



# LAST DREAM

## STRATEGY GUIDE

# Last Dream Strategy Guide

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*An Ode to Final Fantasy*





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# WHITE GIANT

## RPG STUDIOS, LLC

*A special thanks to Dr.Chris Moore who worked tirelessly to explain the fine intricacies of the complex Last Dream battle system. I would also like to acknowledge the extreme attention to detail of Mr. Josh Mellon and Mark Cope when editing this massive tome. Finally, a heartfelt thanks to my wife for the endless hours of patience.*

- Andrew Walker

# 1. Introduction

## 1.1 MAIN STORY ELEMENTS

Last Dream combines several important RPG elements to create an epic gaming experience: **replayability, strategy, sidequests, and storyline.**

**Replayability:** Last Dream allows the freedom to choose any 4 character party you wish from 8 distinctive character classes. With 330 unique party variations, you'll never run out of new experiences. In addition to a myriad of party combinations and various selectable difficulty levels, you can also build each character as you see fit, so the possibilities are nearly endless.

**Strategy:** Experience a highly non-linear RPG where the decisions you make change the world around you. Will you gather and trade the Ancient Elven Relics for a Dorian ship, or trek through the uncharted depths of the Woods of Despair? By virtue of the choices available in Last Dream, there are over five hundred unique paths in your journey through the mystical land of Terra.

**Sidequests:** Whether you love the rush of gambling at Lucky's Casino, the sensation of adrenaline pumping through your gauntlet-covered veins as you stare down your opponents at Cecil's Arena, or even the feeling of frantically racing your Giant flightless bird to win first place, Last Dream has it all. You'll find much more waiting for you to explore in the world of Terra...

**Storyline:** Delve into a sprawling storyline spanning nearly one thousand years and experience the world of Terra through over an hour of flashback cutscenes. Uncover the destruction of the once grand Elven culture and the rise of Human civilization. Follow the path of a modest main character and companions on their ascent to glory.



*Note: This document contains hyperlinks which easily allow you to navigate to referenced sections. Simply click on the bolded Section numbers to navigate to a particular section. For example, try clicking on the bolded "1.2" in the following text: Section **1.2**.*

## 1.2 QUICK START GUIDE

When you begin Last Dream, you will find yourself at the Title Screen. You have three options:

- 1) New Game – Begin a new game.
- 2) Load Game – Continue a previously started game from your last save.
- 3) Quit Game – Quit the game.



If you choose New Game, you'll be directed to the "Character Selection" screen where you can choose your party. Your party is composed of 4 characters (though you may remove characters from your party, see Section 4.5 for details).



After you've selected and named your four characters, you'll be directed to the "Game Options" screens. First, you'll choose the Encounter Rate.



## Encounter Rate

Rare

Standard

Grind

The Encounter Rate determines the number of steps between random encounters. Rare encounters occur every ~150 steps, Standard encounters occur every ~100 steps, and Grind encounters occur every ~50 steps.

## Game Difficulty

Very Easy

Easy

Normal

Hard

Very Hard

Legendary

After choosing the encounter rate, you can choose the Game Difficulty. There are six options: Very Easy, Easy, Normal, Hard, Very Hard, and Legendary. In Last Dream, Hard is treated as the “standard” difficulty and monsters can be thought of as “100%” strength. In comparison, monsters are 25% strength on Very Easy, 50% strength on Easy, 75% strength on Normal, 150% strength on Very Hard, and 200% strength on Legendary (where “strength” corresponds to the following enemy attributes: HP, MP, ATK, DEF, INT, AGI, ACC, and CRT). PRE and MGD are scaled down on Very Easy, Easy, and Normal; however, they are not scaled up on Very Hard and Legendary. EXP, SP, and enemy drop rates are constant regardless of the difficulty.

## Save Options

Save Anywhere

Save at Designated  
Locations

No Saving in Dungeons

After choosing the game difficulty, you will choose the Save Option. Here, you have three choices: Save Anywhere, Save at Designated Locations, and No Saving in Dungeons. If you choose No Saving in Dungeons, then you can only save on the World Map with sleeping bags, tents, or cottages or with priests scattered across Terra. Choosing Save at Designated Locations allows you to save at specific points in dungeons in addition to all the locations as the previous option. If you choose *Save Anywhere*, you'll have access to the save menu at any time through the main menu as well as all of the save points from the previous two options.

## Include Cutscenes?

Yes

No

Finally, after you've chosen the Save Option, you'll choose whether or not cutscenes are included in the game. If you choose no, then the normal cutscene prompts will no longer appear. This is intended as an option for an experienced player who is well acquainted with the storyline. If you choose yes, you will still have the option to decline each cutscene if you don't wish to view it.



