure	None	Treasure	None
Head Priest		Veiled Necromancer	
Weakness	No Weakness	Weakness	Physical (Extreme)
Treasure	None	Treasure	None

Royal Dragon Castle (Exterior) Enemies

Royal Dragon Castle (Exterior)			
Puppet Puppeteer		Servant of the Djinn	
Weakness	Fire (Extreme)	Weakness	Bolt (Extreme)
Treasure	Teddy Shield	Treasure	None
Soldier of the Djinn			
Weakness	Bolt (Extreme)		
Treasure	None		



Royal Dragon Castle (Interior) Enemies

Royal Dragon Castle (Interior)			
Buzzy		Crescent Moon Jirou	
Weakness	Fire (Extreme)	Weakness	Water (Extreme)
Treasure	None	Treasure	None

Dark Traveler		Fowl Undead	
	Weakness		No Weakness
Treasure	None	Treasure	None
Full Moon Tarou		Hell Imp	
	Weakness		Wind (Extreme)
Treasure	None	Treasure	None
Zuu, the Mighty Stranger			
	Weakness	No Weakness	
Treasure	Gambler's Pill, Potent Drug		

Takamagahara Bestiary

Takamagahara The Heaven Enemies

Takamagahara The Heaven			
Djinn Moth		Eye of Brambles	
	Weakness		Water (Extreme)
Treasure	None	Treasure	None







Greater Angel		Guard Card	
Weakness	Bolt (Extreme)	Weakness	No Weakness
Treasure	Bolt Helmet	Treasure	Star Pendant
Heavenly Light		Horned Beast	
Weakness	No Weakness	Weakness	Water (Extreme)
Treasure	Star Pendant	Treasure	King's Bracelet
Jarma		Majorka	
Weakness	Bolt (Extreme)	Weakness	Bolt (Extreme)
Treasure	Dream Pendant	Treasure	None

Threshold of the Heavens Enemies

Threshold of the Heavens			
Corner Stone		Fighting Spirit	
Weakness	Physical	Weakness	Physical
Treasure	Wind Helmet	Treasure	Fire Helmet

Abyss (Finale) Enemies

Abyss (Finale)

Ash, The Djinn		Beezle, The Djinn	
Weakness	Bolt (Extreme)	Weakness	Fire (Extreme)
Treasure	Sky Lord Pill	Treasure	Water of Life
Don Cool		Dusa, The Djinn	
Weakness	Water (Extreme)	Weakness	Water (Extreme)
Treasure	Sorrow Powder	Treasure	None
Libeza, The Djinn		Lucifel, The Djinn	
Weakness	Wind (Extreme)	Weakness	No Weakness
Treasure	Solar Pill	Treasure	Miracle Liquor

Equipment

Weapons

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
One-Strike	8888	1	-	-	-	(+10) to (+200)attack	All
Bee Blade	-	1	-	-	-	30% instant kill (as an item)	Higan
Toy Katana	560	5	-	-	-	Frail Effect	Higan, Subaru
Rusty Katana	-	7	-	-	-	-	Higan
Wooden Katana	-	35	-	-	-	-	Higan
Wooden Spear	140	42	-	-	-	-	All
Lively Dagger	560	48	-	-	-	-	Subaru
Blackened Katana	750	53	-	-	-	-	Higan
Bushido Katana	22222	62	-	-	-	Attacks enemies and allies	All
Fire Bear Sword	-	65	-	-	-	-	Higan

Hisui's Orb	-	68	-	-	-	-	Subaru
Lumber Axe	1300	69	-	-	-	-	Higan
Almighty Knife	480	71	-	-	-	-	Subaru
Bent Katana	1680	78	-	-	-	-	Higan
Carving Knife	1020	82	-	-	-	-	Subaru
Steel Rake	2140	91	-	-	-	-	Higan
Dozing Dagger	8000	92	-	-	-	May cause drowsiness	Subaru
Night Rain Katana	5600	103	-	-	-	-	Higan, Tenjin
Aegis Dagger	20000	107	-	-	-	Rock Effect	Subaru
Garden Shears	4800	110	-	-	-	-	Higan
Dragon's Orb	-	123	-	-	-	-	Subaru
Storm Blade	7400	124	-	-	-	-	Higan, Tenjin
Mirror of Time	-	127	-	-	-	-	Tenjin
Princess Whip	32000	128	-	-	-	-	Subaru, Tenjin
Thunder Blade	9900	128	-	-	-	-	Higan, Tenjin
Tainted Blade	760	132	-	-40	-	-	Higan, Tenjin
Ice Blade	13600	139	-	-	-	-	Tenjin
Tearful Dagger	106000	139	-	-	-	-	Subaru
Gold-Clad Fan	264000	140	-	-	-	-	Tenjin
White Crane Sword	-	143	-	-	-	-	Higan
Life Saving Katana	564000	150	-	-	-	Takes 30% of damage	Tenjin
Gruidae Longsword	-	162	-	-	-	Zest effect	Higan
Double-edged katana	38000	165	-	-	-	-	Higan, Tenjin
Tortoise's Orb	-	165	-	-	-	-	Subaru
Yaksha Katana	48000	173	-	-	-60	-	Tenjin
Roaring Blade	43000	174	-	-	-	-	Higan, Tenjin
Dark Katana	-	178	-	-	-	Gets two strikes in one turn	Higan
Clinch Dagger	-	182	-	-	-	Sometimes gets critical hits	Subaru
Beheading Katana	62000	182	-	-	-	May get critical hits	Higan, Tenjin
Mizuki's Mirror	-	184	-	-	-	-	Tenjin
Gleaming Longsword	97600	188	-	-	-	-	Higan
Ashura Katana	142000	189	-	-	-	Attacks may cause poison	Higan
Gasp Katana	777	190	-	-	-	It might break at any time!	All
Royal Dragon Longsword	127000	197	-	-	-	-	Higan
Mizuki's Katana	-	199	-	-	-	Watt effect	Tenjin
Red Dragon Katana	228000	200	-	-	-	Sear effect	Higan
Ark's Mirror	-	206	-	-	-	-	Tenjin

Subaru's Orb	-	210	-	-	-	Hits all enemies, can't miss	Subaru
Flash Blade	-	211	-	-	-	-	Tenjin
Piercing Spear	301000	212	-	-	-	Increased Critical Hit Rate	Tenjin
Agni's Sword	-	230	-	-	-	-	Higan
Tenjin's Mirror	-	232	-	-	-	Hits all enemies, can't miss	Tenjin
Higan's Sword	-	254	-	-	-	Hits all enemies, can't miss	Higan

Armors

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Rags	-	-	15	-	-	-	All
Hemp Clothes	72	-	28	-	-	-	All
Leather Breastplate	198	-	39	-	-	-	Higan
Paired Coat	44444	-	48	-	-	Sometimes triggers doubled attacks	Higan, Tenjin
Hisui's Robe	-	-	52	-	-	-	Subaru
Shinobi Clothes	820	-	59	-	-	-	Higan, Subaru
Mortar Armor	-	-	60	-	-	-	Higan
See-Through Clothes	5555	-	74	-	-	Boosts dodge rate	Subaru
Chain Kimono	640	-	78	-	-	-	Higan
Priestly Robes	1200	-	84	-	-	Reduces tech consumed by 5%	Higan
Mushroom Armor	999	-	88	-	-	Sting effect	Higan
Gallant Kimono	1680	-	88	-	-	Boosts coolness by 1	Higan
Maiden's Kimono	4900	-	89	-	-	Vigor effect	Subaru
Red Tin Armor	1400	-	92	-	-	-	Higan, Subaru
Fire Warding Robe	2540	-	96	-	-	-	All
Chinese Dress	7200	-	98	40	-	-	Subaru
Foliage Coat	3200	-	103	-	-	-	Higan
Golden Armor	26000	-	108	-	-	-	Higan
Willful Armor	6200	-	113	-	-	-	Higan
Green Leaf Coat	7000	-	121	-	-	-	Higan, Tenjin
Fog Robe	8400	-	128	-	-	-	Subaru, Tenjin
Princess Clothes	26700	-	132	-	-	Boosts coolness by 1	Subaru
Silver Clothes	8800	-	138	-	-	-	Higan, Tenjin
Mirror Robe	-	-	138	-	-	-	Tenjin
Breakalegor Armor	22222	-	145	-	-	Baffles attackers	Higan, Tenjin
Mist Robe	17800	-	149	-	-	-	Subaru, Tenjin
Setting Sun Armor	25600	-	155	-	-	-	Higan
Memorial Kimono	19400	-	167	-	-	-	Subaru
Imported Coat	8888	-	167	-	-	Boosts coolness by 1	Higan, Tenjin
Zephyr Robe	31700	-	180	-	-	-	Subaru, Tenjin
Stardust Coat	40000	-	183	-	-	-	Higan, Tenjin
Renowned Armor	62300	-	197	-	-	-	Higan, Tenjin
Evening Dew Robe	-	-	198	-	-	Frail effect	Subaru, Tenjin
12-Layered Robe	121100	-	210	(-120)	-	-	Subaru
Terrain Coat	72800	-	211	-	-	-	Higan, Tenjin
Angelic Kimono	54900	-	216	-	-	-	Subaru
Royal Dragon Armor	114000	-	223	-	-	-	Higan
Weird Wood Armor	-	(-98)	230	-	-	-	Higan
Water Mirror Armor	-	-	231	-	-	-	Tenjin

Light Robe	92800	-	233	-	-	-	Subaru
Blade Armor	-	-	238	-	-	-	Higan
Gem Star Robe	-	-	249	-	-	-	Subaru
Knit Sweater*	-	-	-	-	-	-	Higan

Note: Knit Sweater's defense is **260**, but the power is only unlocked if you're wearing the rest of the **Knit Gear**.

Accessories

Boots							
Name	Price	Power	Defense	Speed	Luck	Effects	Equip?
Bootleg Boots	2222	16	-	-	-	Causes confusion	Higan, Tenjin
Safety Boots	5000	-	-	-	-	Nullify damage in poison swamps	All

Bracelets							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Swordman's Bracelet	-	5	-	-	-	-	Higan
Bolt Bracelet	100,000	-	2	-	-	Absorbs 1/5 of bolt damage	All
Fire Bracelet	100,000	-	2	-	-	Absorbs 1/5 of fire damage	All
Water Bracelet	100,000	-	2	-	-	Absorbs 1/5 of water damage	All
Wind Bracelet	100,000	-	2	-	-	Absorbs 1/5 of wind damage	All
King's Bracelet	-	-	-	-	-	Absorbs 1/5 of elemental attack damage	All

Caps							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Sage's Cap	18000	-	-	-	-	Reduces tech consumption	All

Clogs							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Iron Clogs	1200	2	-	-5	-	Boosts critical rate	Higan, Tenjin
Wooden Clogs	900	-	-	-	14	Boosts coolness by 1	All

Combs							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Autumn Comb	10000	-	1	-	-	Restores 50 health after battle	Subaru
Maple Comb	15000	-	1	-	-	Restores 50 tech after battle	Subaru

Crowns							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Crown	2222	-	18	-	-	-	All

Curios							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Chestnut Curio	720	-	1	-	30	-	Higan
Warding Curio	8000	-	-	-	15	Reduces encounter rate (stackable)	All

Event Gear							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Crane's Robe	-	-	-	-	-	Reveals the Phantom Castle	All
Air Pouch	5000	-	-	-	-	Spend more time underwater	All

Fans							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Wooden Fan	7600	-	-	-	8	Has a 20% chance of reflecting damage	All

Steel Fan	68000	-	-	-	11	Has a 20% chance of reflecting 2x damage	All
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Gauntlets							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Power Gauntlet	580	5	-	-	-	-	Higan
Claw Gauntlet	4500	12	-	-	-	-	Higan, Tenjin
Blade Gauntlet	8200	18	-	-	-	-	Higan, Tenjin

Gold Gear							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Gold Dust Pot	500	-	2	-	-	-	All
Gold Badge	60000	-	-	-	-	Seal status effect	All

Hairpins							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Sakura Hairpin	7500	-	1	-	-	Strong against fire	Subaru
Peach Hairpin	7500	-	1	-	-	Strong against lightning bolts	Subaru
Fuji Hairpin	7500	-	1	-	-	Strong against water	Subaru

Hats							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Silk Hat	4444	-	10	-	-	Boosts coolness by 1	Higan, Tenjin

Heels							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Princess Heels	19800	-	-	2	-	Attacks boost the drop rate by 20%	Subaru

Helmets							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Apricot Helmet	7500	-	1	-	-	Strong against wind	Subaru
Fire Helmet	6500	-	2	-	-	Strong against fire	Higan, Tenjin
Bolt Helmet	6500	-	2	-	-	Strong against lightning bolts	Higan, Tenjin
Water Helmet	6500	-	2	-	-	Strong against water	Higan, Tenjin
Wind Helmet	6500	-	2	-	-	Strong against wind	Higan, Tenjin
Iron Helmet	500	-	8	-	-	-	Higan, Tenjin
Crab Helmet	-	-	14	-	-	-	Higan
Shitty Helmet	1000	-	14	-	-	Reduces coolness by 1	All

Hoods							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Cat Eared Hood	22222	-	2	-	-	Boosts dodge rate	All
Disaster Hood	9800	-	3	-	-	-	All
Red Hood	540	-	7	-	-	-	Subaru
Black Hood	6200	-	14	-	-	-	All
Purple Hood	10300	-	23	-	-	-	All

Knit Gear							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Knit Cap	-	-	-	-	-	-	Higan
Knit Gloves	-	-	-	-	-	-	Higan
Knit Muffler	-	-	-	-	-	-	Higan

Note: The **Knit Gloves**, **Knit Cap**, **Knit Muffler** and **Knit Sweater** must be equipped together to unlock their stat increase effects.