After choosing all of the Game Options, you'll be able to play through a short tutorial, if you wish. In the tutorial, movement, treasures, and more advanced game concepts are discussed. If you aren't familiar with RPGs, the tutorial is time well spent. After the tutorial, you can view the opening cutscene (if Cutscenes are ON). In the end, you'll find yourself outside a small town where your journey begins.



When you complete Last Dream, you'll have the opportunity to save your game after the end credits. If you do so, you can continue your game in either a New Game + or a Reborn game. In the New Game +, your Collections and Achievements will be transferred whereas your equipment, money, and items will be erased. In a Reborn game, you will start a new game with all of your equipment.







## **2. Gameplay Elements**

Last Dream is a Role Playing Game (RPG) inspired by the original Final Fantasy as well as other NES and SNES era RPGs. As already discussed (Section **1.2**), the player selects the composition of his 4 character party from any combination of the 8 character classes. Each party might have a different path/strategy to completing their adventure. Like most classic RPGs, encounters with enemy groups on the World Map and in dungeons are generally random and the average number of steps between encounters may be set by the Encounter Rate option (see Section **1.2**). However, the encounter rate is doubled when traveling through forests or bushes on the World Map. There are several occasions (most notably the Old Alexandrian Outpost and the Hunter's Guild targets) when encounters are deterministic and controlled by the player and the enemy running into one another.

Last Dream does not just emulate NES and SNES era RPGs; it has incorporated and improved upon many of the best elements of old school RPG games to give Last Dream incredible depth. Do you enjoy a non-linear world in which you have many options? Do you want to try out different parties? For example, you could select a physical-based party or a magical-based party and have completely different battle experiences. What about taking the same party twice, but building each differently as they level up? Below are descriptions of the various gameplay elements of Last Dream – from player controlled character development and skill selection to in-game puzzles and achievements.

### **2.1 MULTIPLE DUNGEON PATHS & OPTIONAL DUNGEONS**

The journey you'll experience in Last Dream is highly non-linear. Your first major choice occurs once you gain access to the Central Continent. To acquire a Ship and sail the vast oceans, you can either gather two ancient Elven relics for the Relic Collector of Doria or traverse the Woods of Despair and earn such renown that the King of Doria enlists your help. These two paths are completely unique with no overlap although, if you choose, you can experience both paths in a single game and earn extra rewards. Later, when you're tasked with acquiring the shards of the Ultima Crystal, you can choose the order in which you acquire the four shards. Any order is acceptable and the enemies and treasures you'll encounter in each dungeon are unique. How will you escape from the Pandora Castle dungeon? Through the jail cell door or will you mine your way out? How will you slay the Kraken? Which offering and trial will you choose in the Magi Towers? Will you take on several battalions of the Pandoran military by yourself or will you call on Atticus and the Spartans for help? While there is often not a "right" or "wrong" choice, the optimal choice is frequently dependent on your party composition and character builds.

Throughout Last Dream, there are many dungeons which are completely optional. You may wish to explore these dungeons to gain additional treasures or gather specific monster remains for synthesis. One special dungeon with unique properties is the Abyss. The Abyss will truly test your strategizing skills because you'll always enter at Level 1. If you delve deep enough into the Abyss, you'll find treasures beyond your wildest dreams.

## 2.2 LEVELING UP: ABILITY POINT SYSTEM

One of the most important aspects of Last Dream is the ability to build characters as you see fit through the Ability Point (AP) system (described in detail in Section 3.3). Upon leveling up, many RPGs increase your character's attributes in a pre-defined manner (e.g. ATK +2, DEF +1, etc.) for each class. In Last Dream, you have the power to determine your character's attributes. Upon each level up, you'll gain a pre-determined amount of AP (starting at 40 AP and increasing upon each consecutive level up) which can be allocated to ten character attributes (HP, MP, ATK, DEF, INT, AGI, ACC, CRT, PRE, and MGD – see Section 3.2 for more information on the character attributes) as you see fit.

In addition, each character attribute has an AP cost and rate by which the attribute is increased when a point is spent on that attribute (seen in the screenshot to the right). Note that only HP and MP have a rate higher than 1. Meanwhile, the AP cost of each character attribute varies depending on the character class. For example, ATK is a relatively “cheap” attribute for a Knight whereas INT is expensive. In comparison, INT is cheap for a White Mage while ATK is expensive.

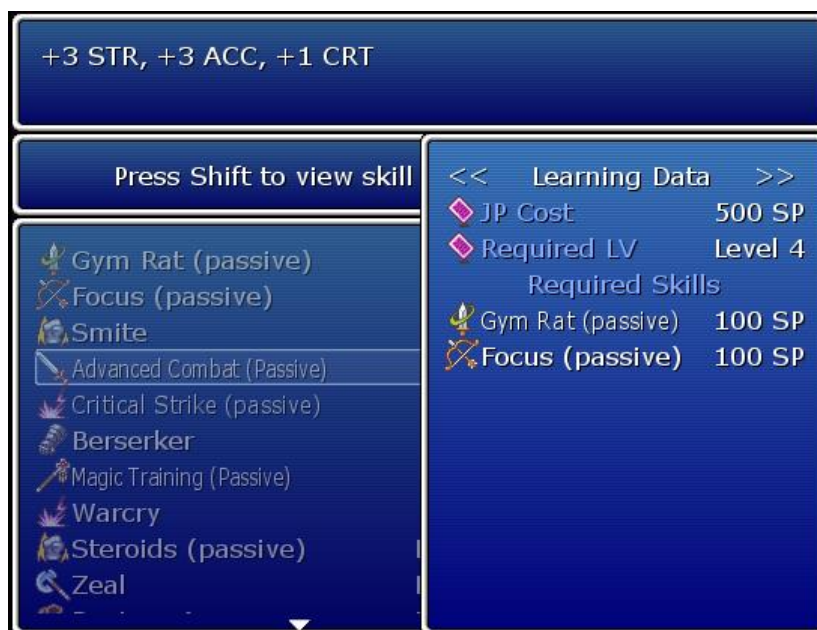
Stat Distribution - Press L or R to switch characters.				
 Knight	Knight	Lv 1	AP 0 / 0	
Attribute	Cost	Rate	Spent	Current Status
HP	4	+10	0/1000	HP 30
MP	6	+3	0/1000	MP 10
ATK	4	+1	0/1000	ATK 4
DEF	4	+1	0/1000	DEF 3
INT	6	+1	0/1000	INT 1
AGI	6	+1	0/1000	AGI 1
ACC	5	+1	0/1000	ACC 1
CRT	10	+1	0/1000	CRT 1
PRE	6	+1	0/1000	PRE 1
MGD	6	+1	0/1000	MGD 1

## 2.3 LEARNING SKILLS: SKILL POINT SYSTEM

Just like experience, characters gain Skill Points (SP) in each battle they fight (and live). Unlike experience, Skill Points are not shared between the party. For example, a single character defeating an enemy group acquires 4x more EXP than each character in a four character party that defeats the same group. Meanwhile, a single character gains the same amount of SP from the battle as each character in a four character party defeating the same enemy group. Characters can use their SP to acquire new skills which they can use in battle (see Section 3.4 for more details on the skills each class can learn).

Every skill requires a pre-defined amount of SP to learn. In addition, many skills have pre-requisites such as other skills or a particular level requirement in order to learn the skill. The first physical skills cost 100 SP whereas magical skills (spells) start at 40 SP and both increase to 50,000 SP at Level 50. When a character learns a new skill, it is automatically equipped to a skill slot so that it can be used in battle. Each character class has a limited number of skills slots that slowly increases throughout the game. If the number of skills you've learned exceeds your number of skills slots, you'll have to replace certain older skills in your skills slots in order to use the newer, more powerful skills.

Each character class has unique skills that are available only to that class (or at most one other class). For example, *Smite* and *Berserker* are special physical skills available only to the Knight and the Gray Mage. Skills that are shared between many classes (e.g. *Gym Rat*) are often passive skills meaning that they cannot and need not be used in battle for them to be effective. Furthermore, Passive Skills don't need to be equipped and their effect is instantly felt upon learning them. Passive skills generally increase a particular character attribute (e.g. ATK) although some allow for special abilities such as Tunneling and Taming Giant Moas. See Section 3.4 for more information on the various skills.



## 2.4 PUZZLES

There are 50 puzzles scattered throughout the world of Terra. Oddly enough, no enemies are present in these regions, though some puzzles do have "enemies" that cause the puzzle to reset if they touch you (causing no physical damage to your party). Each puzzle will test your wits building from a simple puzzle in the Oakwood Sewer to the mind-bending puzzle in the Great Southern Marsh. Nearly all of the puzzles are unique although a few build upon a previous puzzle in a more complicated fashion.

Some puzzles will test your geometric skills, others will test your memory, and finally, others will test your mathematical acumen. Once you acquire the Ship, you can visit the Puzzle Master who will reward you for every 5 puzzles that you complete. If you manage to complete all 50 puzzles, you will be handsomely rewarded.

The puzzle to the right is located in the Dread Woods. Here, you must isolate the yellow blocks and push them south to the four yellow hexagrams. If you're successful, the spikes will lower and you'll gain access to two magnificent treasures. If you make a mistake, you can reset your progress using the mysterious white clouds located near the entrance and the wooden sign. Note that the puzzles only sometimes tell you the objective required to solve them; however, it is usually obvious, and if it is not, then that is part of the challenge!