Masks

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Shitty Mask	1000	-	11	-	-	Reduces coolness by 1	All
Fair Mask	340	-	-	-	8	-	All
Silly Face Mask	360	-	-	-	12	-	All
Ugly Mask	680	-	-	-	18	-	All
Shady Mask	17200	-	-	-	18	Confuses enemy attacker	All

Odd Gear

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Backscratcher	500	-	-	-	10	-	All

Pendants

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Love Pendant	-	-	-	-	-	Wards off all ailments	All
Star Pendant	5000	-	-	-	-	Wards off amnesia attacks	All
Stone Pendant	5000	-	-	-	-	Wards off petrifying attacks	All
Floral Pendant	7500	-	-	-	-	Wards off poison attacks	All
Dream Pendant	3000	-	-	-	-	Wards off sleep/confusion	All
Lunar Pendant	3000	-	-	-	-	Wards off stun/haze attacks	All

Rings

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Judgement Ring	9800	1	-	-	-	-	All
Mechanical Ring	104000	1	-	-	-	Has a 20% chance of reflecting skills	All
Tempting Ring	2200	2	-	-	-	Attacks may cause confusion	All
Tranquil Ring	4800	2	-	-	-	Attacks may cause drowsiness	All
Wavering Ring	1400	2	-	-	-	Attacks may cause haze	All
Ruin Ring	3600	2	-	-	-	Attacks may cause poison	All
Hisui's Ring	-	-	-	-	-	Allows Subaru to find Higan anywhere	All
Soul Ring	-	-	-	-	-	Avoid a knock-out (once)	All
Pearl Ring	25600	-	-	-	-	Boosts coolness by 2	All
Fortune Ring	99800	-	-	-	-	Restores health/tech on foot	All

Sandals

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Pair Sandals	44444	-	-	1	-	Attacks twice (damage halved)	All
Straw Sandals	48	-	-	2	-	-	All
Travel Sandals	650	-	-	5	-	-	All
Gale Sandals	6400	-	-	15	-	-	Higan, Tenjin
Peach Sandals	6000	-	-	18	-	-	Subaru
Winged Sandals	10000	-	-	24	-	-	Subaru

Sashes

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Power Sash	480	3	-	-	-	-	All
Defense Sash	1200	-	8	-	-	-	All
Body Sash	100000	-	-	-	-	Raises core health by 50	All
Tech Sash	200000	-	-	-	-	Raises core technique by 50	All

Scarfs

Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Bubble Scarf	2860	-	-	1	-	Boosts dodge rate against skills	All
White Scarf	1640	-	-	1	-	Increases dodge rate	All

Yellow Scarf	3600	-	-	2	12	Boosts dodge rate (attacks and skills)	All
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Shoes							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Shitty Shoes	1111	-	-	8	-	-	All
Comet Shoes	20000	-	-	20	-	-	Higan, Tenjin
Snow Shoes	2	-	-	-	-	Freely walk over ice	All

Socks							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Trendy Socks	750	-	-	9	-	-	All
Silk Socks	1200	-	-	12	-	-	Subaru

Souvenirs							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Floral Earrings	20000	-	-	-	-	A Souvenir Item	Subaru, Tenjin

Divine Stones							
Name	Price	Power	Defense	Speed	Luck	Effect	Equip?
Fire Bear Stone	-	-	-	-	-	Attacks won't miss	All
Crane Stone	-	-	-	-	-	Cures health/tech in battle up to 12 each turn	All
Turtle Stone	-	-	-	-	-	Doubles the money earned	All
Dragon Stone	-	-	-	-	-	Raises all parameters to 24 each	All
Canine God Stone	-	-	-	-	-	Random counter-attacks	All
Peacock Stone	-	-	-	-	-	Reduces tech consumption	All

Items

Note: Prices vary depending on the nation and/or event. Festivals offering some of these also wildly vary.

Restorative Items

Health Items		
Name	Price	Description
Kusa Dango	8	Restores 15 points of health
Manju	15	Restores 30 points of health
Typha Oil	30	Restores 50 points of health
Chestnut Manju	99	Restores 60 points of health
Amorous Lunch	-	Fully restores health

Health Pills		
Name	Price	Description
Healing Pill	150	Restores 200 points of health
Gambler's Pill	1000	Fully restores or halves health
Sky Lord Pill	-	Restores health to the max
Tortoise Pill	-	Medicine used for healing

Tech Items		
Name	Price	Description
Chocolate	-	Restores tech
Star Light	200	Restores 50 technique
Lunar Light	1000	Restores 100 technique
Solar Light	20000	Fully restores technique

Cure Items		
Name	Price	Description
Antidote	10	Cures poison
Wooden Mallet	100	Cures someone's confusion
Forget-Me-Not	120	Cures someone's forgetfulness
White Candy	-	Cures all ailments
Love Cracker	-	Revives someone from a K.O.

Cure Pills		
Name	Price	Description
Solar Pill	70	Cures someone who's in a haze
Relaxing Pill	150	Cures someone's paralysis
Soft Pill	250	Cures someone's petrification
Wasabi Pill	100	Wakes someone up
Almighty Pill	1000	Cures all ailments

Brew		
Name	Price	Description
Essence Brew	1450	Heals any ailment... Sometimes...
Hearty Brew	1450	Heals any ailment... Sometimes...
Spirit's Brew	1450	Heals any ailment... Sometimes...
Swirling Brew	1450	Heals any ailment... Sometimes...
Wizard's Brew	1450	Heals any ailment... Sometimes...
Arcane Brew	1450	Heals any ailment... Sometimes...
Rainbow Shard	48000	Heals any ailment... Sometimes...

Liquor		
Name	Price	Description
Life Liquor	1200	Revives someone from a K.O.
Miracle Liquor	-	Fully cures all party members

Heal/Cure Item		
Name	Price	Description
Loving Smile	-	Restores health and condition

Heal All		
Name	Price	Description
Water of Life	-	Crane Nation's phantom water (full heal)

Stat Change Items

Drugs		
Name	Price	Description
Potent Drug	500	Raises Attack Power
Fortified Drug	600	Raises Defensive Power
Rapid Drug	400	Raises Speed

Essence		
Name	Price	Description
Guard Essence	-	Raises core defense from 1 to 5
Luck Essence	-	Raises core luck from 1 to 5
Technique Essence	-	Raises core technique from 1 to 5
Body Essence	-	Raises core health from 1 to 5
Speed Essence	-	Raises core speed from 1 to 5

Power Essence	-	Raises core attack from 1 to 5
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Stat Pills		
Name	Price	Description
Cool Pill	10000	Raises coolness by 1
Fool Pill	-	Reduces coolness by 1

Battle Items

Charms		
Name	Price	Description
Wooden Charm	400	Holds the power of the Singe
Red Charm	500	Holds the power of the Jolt
White Charm	800	Holds the power of Watt
Black Charm	1000	Holds the power of Spout
Purple Charm	10000	Holds the power of Spry
Blue Charm	10000	Hits all enemies

Lookers Item		
Name	Price	Description
Blazing Moon	-	Burning love with Ran (fire spell)
Memorial Moon	-	Miki's loving memories (wind spell)
Melting Love	-	Suu's Melting Love (water spell)

Powder		
Name	Price	Description
Dunce Powder	1040	Confuses enemies and friends
Dozing Powder	1280	Puts the user to sleep
Sorrow Powder	1840	Hard hit (all enemies)!
Meager Powder	2400	Lowers an enemy's attack

Toys		
Name	Price	Description
Yo-Yo	480	Deals 1/2, 1x or 2x damage
Teddy Shield	20800	Fends off damage (one time)

World Map Items

Warp Stones		
Name	Price	Description
Flight Stone	100	Fly to any visited village
Return Stone	80	Escape from an infested area

Lures		
Name	Price	Description
Annoying Drum	3600	Enemies draw in closer
Pleasant Drum	3600	Enemies keep their distance
Cat Statue Bell	12500	Call out for enemies

Miscellaneous Items

Event Items		
Name	Price	Description
Eternal Flame	-	-
Flaming Pot	100	An explosive pot, made by Bakuzen

Hermit's Horn	-	The Thunder Hermit's horn
Juri's Key	-	The key to Juri's room
Mandala Flute	-	Turn into Tenjin/Mizuki
Peacock Tear	-	The Key to Mahamayuri
Precious Chest	-	Mitsuko's Treasure Chest
Sandglass	5555	-

Gold Items		
Name	Price	Description
Gold Bag	20000	A bag for carrying Gold
Gold Bag (Broken)	-	-
Gold Dust	-	-
Gold dust Pan	50	Used for gathering gold dust
Gold Voucher	-	Exchange for great prizes
Goldkin Nest	-	-

Pet Foods		
Name	Price	Description
Body Kibble	10	Pet Food
Fart Kibble	50	Pet Food
Head Kibble	8	Pet Food
Heart Kibble	15	Pet Food
Mystery Kibble	100	Pet Food

Letters		
Name	Price	Description
Passionate	-	The first letter from Momoko
Yearning	-	The second letter from Momoko
Heartbroken	-	The third letter from Momoko
Lonely	-	The fourth letter from Momoko
Sorrowful	-	The fifth letter from Momoko
Unfortunate	-	The sixth letter from Momoko
Resentful	-	The seventh letter from Momoko
Farewell	-	The eighth letter from Momoko

Souvenir Items		
Name	Price	Description
Alluring Scent	55555	A souvenir item
Apricot Doll	450	A souvenir item
Choking Scent	49000	A souvenir item
Evening Scent	38000	A souvenir item
Feather Futon	28000	A souvenir item
Floral Pan	15000	A souvenir item
Floral Purse	36000	A souvenir item
Mechanical Doll	5800	A souvenir item
Music Box	12500	A souvenir item
Shell Manju	1200	A souvenir item

Scrolls

Attack Scrolls				
Name	Tech Cost	Description	Usable by	How to Obtain
Singe	10	Fire attack (hits one/all enemies)	Higan, Tenjin	Fire Shadow Village
Sear	30	Fire attack (hits one/all enemies)	Higan, Tenjin	Dragon Nation

Gush	12	Water attack (hits one/all enemies)	Higan, Subaru, Tenjin	Fire Bear Nation
Spout	22	Water attack (hits one/all enemies)	Tenjin	Liquor Village
Gust	20	Wind attack (hits one/all enemies)	Higan, Subaru, Tenjin	Liquor Village
Blast	26	Wind attack (hits one/all enemies)	Tenjin	Canine Nation
Jolt	16	Bolt attack (hits one/all enemies)	Higan, Subaru, Tenjin	Peacock Nation
Watt	22	Bolt attack (hits one/all enemies)	Tenjin	Liquor Village

Support Scrolls				
Name	Tech Cost	Description	Usable by	How to Obtain
Buck	8	Raises an ally's attack power	Higan, Subaru, Mizuki	Crane Nation
Rock	8	Raises an ally's defense	Higan, Subaru, Mizuki	Crane Nation
Swift	8	Raises an ally's speed	Higan, Subaru, Mizuki	Turtle Nation
Tone	18	Raises all allies' attack power	Mizuki	Liquor Village
Steel	18	Raises all allies' defense	Mizuki	Liquor Village
Fleet	18	Raises all allies' speed	Mizuki	Liquor Village
Frail	20	Lowers all enemies' attack power	Subaru, Mizuki	Canine Nation
Nude	12	Lowers all enemies' defense	Subaru, Mizuki	Peacock Nation
Goof	20	Lowers all enemies' speed	Subaru, Mizuki	Canine Nation
Seal	10	Locks away an enemy's skill	Subaru, Tenjin	Crane Nation
Loon	14	Confuses an enemy	Subaru, Tenjin	Canine Nation
Sight	4	Shows an enemy's weaknesses	Higan, Subaru, Mizuki	Fire Bear Nation
Gulp	12	Steals the health of an enemy	Tenjin	Liquor Village
Soak	1	Steals the technique of an enemy	Tenjin	Canine Nation
Sting	20	Drops defense and raises attack power	Tenjin	Turtle Nation
Snort	20	Lowers one ability of a random target	Subaru	Turtle Nation
Spry	18	Allows the use of chain attacks	Mizuki	Dragon Nation

Curative/Treatment Scrolls				
Name	Tech Cost	Description	Usable by	How to Obtain
Vigor	6	Restores health (1) (one ally/all allies)	All	Life Forest
Zest	14	Restores health (2) (one ally/all allies)	Higan, Subaru, Mizuki	Treasure Village
Spirit	36	Restores health (3) (one ally/all allies)	Subaru	Dragon Nation
Filter	8	Cures an ally of poison	Higan, Subaru, Mizuki	Life Forest
Allay	12	Cures an ally of anything but poison	Subar, Tenjin, Mizuki	Crane Nation
Pure	18	Cures the party of all ailments	Subaru	Canine Nation
Soul	42	Brings an ally back to life	Subaru	Cloudy Grotto
Doze	5	The caster falls asleep, fully heals	Mizuki	Canine Nation

Other Scrolls				
Name	Tech Cost	Description	Usably by	How to Obtain
Soar	14	Fly to any previously visited village	Higan, Subaru	Luck Luck Village
Split	12	Allows the party to escape from an area	Subaru	Luck Luck Village
Float	10	Nullifies damage in poison swamps, etc.	Subaru, Tenjin	Peacock Nation

Fusion Scrolls				
Name	Tech Cost	Description	Usable by	Location
Fusion Scrolls of Wind	35	Pure wind attack hits the enemy	All	Fire Bear Nation
Fusion Scrolls of Water	35	Pure water attack hits the enemy	All	Peacock Nation
Fusion Scrolls of Bolt	35	Pure bolt attack hits the enemy	All	Crane Nation
Fusion Scrolls of Fire	35	Pure fire attack hits the enemy	All	Tortoise Castle

Characters

Higan: is the hero of the game and is a descendant of the Fire Clan. The clan descended from the heavenly land of Takamagahara six hundred years ago during the war to defeat Ninigi, the ruler of Hell. After receiving a divine revelation from the Eternal Flame, he set out to defeat Hell's Army.



Higan's Skills			
Name	Cost	Effect	How to Obtain
Blazing Cutter	Free	Does a double chain attack to one or two enemies	Coal Mine
Thunder Cutter	Free	Lose turn 1, and does 2x damage on turn 2	Peacock Nation
Booming Cutter	25% HP	Normal damage to all enemies	Crane Nation
Sennin Cutter	10% HP	Half damage on all enemies	Big Tiger Town
Basara Cutter	50% HP	Cuts enemy's HP in half	Canine Nation
Dragon Cutter	60% HP	2.5x damage to all enemies	Gates of Hell

Subaru: is a fairy, which are born every twenty years. Since she has just been born, everything she sees seems rare and extremely interesting. She has a pure heart, and says whatever is feeling at the time. She's so innocent that she can't tell the difference between friends, so she speaks to everyone as if they were the same.



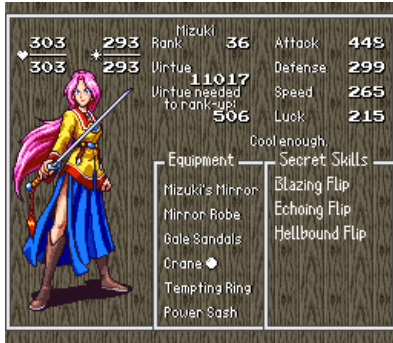
Subaru's Skills			
Name	Cost	Description	How to Obtain
Blazing Elephant	40 Tech	110 points of fire damage to all enemies	Starts with it
Electric Catfish	60 Tech	130 points of bolt damage to all enemies	Peacock Shrine
Wind Falcon	70 Tech	150 points of wind damage to all enemies	Rat Village
Steel Lion	90 Tech	Normal damage x3 to all enemies	Head Mountain Village
Icy World Spider	120 Tech	250 points of water damage to all enemies	Big Tiger Town
Boar Deerfly	40 Tech	20 points of defense-piercing damage to all enemies	Fire Bear Shrine
Gold Starfly	30 Tech	Increase luck to all allies	Fire Bear Shrine
Wonder-Fly	150 Tech	500 points of defense-piercing damage to all enemies	Fire Bear Shrine
Kabuki-Fly	50 Tech	Makes enemies drop gold and run (no exp)	Fire Bear Shrine

Tenjin: is a warrior of the Fire Clan descended from the Heavens during the war that took place six hundred years ago. Tenjin is a skilled swordsman with many techniques at his disposal. He acts as though he hates human beings. During conversation, he always asks a series of questions to see what is in someone's heart.



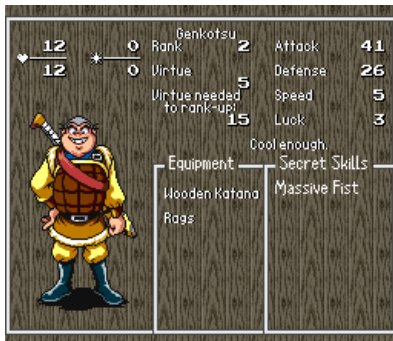
Tenjin's Skills			
Name	Cost	Description	How to Obtain
Mouth Mirror	40 Tech	Absorbs an ally's technique	Starts with it
Body Mirror	25% HP	Split an enemy in two (each weaker)	Starts with it
Dark Mirror	45 Tech	Nullifies an enemy's skill (once)	Level 32
Dream Mirror	55 Tech	Reflects an enemy's skill (once)	Level 37
Lunar Mirror	30% HP	Refills technique when hit by skills	Level 44
Heart Mirror	50% HP	Makes every scroll castable	Level 50

Mizuki: is one of the hellspawn, but it seems she lent a hand to the Fire Clan six hundred years ago. Why she has joined Higan and the others is entirely unclear, as many mysteries still remain about her.



Mizuki's Skills			
Name	Cost	Description	How to Obtain
Blazing Flip	Free	Loses turn 1, do a critical hit on turn 2	Starts with it
Echoing Flip	10% HP	Return damage 2x the amount you we're hit.	Starts with it
Hellbound Flip	20% HP	Instant kill	Starts with it
Swallow Flip	Free	Return damage 1/2 the amount you we're hit.	Level 42
Table Flip	50% HP	Normal damage x3 to all enemies	Level 47
Twisting Flip	50% HP	Life points of entire party becomes that of the party member with lowest life points (random)	Level 52

Genkotsu & Binta: These are Higan's friends who live in Fireshadow Village. They're always tagging along with Higan, but they are cowards who end up bailing on him when the going gets tough.



Genkotsu's Skills			
Name	Cost	Description	How to Obtain
Massive Fist	20% HP	A massive fist drops from the air to hit an enemy	Starts with it



Binta's Skills

Name	Cost	Description	How to Obtain
Double Slap	20% HP	Attack a single enemy twice.	Starts with it

Hisui: is another fairy who serves the Fire Clan, and is also Subaru's older sister. She wields a mysterious gift; she is able to bring the villagers rusted tools back to their former gleam. At 20 years old, she is approaching the end of a fairy's lifespan. She will be reborn as Subaru in Yumedono, the Palace of Dreams.



Hisui's Skills

Name	Cost	Description	How to Obtain
Farewell	20 Tech	Guarantees a successful escape from the enemy	Starts with it

Festivals

January: New Years

Note: You must liberate Peacock Nation before you have access to this festival.

You will find this festival at **Peacock Shrine** from **January 1st - 14th**. Just walk into the festival grounds on the right of Peacock Shrine.



If you get here from **January 1st - 3rd**, go upstairs of the right shrine office and speak to the shrine maiden here. She will give you **5000 Ryo**. Sweet! When you're done, enter the festival.



Powder Shop

Location: South of the main square

Availability: Jan 1st - 14th

Name	Price	Type	Power	Defense	Speed	Luck	Description
Dunce Powder	1040	Item	-	-	-	-	Confuses enemies and friends
Dozing Powder	1280	Item	-	-	-	-	Puts the user to sleep
Sorrow Powder	1840	Item	-	-	-	-	Hard hit (all enemies)!
Meager Powder	2400	Item	-	-	-	-	Lowers an enemy's attack

Talisman Shop

Location: East of the Powder Shop

Availability: Jan 1st - 14th

Name	Price	Type	Power	Defense	Speed	Luck	Description
Pleasant Drum	3600	Item	-	-	-	-	Enemies keep their distance
Annoying Drum	3600	Item	-	-	-	-	Enemies draw in closer
Rainbow Shard	48000	Item	-	-	-	-	Heals any ailment... Sometimes...
Sky Lord Pill	10000	Item	-	-	-	-	Restores health to the max
Solar Light	20000	Item	-	-	-	-	Fully restores technique
Cat Statue Bell	12500	Item	-	-	-	-	Call out for enemies

Bakuzen's Shop

Location: East of the fair's entrance

Availability: Jan 1st - 14th

Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

The stall just north of the festival's entrance gives away free meals of **Mochi** for the team to consume.



It's trivial, however you do have a random chance of acquiring an item depending on which character is in your party.

Character	Prize
Higan	Kusa Dango
Subaru	Gambler's Pill
Tenjin	Miracle Liquor
Mizuki	Evening Dew Robe

Kite Flying

A boy in the northeast corner of the festival flies an octopus kite if you talk to him. Neat.



Dancing Lion

A man in the northwest corner of the festival will do a Lion Dance if you speak with him. Cute.



Fortune Teller

If you pay **10 ryo** to the shrine maiden in the northeast section, she will read your luck fortune for the day by picking a number from 1 - 6. Afterwards she will let you know if you will have a lucky or an unlucky day. Nothing special.



Top Spinning

The stage in the middle hosts of top spinning event free of charge.



Here are the rules. You must constantly tap the "A" button to prime the top then eventually you will release it. If your top spins longer than your opponents you win a prize. If you win three times in a row you receive the grand prize.



Here is the list.

- Prize #1: **Healing Pill**
- Prize #2: **Lunar Light**
- Prize #3: **Gasp Katana**

As you can see the prizes aren't anything special so you don't need to participate in this event if you don't want to.

February: Bean Throwing

Note: You must liberate Fire Bear Nation before you have access to this festival.

You will find this festival at **Fire Bear Shrine** from **February 1st - 6th**. Just walk into the festival grounds on the right of Fire Bear Shrine.



Pharmacy

Location: Roaming around the festival's entrance

Availability: Feb 1st - 6th



Name	Price	Type	Power	Defense	Speed	Luck	Description
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Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Powder Shop

Location: South of the main square

Availability: Feb 1st - 6th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Dunce Powder	1040	Item	-	-	-	-	Confuses enemies and friends
Dozing Powder	1280	Item	-	-	-	-	Puts the user to sleep
Sorrow Powder	1840	Item	-	-	-	-	Hard hit (all enemies)!
Meager Powder	2400	Item	-	-	-	-	Lowers an enemy's attack

Bakuzen's Shop

Location: East of the fair's entrance

Availability: Feb 1st - 6th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

Necklace Shop

Location: North of Bakuzen's Shop

Availability: Feb 1st - 6th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Dream Pendant	3000	Accessory	-	-	-	-	Wards off sleep/confusion
Lunar Pendant	3000	Accessory	-	-	-	-	Wards off stun/haze attacks
Star Pendant	5000	Accessory	-	-	-	-	Wards off Amnesia attacks
Stone Pendant	5000	Accessory	-	-	-	-	Wards off petrifying attacks
Floral Pendant	7500	Accessory	-	-	-	-	Wards off poison attacks
Beheading Katana	62000	Weapon	182	-	-	-	May get critical hits

Sushi Roll

The attraction here comes in the form of a stall that gives away **Sushi Rolls** for the team to consume. Just a fun side thing to do I guess. No items though.



Bean Speed Eating

This is an interesting event. The rules are simple: You have **10 seconds** to repeatedly tap the "A" button. Every tap equals an eaten bean.



If you eat enough beans you will win the following prizes.

Beans Eaten	Prize
00 - 49	Nothing
50 - 74	Wooden Doll
75 - 99	Life Liquor
100 - 124	Lunar Light
125 - 149	Sky Lord Pill
150+	Miracle Liquor

Statue Rearranging

This is a simple puzzle game in which you have to rearrange the **Ogre Statue** and the **Luck Statue**. The Ogre statue must be placed where the luck statue presides and vice versa.



Here is the solution to the puzzle. It's really easy, you can get it done even without the guide.



Once you complete the puzzle your entire team will acquire **+1 coolness**. Awesome, unless you're team is full on coolness then..useless.



March: Doll Festival

Note: You must liberate Crane Nation before you have access to this festival.

You will find this festival at **Crane Shrine** from **February 25th - March 3rd**. Just walk into the festival grounds on the right of Crane Shrine.



Shady Shop

Location: North of the festival's entrance

Availability: February 24th - March 3rd

Name	Price	Type	Power	Defense	Speed	Luck	Description
Tainted Blade	760	Weapon	132	-	-40	-	-
Yaksha Katana	4800	Weapon	173	-	-	-60	-
Beheading Katana	62000	Weapon	182	-	-	-	May get critical hits
Evening Dew Robe	48000	Armor	198	-	-	-	-
Rainbow Shard	48000	Item	-	-	-	-	Heals any ailment... Sometimes...

Fan Shop

Location: Southeast of the Shady Shop

Availability: February 24th - March 3rd

Name	Price	Type	Power	Defense	Speed	Luck	Description
Wooden Fan	7600	Accessory	-	-	-	8	Has a 20% chance of reflecting damage
Steel Fan	68000	Accessory	-	-	-	11	Has a 20% chance of reflecting 2x damage

Pharmacy

Location: East of the Ring Shop

Availability: February 24th - March 3rd



Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Ring Shop

Location: North of the Shady Shop

Availability: February 24th - March 3rd



Name	Price	Type	Power	Defense	Speed	Luck	Description
Fortune Ring	99800	Accessory	-	-	-	-	Restores health/tech on foot
Mechanical Ring	104000	Accessory	1	-	-	-	Has a 20% chance of reflecting skills

Toy Store

Location: North of the Pharmacy

Availability: February 24th - March 3rd



Name	Price	Type	Power	Defense	Speed	Luck	Description
Toy Katana	560	Weapon	5	-	-	-	Frail effect
Fair Mask	340	Accessory	-	-	-	8	-
Silly Face Mask	360	Accessory	-	-	-	12	-
Ugly Mask	680	Accessory	-	-	-	18	-
Yo-Yo	480	Item	-	-	-	-	Deals 1/2, 1x or 2x damage
Teddy Shield	20800	Item	-	-	-	-	Fends off damage (one time)

Special Attractions

There's not much to do here other than putting your head through these cardboard stand-ups. Enjoy!



April: Flower Watching

Note: You must liberate Peacock Nation before you have access to this festival.

You will find this festival at **Peacock Shrine** from **April 1st - 12th**. Just walk into the festival grounds on the right of Peacock Shrine.



Bakuzen's Shop

Location: East of the festival's entrance

Availability: April 1st - 12th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

Liquor Store

Location: North of the Sakura Tree

Availability: April 1st - 12th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Life Liquor	1200	Item	-	-	-	-	Revives someone from a K.O.

Toy Store

Location: North of the festival's entrance

Availability: April 1st - 12th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Toy Katana	560	Weapon	5	-	-	-	Frail effect
Fair Mask	340	Accessory	-	-	-	8	-
Silly Face Mask	360	Accessory	-	-	-	12	-
Ugly Mask	680	Accessory	-	-	-	18	-
Yo-Yo	480	Item	-	-	-	-	Deals 1/2, 1x or 2x damage
Teddy Shield	20800	Item	-	-	-	-	Fends off damage (one time)

Dango Shop

Location: North of Bakuzen's Shop

Availability: April 1st - 12th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Buddhist Manju	120	Item	-	-	-	-	Restores 100 points of health
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health
Shell Manju	1200	Item	-	-	-	-	A souvenir item

Powder Shop

Location: South of the Sakura Tree

Availability: April 1st - 12th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Dunce Powder	1040	Item	-	-	-	-	Confuses enemies and friends
Dozing Powder	1280	Item	-	-	-	-	Puts the user to sleep
Sorrow Powder	1840	Item	-	-	-	-	Hard hit (all enemies)!
Meager Powder	2400	Item	-	-	-	-	Lowers an enemy's attack

Sakura Mochi Munchin'

The stall just north of the festival's entrance gives away free meals of **Sakura Mochi** for the team to consume.



It's trivial, however you do have a random chance of acquiring an item depending on which character is in your party.

Character	Prize
Higan	Mechanical Ring
Subaru	Sage's Cap
Tenjin	Piercing Spear
Mizuki	Cat Statue Bell

May: Children's Day

Note: You must liberate Turtle Nation before you have access to this festival.

You will find this festival at **Turtle Shrine** from **April 29th - May 5th**. Just walk into the festival grounds on the right of Turtle Shrine.



Pharmacy

Location: Roaming around the festival's entrance

Availability: April 29th - May 5th

Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Bakuzen's Shop

Location: East of the festival's entrance

Availability: April 29th - May 5th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

Item Shop

Location: North of the festival's entrance

Availability: April 29th - May 5th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Night Rain Katana	5000	Weapon	103	-	-	-	-
Ice Blade	5000	Weapon	139	-	-	-	-
Apricot Helmet	5000	Accessory	-	1	-	-	Strong against wind
Peach Hairpin	5000	Accessory	-	1	-	-	Strong against lightning bolts
Sakura Hairpin	5000	Accessory	-	1	-	-	Strong against fire
Fuji Hairpin	5000	Accessory	-	1	-	-	Strong against water
Peach Sandals	5000	Accessory	-	-	18	-	-
Music Box	5000	Item	-	-	-	-	A souvenir item

Toy Store

Location: North of the Item Shop

Availability: April 29th - May 5th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Toy Katana	560	Weapon	5	-	-	-	Frail effect
Fair Mask	340	Accessory	-	-	-	8	-
Silly Face Mask	360	Accessory	-	-	-	12	-
Ugly Mask	680	Accessory	-	-	-	18	-
Yo-Yo	480	Item	-	-	-	-	Deals 1/2, 1x or 2x damage
Teddy Shield	20800	Item	-	-	-	-	Fends off damage (one time)

May Shop

Location: East of the Toy Shop

Availability: April 29th - May 5th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Wind Helmet	6500	Accessory	-	2	-	-	Strong against wind
Bolt Helmet	6500	Accessory	-	2	-	-	Strong against lightning bolts
Fire Helmet	6500	Accessory	-	2	-	-	Strong against fire
Water Helmet	6500	Accessory	-	2	-	-	Strong against water
Golden Armor	260000	Armor	-	108	-	-	-
Sky Lord Pill	10000	Item	-	-	-	-	Restores health to the max
Solar Light	20000	Item	-	-	-	-	Fully restores technique

Sumo Wrestling

In the main square, speak to the man on the right side of the stage's entrance to begin competing. It's free.



The rules are simple: in order to win you must constantly tap the "A" button until you're opponent leaves the circle.



If you win **5 times in a row** you will receive a prize.

- Prize #1: **Body Essence**
- Prize #2: **Tech Essence**

You will only win **Miracle Liquors** after collecting these two prizes.



June: Tortoise Festival

Note: You must liberate Turtle Nation before you have access to this festival.

You will find this festival at **Turtle Shrine** from **June 10th - June 20th**. Just walk into the festival grounds on the right of Turtle Shrine.



Pharmacy

Location: Roaming around the festival's entrance

Availability: June 10th - June 20th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Item Shop

Location: North of the Ring Shop

Availability: June 10th - June 20th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Night Rain Katana	5000	Weapon	103	-	-	-	-
Ice Blade	5000	Weapon	139	-	-	-	-
Apricot Helmet	5000	Accessory	-	1	-	-	Strong against wind
Peach Hairpin	5000	Accessory	-	1	-	-	Strong against lightning bolts
Sakura Hairpin	5000	Accessory	-	1	-	-	Strong against fire
Fuji Hairpin	5000	Accessory	-	1	-	-	Strong against water
Peach Sandals	5000	Accessory	-	-	18	-	-
Music Box	5000	Item	-	-	-	-	A souvenir item

Bakuzen's Shop

Location: East of the festival's entrance

Availability: June 10th - June 20th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

Ring Shop

Location: North of the festival's entrance

Availability: June 10th - June 20th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Fortune Ring	99800	Accessory	-	-	-	-	Restores health/tech on foot
Mechanical Ring	104000	Accessory	1	-	-	-	Has a 20% chance of reflecting skills

The Legendary Battle

You pay **1000 Ryo** to play this game.



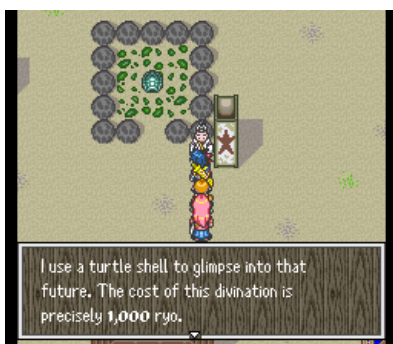
It's basically the battle between Ma-Djinn and Super Money King The Third, only this time with a few new options.

- **Play as the Ma-Djinn:** Self explanatory. Play him on the 1st player controller.
- **Play as Super Money King The Third:** You can only play him on a 2nd player controller.
- **Play against a Friend:** 1st player controls Ma-Djinn while 2nd player control Super Money King The Third. Two controllers required!

So... what do you obtain after winning a battle? Absolutely nothing!

Turtle Fortune

In the main square for **1000 Ryo**, a man will use a turtle shell to see what lies in Higan's future.



Once you pay up, Higan will walk behind the turtle. You then must press "A" to whack the turtle and the man will reveal to you your future.

July: Star Festival

Note: You must liberate Canine Nation before you have access to this festival.

You will find this festival at **Canine Shrine** on **July 7th**. Just walk into the festival grounds on the right of Canine Shrine.



Pharmacy

Location: Roaming around the festival's entrance

Availability: July 7th

Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Bakuzen's Shop

Location: East of the festival's entrance

Availability: July 7th

Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

Ring Shop

Location: North of the festival's entrance

Availability: July 7th


Name	Price	Type	Power	Defense	Speed	Luck	Description
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Fortune Ring	99800	Accessory	-	-	-	-	Restores health/tech on foot
Mechanical Ring	104,000	Accessory	1	-	-	-	Has a 20% chance of reflecting skills

Item Shop

Location: North of Bakuzen's Shop

Availability: July 7th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Miracle Liquor	100,000	Item	-	-	-	-	Fully cures all party members
Water of Life	100,000	Item	-	-	-	-	Full heal
Love Pendant	100,000	Accessory	-	-	-	-	Wards off all ailments
Soul Ring	100,000	Accessory	-	-	-	-	Avoid a knock-out
Wind Bracelet	100,000	Accessory	-	2	-	-	Absorbs 1/5 of wind damage
Bolt Bracelet	100,000	Accessory	-	2	-	-	Absorbs 1/5 of bolt damage
Fire Bracelet	100,000	Accessory	-	2	-	-	Absorbs 1/5 of fire damage
Water Bracelet	100,000	Accessory	-	2	-	-	Absorbs 1/5 of water damage

The Legendary Battle

You pay **1000 Ryo** to play this game.



It's basically the battle between Ma-Djinn and Super Money King The Third, only this time with a few new options.

- **Play as the Ma-Djinn:** Self explanatory. Play him on the 1st player controller.
- **Play as Super Money King The Third:** You can only play him on a 2nd player controller.
- **Play against a Friend:** 1st player controls Ma-Djinn while 2nd player control Super Money King The Third. Two controllers required!

So... what do you obtain after winning a battle? Absolutely nothing!

Wish Upon a Star

In the main square, a woman is accepting **wishes**. She will ask you for a wish and you make one. It has to be a **1 - 5 letter word** though.



After you've made your wish, she attaches it to the wishing tree and you're off to the races. Cute little event, especially if you believe in this sort of thing. Who knows... it just might make a change in your actual life!

August: Star Festival

Note: You must liberate Crane Nation before you have access to this festival.

You will find this festival at **Crane Shrine** on **August 7th**. Just walk into the festival grounds on the right of Crane Shrine.



Pharmacy

Location: Roaming around the festival's entrance

Availability: August 7th

Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Bakuzen's Shop

Location: East of the festival's entrance

Availability: August 7th

Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

Ring Shop

Location: North of the festival's entrance

Availability: August 7th


Name	Price	Type	Power	Defense	Speed	Luck	Description
Fortune Ring	99800	Accessory	-	-	-	-	Restores health/tech on foot

Mechanical Ring	104,000	Accessory	1	-	-	-	Has a 20% chance of reflecting skills
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Item Shop

Location: North of Bakuzen's Shop

Availability: August 7th



Can I interest you in anything?
Everything here costs 100,000 ryo!

Yes No

Name	Price	Type	Power	Defense	Speed	Luck	Description
Miracle Liquor	100,000	Item	-	-	-	-	Fully cures all party members
Water of Life	100,000	Item	-	-	-	-	Full heal
Love Pendant	100,000	Accessory	-	-	-	-	Wards off all ailments
Soul Ring	100,000	Accessory	-	-	-	-	Avoid a knock-out
Wind Bracelet	100,000	Accessory	-	2	-	-	Absorbs 1/5 of wind damage
Bolt Bracelet	100,000	Accessory	-	2	-	-	Absorbs 1/5 of bolt damage
Fire Bracelet	100,000	Accessory	-	2	-	-	Absorbs 1/5 of fire damage
Water Bracelet	100,000	Accessory	-	2	-	-	Absorbs 1/5 of water damage

The Legendary Battle

You pay **1000 Ryo** to play this game.



It's basically the battle between Ma-Djinn and Super Money King The Third, only this time with a few new options.

- **Play as the Ma-Djinn:** Self explanatory. Play him on the 1st player controller.
- **Play as Super Money King The Third:** You can only play him on a 2nd player controller.
- **Play against a Friend:** 1st player controls Ma-Djinn while 2nd player control Super Money King The Third. Two controllers required!

So... what do you obtain after winning a battle? Absolutely nothing!

Wish Upon a Star

In the main square, a woman is accepting **wishes**. She will ask you for a wish and you make one. It has to be a **1 - 5 letter word** though.



After you've made your wish, she attaches it to the wishing tree and you're off to the races. Cute little event, especially if you believe in this sort of thing. Who knows... it just might make a change in your actual life!

September: Moon-Watching

Note: You must liberate Canine Nation before you have access to this festival.

You will find this festival at **Canine Shrine** on September **3rd - 15th**. Just walk into the festival grounds on the right of Canine Shrine.



Bakuzen's Shop

Location: East of the festival's entrance

Availability: September 3rd- 15th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

Powder Shop

Location: South of the main square

Availability: September 3rd- 15th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Dunce Powder	1040	Item	-	-	-	-	Confuses enemies and friends
Dozing Powder	1280	Item	-	-	-	-	Puts the user to sleep
Sorrow Powder	1840	Item	-	-	-	-	Hard hit (all enemies)!
Meager Powder	2400	Item	-	-	-	-	Lowers an enemy's attack

Liquor Store

Location: North of the Powder Shop

Availability: September 3rd- 15th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Life Liquor	1200	Item	-	-	-	-	Revives someone from a K.O.

Dango Shop

Location: North of Bakuzen's Shop

Availability: September 3rd- 15th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Buddhist Manju	120	Item	-	-	-	-	Restores 100 points of health
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health
Shell Manju	1200	Item	-	-	-	-	A souvenir item

Pharmacy

Location: Roaming around the festival's entrance

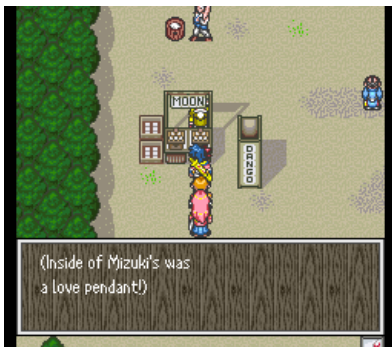
Availability: September 3rd- 15th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Moon-Viewing Dango

The stall just north of the festival's entrance gives away free meals of **Moon-Viewing Dango** for the team to consume.



It's trivial, however you do have a random chance of acquiring an item depending on which character is in your party.

Character	Prize
Higan	Life Saving Katana
Subaru	Clinch Dagger
Tenjin	Sage Cap
Mizuki	Love Pendant

Moon Watching

Just north of the square is a **Moon-Viewing Device** created by the Hanamaru Chain. Every day that passes the moon in the device fills out until **September 15th** the final day of the event, then it becomes a full-moon. Nothing special, but it's pretty neat.



October: Crane Watching

Note: You must liberate Crane Nation before you have access to this festival.

You will find this festival at **Crane Shrine** from **October 10th - 23rd**. Just walk into the festival grounds on the right of Crane Shrine.



Pharmacy

Location: Roaming the festival's entrance

Availability: October 10th - 23rd



Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Liquor Store

Location: North of the festival's entrance

Availability: October 10th - 23rd



Name	Price	Type	Power	Defense	Speed	Luck	Description
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Life Liquor	1200	Item	-	-	-	-	Revives someone from a K.O.
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<p>Toy Store</p> <p>Location: North of the Liquor Shop</p> <p>Availability: October 10th - 23rd</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Toy Katana	560	Weapon	5	-	-	-	Frail effect
Fair Mask	340	Accessory	-	-	-	8	-
Silly Face Mask	360	Accessory	-	-	-	12	-
Ugly Mask	680	Accessory	-	-	-	18	-
Yo-Yo	480	Item	-	-	-	-	Deals 1/2, 1x or 2x damage
Teddy Shield	20800	Item	-	-	-	-	Fends off damage (one time)

<p>Bakuzen's Shop</p> <p>Location: East of the festival's entrance</p> <p>Availability: October 10th - 23rd</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

<p>Talisman Shop</p> <p>Location: East of Bakuzen's Shop</p> <p>Availability: October 10th - 23rd</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Pleasant Drum	3600	Item	-	-	-	-	Enemies keep their distance
Annoying Drum	3600	Item	-	-	-	-	Enemies draw in closer
Rainbow Shard	48000	Item	-	-	-	-	Heals any ailment... Sometimes...
Sky Lord Pill	10000	Item	-	-	-	-	Restores health to the max
Solar Light	20000	Item	-	-	-	-	Fully restores technique
Cat Statue Bell	12500	Item	-	-	-	-	Call out for enemies

Fortune Teller

If you pay **10 ryo** to the shrine maiden in the northeast section, she will read your luck fortune for the day by picking a number from 1 - 6. Afterwards she will let you know if you will have a lucky or an unlucky day. Nothing special.



Sumo Wrestling

In the main square, speak to the man on the right side of the stage's entrance to begin competing. It's free.



The rules are simple: in order to win you must constantly tap the "A" button until you're opponent leaves the circle.



If you win **5 times in a row** you will receive a prize.

- Prize #1: **Body Essence**
- Prize #2: **Tech Essence**

You will only win **Miracle Liquors** after collecting these two prizes.



December: Santa Festival

Note: You must liberate Fire Bear Nation before you have access to this festival.

You will find this festival at **Fire Bear Shrine** from **December 23rd - 25th**. Just walk into the festival grounds on the right of Fire Bear Shrine.



Item Shop

Location: East the festival's entrance

Availability: December 23rd - 25th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	100	Item	-	-	-	-	Restores 200 points of health
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Forget-Me-Not	100	Item	-	-	-	-	Cures someone's forgetfulness
Relaxing Pill	100	Item	-	-	-	-	Cures someone's paralysis
Flight Stone	100	Item	-	-	-	-	Fly to any visited village
Wooden Spear	100	Weapon	42	-	-	-	-
Leather Breastplate	100	Armor	-	39	-	-	-

Pharmacy

Location: East of the Item Shop

Availability: December 23rd - 25th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Bakuzen's Shop

Location: East of the Pharmacy

Availability: December 23rd - 25th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

Toy Store

Location: North of the festival's entrance

Availability: December 23rd - 25th



Name	Price	Type	Power	Defense	Speed	Luck	Description
Toy Katana	560	Weapon	5	-	-	-	Frail effect
Fair Mask	340	Accessory	-	-	-	8	-
Silly Face Mask	360	Accessory	-	-	-	12	-
Ugly Mask	680	Accessory	-	-	-	18	-
Yo-Yo	480	Item	-	-	-	-	Deals 1/2, 1x or 2x damage
Teddy Shield	20800	Item	-	-	-	-	Fends off damage (one time)

Calling Santa

In the northwest corner of the festival there is a bell. If you ring it, you will call Santa down from the North Pole.



Santa will give you a random gift, then hop back on his reindeer and peace out. Here are the different gifts that he can give.

- Soul Ring
- Love Pendant
- Solar Light
- Miracle Liquor
- Purple Charm

These are some really fantastic gifts and a true steal, but wait... there's more! Once you ask for a gift you can reset the game, return to the bell and pick up another. So keep doing this till you get the gifts you really want. Santa, the gift that keeps on giving.

Ice Slide

This is just a fun little thing Higan can do. Just walk up the stairs and you will automatically slide right back down...Simple.





Temple Fairs

Note: You must have liberated the respective nation in order to access it's Temple Fair.

These temples fairs occur every **Sunday**, but will appear in different nations depending on the month. To find the fair just walk into the festival grounds of the respective nation's shrine. It's always to the right of the Divine Beast's temple. Here's the chart.

Month	Shrine
January	Turtle Shrine
February	Canine Shrine
March	Peacock Shrine
April	Fire Bear Shrine
May	Crane Shrine
June	Canine Shrine
July	Turtle Shrine
August	Fire Bear Shrine
September	Peacock Shrine
October	Turtle Shrine
November	Canine Shrine
December	Crane Shrine

<p>Bakuzen's Shop</p> <p>Location: East of the fair's entrance</p> <p>Availability: Every Sunday</p>							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Flaming Pot	100	-	-	-	-	-	An explosive pot, made by Bakuzen

<p>Pharmacy</p> <p>Location: Roaming the fair's entrance</p> <p>Availability: Every Sunday</p>							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health
Life Liquor	1200	Item	-	-	-	-	Revives someone from a K.O.
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Toy Store

Location: North of the fair's entrance

Availability: Every Sunday



Name	Price	Type	Power	Defense	Speed	Luck	Description
Toy Katana	560	Weapon	5	-	-	-	Frail effect
Fair Mask	340	Accessory	-	-	-	8	-
Silly Face Mask	360	Accessory	-	-	-	12	-
Ugly Mask	680	Accessory	-	-	-	18	-
Yo-Yo	480	Item	-	-	-	-	Deals 1/2, 1x or 2x damage
Teddy Shield	20800	Item	-	-	-	-	Fends off damage (one time)

Talisman Shop

Location: North of Bakuzen's Shop

Availability: Every Sunday



Name	Price	Type	Power	Defense	Speed	Luck	Description
Pleasant Drum	3600	Item	-	-	-	-	Enemies keep their distance
Annoying Drum	3600	Item	-	-	-	-	Enemies draw in closer
Rainbow Shard	48000	Item	-	-	-	-	Heals any ailment... Sometimes...
Sky Lord Pill	10000	Item	-	-	-	-	Restores health to the max
Solar Light	20000	Item	-	-	-	-	Fully restores technique
Cat Statue Bell	12500	Item	-	-	-	-	Call out for enemies

The Legendary Battle

You pay **1000 Ryo** to play this game.




It's basically the battle between Ma-Djinn and Super Money King The Third, only this time with a few new options.


- **Play as the Ma-Djinn:** Self explanatory. Play him on the 1st player controller.
- **Play as Super Money King The Third:** You can only play him on a 2nd player controller.
- **Play against a Friend:** 1st player controls Ma-Djinn while 2nd player control Super Money King The Third. Two controllers required!

So... what do you obtain after winning a battle? Absolutely nothing!

Fire Bear Nation Shops


Fire Shadow Village Shops

Inn		
Price	Free	
Location	North of the village's entrance	
Availability	Always	

<p>Odds and Ends</p> <p>Location: North of the Inn</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Antidote	10	Item	-	-	-	-	Cures poison
Wooden Spear	140	Weapon	42	-	-	-	-
Hemp Clothes	72	Armor	-	28	-	-	-
straw Sandals	48	Accessory	-	-	2	-	-


Fire Point Village Shops

Inn		
Price	Free	
Location	West of the village's entrance.	
Availability	Always	


Fire Bear Shrine Shops

Inn		
Price	10 Ryo	
Location	Northwest of the village's entrance	

Availability	Always	
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<p style="text-align: center;">Item Shop</p> <p style="text-align: center;">Location: East of the Inn</p> <p style="text-align: center;">Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health
Antidote	10	Item	-	-	-	-	Cures poison
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Relaxing Pill	150	Item	-	-	-	-	Cures someone's paralysis
Soft Pill	250	Item	-	-	-	-	Cures someone's petrification

<p style="text-align: center;">Item Shop</p> <p style="text-align: center;">Location: East of the Inn</p> <p style="text-align: center;">Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Star Light	200	Item	-	-	-	-	Restores 50 technique
Antidote	10	Item	-	-	-	-	Cures poison
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Flight Stone	100	Item	-	-	-	-	Fly to any visited village

Weapon Shop

Location: North of the Inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Wooden Spear	140	Weapon	42	-	-	-	-
Blackened Katana	750	Weapon	53	-	-	-	-
Hemp Clothes	72	Armor	-	28	-	-	-
Leather Breastplate	198	Armor	-	39	-	-	-
Straw Sandals	48	Accessory	-	-	2	-	-
Power Sash	480	Accessory	-	3	-	-	-

Singles Tea House

Location: North of Weapons Shop

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	30	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health

Item Shop

Location: North of Newspaper House.

Availability: After 60 minutes.



Name	Price	Type	Power	Defense	Speed	Luck	Description
Manju	8	Item	-	-	-	-	Restores 30 points of health
Star Light	100	Item	-	-	-	-	Restores 50 technique
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Forget-Me-Not	60	Item	-	-	-	-	Cures someone's forgetfulness
Flight Stone	100	Item	-	-	-	-	Fly to any visited village
Apricot Doll	450	Item	-	-	-	-	A souvenir Item
Cool Pill	10000	Item	-	-	-	-	Raises coolness by 1
Feather Futon	28000	Item	-	-	-	-	A souvenir item

Hatchery

Location: Northeast end of the village

Availability: Always

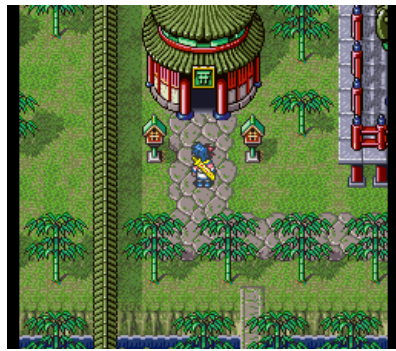


Name	Price	Type	Power	Defense	Speed	Luck	Description
Head Kibble	8	Item	-	-	-	-	Pet Food
Body Kibble	10	Item	-	-	-	-	Pet Food
Heart Kibble	15	Item	-	-	-	-	Pet Food
Fart Kibble	50	Item	-	-	-	-	Pet Food
Mystery Kibble	100	Item	-	-	-	-	Pet Food

Shrine Office

Location: West of Fire Bear's Temple

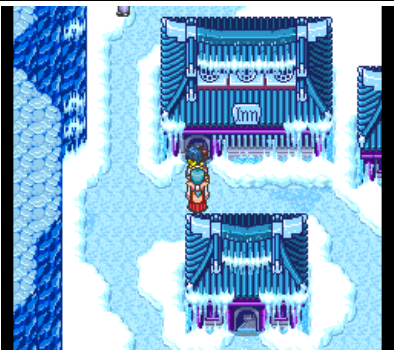
Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Wooden Charm	400	Item	-	-	-	-	Holds the power of the Singe

Ice Mountain Village Shops

Inn

Price	20 Ryo	
Location	Northwest of the village.	
Availability	Always	

Weapon Shop

Location: South of the Inn

Availability: Always




Name	Price	Type	Power	Defense	Speed	Luck	Description
Blackened Katana	750	Weapon	53	-	-	-	-
Lively Dagger	560	Weapon	48	-	-	-	-
Leather Breastplate	198	Armor	-	39	-	-	-
Chain Kimono	640	Armor	-	78	-	-	-

Shinobi Clothes	820	Armor	-	59	-	-	-
Travel Sandals	650	Accessory	-	-	5	-	-
Power Gauntlet	580	Accessory	5	-	-	-	-

<p>Item Shop</p> <p>Location: South of the Tea House</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Manju	15	Item	-	-	-	-	Restores 30 points of health
Star Light	200	Item	-	-	-	-	Restores 50 technique
Antidote	10	Item	-	-	-	-	Cures poison
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Return Stone	80	Item	-	-	-	-	Escape from an infested area
Flight Stone	100	Item	-	-	-	-	Fly to any visited village
White Scarf	1640	Accessory	-	-	1	-	Increases dodge rate

<p>Tea House</p> <p>Location: Northeast of the village</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

Peacock Nation Shops

Peacock Shrine Shops

Inn		
Price	50 Ryo	
Location	Northwest of the village's entrance	
Availability	Always	

Item Shop

Location: East of the inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Star Light	200	Item	-	-	-	-	Restores 50 technique
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Flight Stone	100	Item	-	-	-	-	Fly to any visited village
Apricot Doll	450	Item	-	-	-	-	A souvenir item
Music Box	12500	Item	-	-	-	-	A souvenir item
Floral Pan	15000	Item	-	-	-	-	A souvenir item

Pharmacy

Location: East of the item shop

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Antidote	10	Item	-	-	-	-	Cures poison
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Rapid Drug	400	Item	-	-	-	-	Raises Speed
Potent Drug	500	Item	-	-	-	-	Raises Attack Power
Fortified Drug	600	Item	-	-	-	-	Raises Defensive Power

Pharmacy

Location: North of the inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Gambler's Pill	1000	Item	-	-	-	-	Fully restores or halves health
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Relaxing Pill	150	Item	-	-	-	-	Cures someone's paralysis
Soft Pill	250	Item	-	-	-	-	Cures someone's petrification
Almighty Pill	1000	Item	-	-	-	-	Cures all ailments

Weapon Shop

Location: North of the Item Shop

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Lively Dagger	560	Weapon	48	-	-	-	-
Lumber Axe	1300	Weapon	69	-	-	-	-
Bent Katana	1680	Weapon	78	-	-	-	-
Shinobi Clothes	820	Armor	-	59	-	-	-
Priestly Robes	1200	Armor	-	84	-	-	Reduces tech consumed by 5%
Red Tin Armor	1400	Armor	-	92	-	-	-
Iron Helmet	500	Accessory	-	8	-	-	-
Travel Sandals	650	Accessory	-	-	5	-	-

Singles Tea House

Location: North of the Newspaper House

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	100	Item	-	-	-	-	Restores 30 points of health

Shrine Office

Location: West of the Peacock Temple

Availability: Always




Name	Price	Type	Power	Defense	Speed	Luck	Description
Red Charm	500	Item	-	-	-	-	Holds the power of the Jolt


Luck Luck Village Shops

Inn	
Price	100 Ryo
Location	Near the east exit


Availability	Always	
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<p>Pharmacy</p> <p>Location: West of the village's entrance</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Gambler's Pill	1000	Item	-	-	-	-	Fully restores or halves health
Antidote	10	Item	-	-	-	-	Cures poison
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Relaxing Pill	150	Item	-	-	-	-	Cures someone's paralysis
Soft Pill	250	Item	-	-	-	-	Cures someone's petrification

<p>Item Shop</p> <p>Location: East of the village's entrance</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Manju	15	Item	-	-	-	-	Restores 30 points of health
Star Light	22	Item	-	-	-	-	Restores 50 technique
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Return Stone	80	Item	-	-	-	-	Escape from an infested area
Flight Stone	100	Item	-	-	-	-	Fly to any visited village
White Scarf	1640	Accessory	-	-	1	-	Increases dodge rate

<p>Peddler</p> <p>Location: Inside the Inn</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Lunar Light	1000	Item	-	-	-	-	Restores 100 technique
Red Hood	540	Accessory	-	7	-	-	-
Power Sash	480	Accessory	3	-	-	-	-
Defense Sash	1200	Accessory	-	8	-	-	-

<p>Tea House</p> <p>Location: North of the item shop</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

<p>Weapon Shop</p> <p>Location: North of the Pharmacy</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Bent Katana	1680	Weapon	78	-	-	-	-
Steel Rake	2140	Weapon	91	-	-	-	-
Garden Shears	4800	Weapon	110	-	-	-	-
Priestly Robes	1200	Armor	-	84	-	-	Reduces tech consumed by 5%
Red Tin Armor	1400	Armor	-	92	-	-	-
Iron Helmet	500	Accessory	-	8	-	-	-
Trendy Socks	750	Accessory	-	-	9	-	-

Rain Temple Village Shops

Inn	
Price	50 Ryo
Location	North of the item shop
Availability	Always



Item Shop

Location: West of the Village's entrance

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Manju	15	Item	-	-	-	-	Restores 30 points of health
Star Light	200	Item	-	-	-	-	Restores 50 technique
Antidote	10	Item	-	-	-	-	Cures poison
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Return Stone	80	Item	-	-	-	-	Escape from an infested area
Flight Stone	100	Item	-	-	-	-	Fly to any visited village

Tea House

Location: West of the Inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

Valley of Stone Shops

Tea House

Location: North of the Entrance


Availability: Always




Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health
Flight Stone	100	Item	-	-	-	-	Fly to any visited village
Return Stone	80	Item	-	-	-	-	escape from an infested area
Stone Pendant	5000	Accessory	-	-	-	-	Wards off petrifying attacks


Crane Nation Shops

Entrance Village Shops

Inn		
Price	100 Ryo	
Location	North of the tea shop	
Availability	After liberating Peacock Nation	

Weapon Shop							
Location: Northwest of the village's entrance							
Availability: After liberating Peacock Nation							
							

Name	Price	Type	Power	Defense	Speed	Luck	Description
Steel Rake	2140	Weapon	91	-	-	-	-
Night Rain Katana	5600	Weapon	103	-	-	-	-
Foliage Coat	3200	Armor	-	103	-	-	-
Maiden's Kimono	4900	Armor	-	89	-	-	Vigor effect
Willful Armor	6200	Armor	-	113	-	-	-
Iron Helmet	500	Accessory	-	8	-	-	-


Tea House							
Location: Northwest of the village's entrance							
Availability: After liberating Peacock Nation							
							

Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health

Treasure Village Shops


Inn		
Price	70 Ryo	
Location	Northwest of the village's entrance	

Availability	Always	
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<p style="text-align: center;">Weapon Shop</p> <p style="text-align: center;">Location: In the middle of the village</p> <p style="text-align: center;">Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Princess Whip	32000	Weapon	128	-	-	-	-
Shitty Helmet	1000	Accessory	-	14	-	-	-
Shady Mask	17200	Accessory	-	-	-	18	Confuses enemy attacker

Splendid Village Shops

<p style="text-align: center;">Item Shop</p> <p style="text-align: center;">Location: East of the village's entrance</p> <p style="text-align: center;">Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Mushroom Armor	999	Armor	-	88	-	-	Sting effect
See-Through Clothes	5555	Armor	-	74	-	-	Boosts dodge rate
Snow Shoes	2	Accessory	-	-	-	-	Freely walk over ice
Shitty Shoes	1111	Accessory	-	-	8	-	-
Bootleg Boots	2222	Accessory	16	-	-	-	Causes confusion


Seaweed Village Shops


<p style="text-align: center;">Odds and Ends</p> <p style="text-align: center;">Location: Northwest of the village's entrance</p> <p style="text-align: center;">Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Gambler's Pill	1000	Item	-	-	-	-	Fully restores or halves health

Cool Pill	10000	Item	-	-	-	-	Raises coolness by 1
Shitty Mask	1000	Accessory	-	11	-	-	-
Backscratcher	500	Accessory	-	-	-	10	-

Exit Village Shops

Inn		
Price	70 Ryo	
Location	North of the item shop	
Availability	Always	

Tea House							
Location: Northeast of the village's entrance							
Availability: Always							
							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health

Weapon Shop							
Location: Southeast of the village's entrance							
Availability: Always							
							
Name	Price	Type	Power	Defense	Speed	Luck	Description
Night Rain Katana	5600	Weapon	103	-	-	-	-
Storm Blade	7400	Weapon	124	-	-	-	-
Dozing Dagger	8000	Weapon	92	-	-	-	May cause drowsiness
Wind Helmet	6500	Accessory	-	2	-	-	Strong against wind
Bolt Helmet	6500	Accessory	-	2	-	-	Strong against lightning bolts
Fire Helmet	6500	Accessory	-	2	-	-	Strong against fire
Water Helmet	6500	Accessory	-	2	-	-	Strong against water
Silk Socks	1200	Accessory	-	-	12	-	-

Item Shop

Location: South of the inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health
Antidote	10	Item	-	-	-	-	Cures poison
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Relaxing Pill	150	Item	-	-	-	-	Cures someone's paralysis
Soft Pill	250	Item	-	-	-	-	Cures someone's petrification

Item Shop

Location: South of the inn

Availability: Always




Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Star Light	22	Item	-	-	-	-	Restores 50 technique
Antidote	10	Item	-	-	-	-	Cures poison
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Return Stone	80	Item	-	-	-	-	Escape from an infested area
Bubble Scarf	2860	Accessory	-	-	1	-	Boosts dodge rate against skills

Crane Shrine Shops


Inn		
Price	50 Ryo	
Location	Northwest of the village's entrance	
Availability	Always	

Inn	
Price	150 Ryo
Location	west of the inn with the flags

Availability	Always	
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<p>Weapon Shop</p> <p>Location: West of regular inn</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Storm Blade	7400	Weapon	124	-	-	-	-
Thunder Blade	9900	Weapon	128	-	-	-	-
Ice Blade	13600	Weapon	139	-	-	-	-
Green Leaf Coat	7000	Armor	-	121	-	-	-
Fog Robe	8400	Armor	-	128	-	-	-
Silk Socks	1200	Accessory	-	-	12	-	-
Claw Gauntlet	4500	Accessory	12	-	-	-	-

<p>Item Shop</p> <p>Location: North of the inn with the flags</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Star Light	22	Item	-	-	-	-	Restores 50 technique
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Relaxing Pill	150	Item	-	-	-	-	Cures someone's paralysis
Music Box	12500	Item	-	-	-	-	A souvenir item

Peddler

Location: South of the inn

Availability: Leaves after liberating Crane Nation



Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1160	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1160	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1160	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1160	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1160	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1160	Item	-	-	-	-	Heals any ailment... Sometimes...
Autumn Comb	8000	Accessory	-	1	-	-	Restores 50 health after battle
Pearl Ring	20480	Accessory	-	-	-	-	Boosts coolness by 2

Tea House

Location: Northwest of the item shop

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

Shrine Office

Location: Left of the Crane's Temple

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
White Charm	800	Item	-	-	-	-	Holds the power of Watt


Great Weapon Shop

Location: South of the Weapons Shop

Availability: After liberating Crane Nation





Name	Price	Type	Power	Defense	Speed	Luck	Description
Ashura Katana	142000	Weapon	189	-	-	-	Attacks may cause poison
Red Dragon Katana	228000	Weapon	200	-	-	-	Sear effect
Piercing Spear	301000	Weapon	212	-	-	-	Increased critical hit rate
Life Saving Katana	564000	Weapon	150	-	-	-	Takes 30% of damage
Body Sash	100000	Accessory	-	-	-	-	Raises core health by 50
Tech Sash	200000	Accessory	-	-	-	-	Raises core technique by 50

<p>Singles Tea House</p> <p>Location: East of the Item Shop</p> <p>Availability: After liberating Crane Nation</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	120	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health

Liquor Village Shops

Inn		
Price	90 Ryo	
Location	Right of the village's entrance	
Availability	Always	

<p>Tea House</p> <p>Location: East of the inn</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

Item Shop

Location: Left of the village's entrance

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Apricot Helmet	7500	Accessory	-	1	-	-	Strong against wind
Peach Hairpin	7500	Accessory	-	1	-	-	Strong against lightning bolts
Sakura Hairpin	7500	Accessory	-	1	-	-	Strong against fire
Fuji Hairpin	7500	Accessory	-	1	-	-	Strong against water
Floral Pendant	7500	Accessory	-	-	-	-	Wards off poison attacks
Floral Earrings	20000	Accessory	-	-	-	-	A souvenir item
Floral Pan	15000	Item	-	-	-	-	A souvenir item
Floral Purse	36000	Item	-	-	-	-	A souvenir item

Liquor Store

Location: North of the inn

Availability: After liberating Crane Nation



Name	Price	Type	Power	Defense	Speed	Luck	Description
Life Liquor	1200	Item	-	-	-	-	Revives someone from a K.O.

Weapon Shop

Location: North of the Item Shop

Availability: After liberating Crane Nation



Name	Price	Type	Power	Defense	Speed	Luck	Description
Dozing Dagger	8000	Weapon	92	-	-	-	May cause drowsiness
Thunder Blade	9900	Weapon	128	-	-	-	
Ice Blade	13600	Weapon	139	-	-	-	
Willful Armor	6200	Armor	-	113	-	-	
Fog Robe	8400	Armor	-	128	-	-	
Silk Socks	1200	Accessory	-	-	12	-	
Claw Gauntlet	4500	Accessory	12	-	-	-	

Turtle Nations Shops


Turtle Shrine Shops

Inn	
Price	120 Ryo

Location	Right next to the village's entrance	
Availability	Always	

<p>Weapon Shop</p> <p>Location: South of the item shop</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Thunder Blade	9900	Weapon	128	-	-	-	-
Aegis Dagger	20000	Weapon	107	-	-	-	Rock effect
Silver Clothes	8800	Armor	-	138	-	-	-
Mist Robe	17800	Armor	-	149	-	-	-
Memorial Kimono	19400	Armor	-	167	-	-	-
Black Hood	6200	Accessory	-	14	-	-	-
Claw Gauntlet	4500	Accessory	12	-	-	-	-

<p>Item Shop</p> <p>Location: North of the Weapon Shop</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Manju	15	Item	-	-	-	-	Restores 30 points of health
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Wooden Mallet	100	Item	-	-	-	-	Cures someone's confusion
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Relaxing Pill	150	Item	-	-	-	-	Cures someone's paralysis
Soft Pill	250	Item	-	-	-	-	Cures someone's petrification

Peddler

Location: East of the Item Shop

Availability: Leaves after liberating Turtle Shrine



Name	Price	Type	Power	Defense	Speed	Luck	Description
Lunar Light	800	Item	-	-	-	-	Restores 100 technique
Return Stone	64	Item	-	-	-	-	Escape from an infested area
Flight Stone	80	Item	-	-	-	-	Fly to any visited village
Black Hood	4960	Accessory	-	14	-	-	-
Maple Comb	12000	Accessory	-	1	-	-	Restores 50 tech after battle
Gale Sandals	6400	Accessory	-	-	15	-	-
Stone Pendant	5000	Accessory	-	-	-	-	Wards off petrifying attacks
Bubble Scarf	2860	Accessory	-	-	1	-	Boosts dodge rate against skills

Tea House

Location: South of the Newspaper House

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

Shrine Office

Location: West of the Turtle's Temple

Availability: After liberating Turtle Nation



Name	Price	Type	Power	Defense	Speed	Luck	Description
Black Charm	1000	Item	-	-	-	-	Holds the power of spout

Crab Store

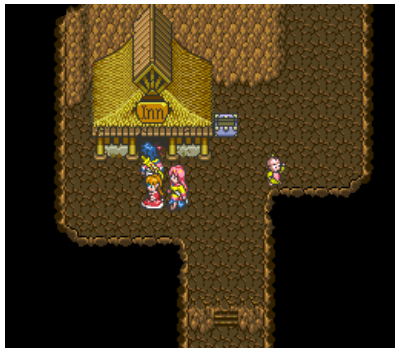
Location: West of the Item Shop


Availability: After liberating Turtle Nation




Name	Price	Type	Power	Defense	Speed	Luck	Description
Shell Manju	1200	Item	-	-	-	-	A souvenir item

Head Mountain Village Shops

Inn		
Price	1 Ryo	
Location	East of the village, inside a cave	
Availability	Always	

<p style="text-align: center;">Tea House</p> <p style="text-align: center;">Location: Northeast on top of the mountain</p> <p style="text-align: center;">Availability: Always</p>							
Name	Price	Type	Power	Defense	Speed	Luck	
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

<p style="text-align: center;">Peddler</p> <p style="text-align: center;">Location: Northeast on top of the mountain</p> <p style="text-align: center;">Availability: Leaves after liberating Turtle Nation</p>							
Name	Price	Type	Power	Defense	Speed	Luck	
Wind Helmet	5200	Accessory	-	2	-	-	Strong against wind
Bolt Helmet	5200	Accessory	-	2	-	-	Strong against lightning bolts
Fire Helmet	5200	Accessory	-	2	-	-	Strong against fire
Water Helmet	5200	Accessory	-	2	-	-	Strong against water
Apricot Helmet	6000	Accessory	-	1	-	-	Strong against wind
Peach Hairpin	6000	Accessory	-	1	-	-	Strong against lightning bolts
Sakura Hairpin	6000	Accessory	-	1	-	-	Strong against fire
Fuji Hairpin	6000	Accessory	-	1	-	-	Strong against water

Item Shop

Location: Back of the village


Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Manju	15	Item	-	-	-	-	Restores 30 points of health
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Star Light	200	Item	-	-	-	-	restores 50 technique
Antidote	10	Item	-	-	-	-	cures poison
Soft Pill	250	Item	-	-	-	-	cures someone's petrification
Return Stone	80	Item	-	-	-	-	escape from an infested area
Flight Stone	100	Item	-	-	-	-	Fly to any visited village
Princess Clothes	26700	Armor	-	132	-	-	Boosts coolness by 1

Blue Lake Village Shops

Inn

Price	60 Ryo	
Location	Right in front of town entrance	
Availability	After liberating Turtle Nation	

Weapon Shop

Location: South of the village

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Aegis Dagger	20000	Weapon	107	-	-	-	Rock effect
Double-edged Katana	38000	Weapon	165	-	-	-	-
Roaring Blade	43000	Weapon	174	-	-	-	-
Memorial Kimono	19400	Armor	-	167	-	-	-
Setting Sun Armor	25600	Armor	-	155	-	-	-
Zephyr Robe	31700	Armor	-	180	-	-	-
Black Hood	6200	Accessory	-	14	-	-	-
Peach Sandals	6000	Accessory	-	-	18	-	-

Item Shop

Location: North of the village

Availability: After liberating Turtle Nation



Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Antidote	10	Item	-	-	-	-	Cures poison
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Forget-Me-Not	120	Item	-	-	-	-	Cures someone's forgetfulness
Soft Pill	250	Item	-	-	-	-	Cures someone's petrification
Return Stone	80	Item	-	-	-	-	Escape from an infested area
Flight Stone	100	Item	-	-	-	-	Fly to any visited village

Canine Nation Shops

Fluttering Ridge Shops

Tea House

Location: South of the village's entrance

Availability: After liberating Turtle Nation



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

Canine Shrine Shops

Inn

Price	180 Ryo	
Location	North of the village's entrance	
Availability	Always	

Tea House

Location: South of the village's entrance

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health
Return Stone	80	Item	-	-	-	-	Escape from an infested area
Flight Stone	100	Item	-	-	-	-	Fly to any visited village

Weapon Shop

Location: East of the Tea House

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Aegis Dagger	20000	Weapon	107	-	-	-	Rock effect
Roaring Blade	43000	Weapon	174	-	-	-	-
Tearful Dagger	106000	Weapon	139	-	-	-	-
Setting Sun Armor	25600	Armor	-	155	-	-	-
Zephyr Robe	31700	Armor	-	180	-	-	-
Stardust Coat	40000	Armor	-	183	-	-	-
Peach Sandals	6000	Accessory	-	-	18	-	-
Gale Sandals	6400	Accessory	-	-	15	-	-

Singles Tea House

Location: East of the Weapon Shop

Availability: Always




Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	100	Item	-	-	-	-	Restores 30 points of health
Chestnut Manju	99	Item	-	-	-	-	Restores 60 points of health

Shrine Office

Location: East of the inn

Availability: Before liberating Canine Nation



Shrine Office

Location: West of the Canine's Temple

Availability: After liberating Canine Nation



Name	Price	Type	Power	Defense	Speed	Luck	Description
Blue Charm	10000	Item	-	-	-	-	Hits all enemies


Gold Dust Village Shops

Inn		
Price	100 Ryo	
Location	North of the Village's Entrance	
Availability	Always	

Item Shop

Location: East of the village's west entrance

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Lunar Light	1000	Item	-	-	-	-	Restores 100 technique
Antidote	10	Item	-	-	-	-	Cures poison
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Soft Pill	250	Item	-	-	-	-	Cures someone's petrification
Almighty Pill	1000	Item	-	-	-	-	Cures all ailments
Gold Dust Pot	500	Accessory	-	2	-	-	-

Tea House

Location: East of the Inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health

Big Tiger Town Shops

Inn	
Price	1000 Ryo
Location	Right of the town's entrance
Availability	Always



Item Shop	
Location: East of the Karaoke House	
Availability: Always	



Name	Price	Discount	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	105	Item	-	-	-	-	Restores 200 points of health
Lunar Light	1000	700	Item	-	-	-	-	Restores 100 technique
Almighty Pill	1000	700	Item	-	-	-	-	Cures all ailments
Cool Pill	10000	7000	Item	-	-	-	-	Raises coolness by 1
Choking Scent	49000	34300	Item	-	-	-	-	A souvenir item
Feather Futon	28000	19600	Item	-	-	-	-	A souvenir item

Singles Tea House	
Location: North of the VIP House	
Availability: Always	



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health

Manju	100	Item	-	-	-	-	-	Restores 30 points of health
Chestnut Manju	1000	Item	-	-	-	-	-	Restores 60 points of health

Weapon Shop

Location: North of the Newspaper House

Availability: Always



Name	Price	Discount	Type	Power	Defense	Speed	Luck	Description
Gleaming Longsword	97600	68320	Weapon	188	-	-	-	-
Gold-Clad Fan	264000	184800	Weapon	140	-	-	-	-
Zephyr Robe	31700	22190	Armor	-	180	-	-	-
Angelic Kimono	54900	38430	Armor	-	216	-	-	-
Renowned Armor	62300	43610	Armor	-	197	-	-	-
Golden Armor	260000	182000	Armor	-	108	-	-	-
Gale Sandals	8000	5600	Accessory	-	-	15	-	-
Blade Gauntlet	8200	5740	Accessory	18	-	-	-	-

Flower Circle Village Shops

Inn

Price	80 Ryo	
Location	West of the town's entrance	
Availability	Always	

Weapon Shop

Location: Northeast of the town's entrance

Availability: Always



Name	Price	Discount	Type	Power	Defense	Speed	Luck	Description
Gasp Katana	777	555	Weapon	190	-	-	-	It might break at any time!
One-Strike	8888	6666	Weapon	1	-	-	-	Plus 10 to plus 200 attack
Bushido Katana	22222	11111	Weapon	62	-	-	-	Attacks enemies and allies
Imported Coat	8888	6666	Armor	-	167	-	-	Boosts coolness by 1
Breakalegor Armor	22222	11111	Armor	-	145	-	-	Baffles attackers
Paired Coat	44444	33333	Armor	-	48	-	-	Sometimes triggers doubled attacks

Item Shop

Location: East of the Treasure Huntin' Room

Availability: Always



Name	Price	Discount	Type	Power	Defense	Speed	Luck	Description
Crown	2222	1111	Accessory	-	18	-	-	-
Silk Hat	4444	2222	Accessory	-	10	-	-	Boosts Coolness
Cat Eared Hood	22222	1111	Accessory	-	2	-	-	Boosts Dodge Rate
Pair Sandals	44444	33333	Accessory	-	-	1	-	Attacks Twice (damage halved)
Gambler's Pill	999	777	Item	-	-	-	-	Fully restores or halves health
Cool Pill	9999	7777	Item	-	-	-	-	Raises coolness by 1
Sandglass	5555	4444	Item	-	-	-	-	-
Alluring Scent	55555	44444	Item	-	-	-	-	A souvenir item

Souvenir Shop

Location: South of the Item Shop

Availability: Always



Name	Price	Discount	Type	Power	Defense	Speed	Luck	Description
Chinese Dress	7200	5040	Armor	-	98	40	-	-
12-Layered Robe	121100	84770	Armor	-	210	-120	-	-
Floral Earrings	20000	14000	Accessory	-	-	-	-	A souvenir item
Pearl Ring	25600	17920	Accessory	-	-	-	-	Boosts coolnes by 2
Mechanical Doll	5800	4060	Item	-	-	-	-	A souvenir item
Floral Pan	15000	10500	Item	-	-	-	-	A souvenir item
Floral Purse	36000	25200	Item	-	-	-	-	A souvenir item
Evening Scent	38000	26600	Item	-	-	-	-	A souvenir item

Gold Mine Shops

Inn

Price	120 Ryo	
Location	West of the mine's entrance	
Availability	Always	

Item Shop

Location: North of the mine's entrance

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Lunar Light	1000	Item	-	-	-	-	Restores 100 technique
Return Stone	80	Item	-	-	-	-	Escape from an infested area
Flight Stone	100	Item	-	-	-	-	Fly to any visited village
Gale Sandals	8000	Accessory	-	-	15	-	-
Yellow Scarf	7200	Accessory	-	-	-	12	Boosts dodge rate (attacks and skills)
Warding Curio	8000	Accessory	-	-	-	15	Reduces encounter rate (stackable)

Djinn's Waterfall Shops

Tea House

Location: Right of the village's entrance

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Kusa Dango	8	Item	-	-	-	-	Restores 15 points of health
Manju	15	Item	-	-	-	-	Restores 30 points of health
Typha Oil	30	Item	-	-	-	-	Restores 50 points of health
Almighty Pill	1000	Item	-	-	-	-	Cures all ailments
Return Stone	80	Item	-	-	-	-	Escape from an infested area

Dragon Nation Shops

Dragon Mouth Village Shops

Inn		
Price	200	
Location	North of the village's entrance	
Availability	Always	

Weapon Shop

Location: East of the Inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Gleaming Longsword	97600	Weapon	188	-	-	-	-
Renowned Armor	62300	Armor	-	197	-	-	-
Terrain Coat	72800	Armor	-	211	-	-	-
Light Robe	92800	Armor	-	233	-	-	-
Gale Sandals	8000	Accessory	-	-	15	-	-
Winged Sandals	10000	Accessory	-	-	24	-	-

Peddler

Location: Inside of the Inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Gold-Clad Fan	132000	Weapon	140	-	-	-	-
Golden Armor	130000	Armor	-	108	-	-	-
Purple Hood	5150	Accessory	-	23	-	-	-
Body Sash	50000	Accessory	-	-	-	-	Raises core health by 50
Tech Sash	10000	Accessory	-	-	-	-	Raises core technique by 50
Yellow Scarf	3600	Accessory	-	-	-	12	Boosts dodge rate (attacks and skills)

Pharmacy

Location: West of the Inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Hearty Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Essence Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Swirling Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Spirit's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Wizard's Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...
Arcane Brew	1450	Item	-	-	-	-	Heals any ailment... Sometimes...

Item Shop

Location: North of the Weapons Shop


Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Antidote	10	Item	-	-	-	-	Cures poison
Solar Pill	70	Item	-	-	-	-	Cures someone who's in a haze
Forget-Me-Not	60	Item	-	-	-	-	Cures someone's forgetfulness
Wasabi Pill	100	Item	-	-	-	-	Wakes someone up
Relaxing Pill	150	Item	-	-	-	-	Cures someone's paralysis
Soft Pill	250	Item	-	-	-	-	Cures someone's petrification
Almighty Pill	1000	Item	-	-	-	-	Cures all ailments

Dragon Eyes Village Shops

Inn

Price	180	
Location	Northeast of the village	
Availability	Always	

Item Shop

Location: Northwest of the village

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Lunar Light	1000	Item	-	-	-	-	Restores 100 technique
Life Liquor	1200	Item	-	-	-	-	Revives someone from a K.O.
Warding Curio	8000	Accessory	-	-	-	15	Reduces encounter rate (stackable)

Item Shop

Location: North of the village

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Purple Hood	10300	Accessory	-	23	-	-	-
Sage's Cap	18000	Accessory	-	-	-	-	Reduces tech consumption
Autumn Comb	8000	Accessory	-	-	-	-	Restores 50 health after battle
Maple Comb	12000	Accessory	-	1	-	-	Restores 50 tech after battle
Comet Shoes	20000	Accessory	-	-	20	-	-

Dragon Ears Village Shops

Inn

Price	100	
Location	East of the village's entrance	
Availability	Always	

Shrine Office

Location: Northwest of the village

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Purple Charm	10000	Item	-	-	-	-	Holds the power of Spry

Pharmacy

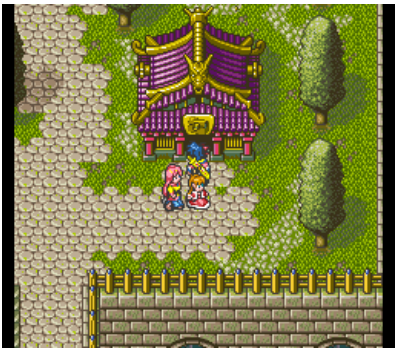
Location: North of the Inn

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Healing Pill	150	Item	-	-	-	-	Restores 200 points of health
Gambler's Pill	1000	Item	-	-	-	-	Fully restores or halves health
Almighty Pill	1000	Item	-	-	-	-	Cures all ailments
Rapid Drug	400	Item	-	-	-	-	Raises speed


Potent Drug	500	Item	-	-	-	-	Raises attack power
Fortified Drug	600	Item	-	-	-	-	Raises defensive power

<p>Item Shop</p> <p>Location: Northeast of the Inn</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Dream Pendant	3000	Accessory	-	-	-	-	Wards off sleep/confusion
Lunar Pendant	3000	Accessory	-	-	-	-	Wards off stun/haze attacks
Star Pendant	5000	Accessory	-	-	-	-	Wards off Amnesia attacks
Stone Pendant	5000	Accessory	-	-	-	-	Wards off petrifying attacks
Floral Pendant	7500	Accessory	-	-	-	-	Wards off poison attacks

Royal Dragon Town Shops

Inn		
Price	250	
Location	East of the town's center	
Availability	Always	

<p>Item Shop</p> <p>Location: West of the town's center</p> <p>Availability: Always</p>	
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Name	Price	Type	Power	Defense	Speed	Luck	Description
Purple Hood	10300	Accessory	-	23	-	-	-
Apricot Helmet	7500	Accessory	-	1	-	-	Strong against wind
Peach Hairpin	7500	Accessory	-	1	-	-	Strong against lightning bolts
Sakura Hairpin	7500	Accessory	-	1	-	-	Strong against fire
Fuji Hairpin	7500	Accessory	-	1	-	-	Strong against water
Return Stone	80	Item	-	-	-	-	Escape from an infested area

Weapon Shop

Location: North of the Item Shop

Availability: Always



Name	Price	Type	Power	Defense	Speed	Luck	Description
Royal Dragon Longsword	127000	Weapon	197	-	-	-	-
Royal Dragon Armor	114000	Armor	-	223	-	-	-
Light Robe	92800	Armor	-	233	-	-	-
Wind Helmet	6500	Accessory	-	2	-	-	Strong against wind
Bolt Helmet	6500	Accessory	-	2	-	-	Strong against lightning bolts
Fire Helmet	6500	Accessory	-	2	-	-	Strong against fire
Water Helmet	6500	Accessory	-	2	-	-	Strong against water

Version History

Version	Date	Notes
1.00	08/12/19	<ul style="list-style-type: none">Initial Release
1.10	09/22/19	<ul style="list-style-type: none">Cleaned up a number of spellcheck and grammar issues.Created new sections to make it easier to navigate to PLGS Events, Enemies Lists and Shops.

Credits

Tom

Special thanks to Tom and his team for releasing such an amazing translation for this game. Without them this guide would not have been possible.

As I don't yet have permission to post the instruction manual myself, here's a link to it. It's absolutely amazing and I highly recommend you check it out.

Website	https://www.dropbox.com/sh/1rdmclp1kfpqkjo/AAB_mkjdbMm4lYqC5GqfCfhga?dl=0
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Wikipedia

I found most of the information on the game's release and what not here.

Website	https://en.wikipedia.org/wiki/Far_East_of_Eden_Zero
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Dixxon

Regrettably, I couldn't find the name of the author of this site because it's in Japanese, but it must get credit. It helped me double check a lot of things and I also found hints here I couldn't find otherwise especially over multiple playthroughs. I will give credit to **Dixxen** for posting the site in the board section. Sigh, if only I read his post sooner...

If anyone knows the author of the website, let me know so I can give full credit.

Website	http://tengaimakyouzero.g2.xrea.com/
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Red Entertainment

For making such an awesome game at the peak of the system's age. Thank you so much.

Hudson

Thank you Hudson, but no thank you for not taking a risk and bringing it here! Don't talk to me about censorship issues either.

GameFAQs

For giving me the platform to do this and for improving my video game experience for many, many, many years.

Others

I will add credits to anyone who helps me bring the guide to completion in anyway they wish to contribute.

Everyone who uses this guide...

Thanks for checking it out everyone. I hope you find it useful.

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