## 2.5 BATTLE MACROS

To avoid extra tedious battle commands, Last Dream includes a Battle Macros sub-menu where you can pre-define a set of commands for your entire party which can be called in battle to quickly issue instructions. Note, however, that battle macros do not allow you to attack specific enemies in specific ways. A common early Macro is the “all attack” macro which simply issues a physical attack to each of your four party members. Later, as your party members learn new skills and acquire new items, you can choose to use a particular skill or item. Finally, if you simply want to protect a character, they can use the “Defend” command (a.k.a. guard) to put them in a defensive stance that only takes half damage. You can set up to five unique macros which can be redefined at any point during the game.

## 2.6 PARTY ROWS

Another element of strategy in Last Dream involves the row in which you place each character. The row determines the odds that a particular character will be targeted. Characters in the front row are targeted more often than those in the back row while characters in the middle row are targeted at an intermediate rate. Proper use of rows to protect weaker characters is an important piece of battle strategy. See Section **8.1** for all the gory details on how the enemy chooses which row to target during combat.

## 2.7 ACHIEVEMENTS

To help players get the most out of their gaming experience, Last Dream has over 200 Achievements ranging from collecting all of the treasures on a specific Terran continent to completing the game without using an Inn. It is impossible to complete all of the Achievements in Last Dream in a single playthrough and you’ll have to use the New Game + option (see Section **1.2**) to acquire them all over multiple playthroughs.

## 2.8 COLLECTIONS

To aid you in acquiring all of the Achievements in Last Dream, you’ll need to often check the Collections menu which tracks the number of treasures you’ve collected from every dungeon and town, the number of different species of fish you’ve caught, recipes and synthesizable equipment collected among other records. All of the items in the Collections menu are continued between New Game + playthroughs. For example, if you acquire 460 treasures in your first playthrough, those treasures will still be recorded in your second playthrough and you’ll only have to acquire the other 435 treasures in order to acquire all of the Treasure Collection Achievements.

## 2.9 FISHING

An immersive mini-game in which you can participate throughout Last Dream is fishing. Fishing docks are scattered around Terra where you can buy bait and then cast your line in hopes of a bite. At the beginning of the game, you'll acquire an Old Fishing Pole from the Long-haired Fisherman in Oakwood. Once you have a Fishing Pole, you can head to the Oakwood Dock, buy some bait, and then try to catch some fish. At first, you will be limited to catching Saltwater Fish and only small ones at that. Saltwater Fish will restore HP and MP to either a single character or the entire party. Better bait will catch larger fish which have improved restorative properties. To catch very large fish, you'll have to synthesize better fishing poles by catching certain fish and defeating certain enemies.

When you acquire the Deluxe Rod, you can visit special Docks scattered around the world where Icewater and Freshwater fish live. These fish have special properties. Icewater fish have explosive properties and Freshwater fish have tonic-like properties. Finally, the best fishing pole, the Master Rod, catches special fish at the Icewater and Freshwater fishing locales that can miraculously resurrect characters. Note that the Master Rod requires special bait that cannot be bought and requires synthesis from powerful monster remains. For additional details on fishing, see Section 4.6.



## 2.10 SYNTHESIS

Sometimes, normal equipment just isn't good enough and you'll need to head to the local Synthesis Shop to create better equipment. To create new equipment, you'll need to find the Recipe for a piece of equipment (e.g. Recipe for Blaze Sword). Recipes are scattered in treasure chests throughout dungeons, available for purchase from townspeople, and also given as rewards for certain sidequests. When you've acquired a Recipe that you want to synthesize, head to a Synthesis Shop (most towns have one) and talk to the Synthesizer. In the Synthesis Shop, all of your Recipes will be displayed in the lower left pane. In the lower right pane, the required items to synthesize that specific item are displayed. For example, in the image on the next page, the required items to create a Mid-Potion are 30G (G = gold pieces), 2x Goblin Scales, and 1x Potion. If you don't have the required number of items or gold, those items will be grayed out in the menu.

Most of the recipes you'll find are for new pieces of equipment which follow a fairly simple formula. To synthesize each equipment recipe, you'll need a piece of base equipment (always of the same type as the Recipe), monster remains from one or more enemies, and some gold. Generally, the



limiting factor in synthesizing a piece of equipment is the monster remains. You'll have to fight many battles to acquire the monster remains that you need to fully outfit your party in synthesized equipment. Unfortunately, this competes with your primary source of gold: selling monster remains. Selling monster remains is so profitable that you'll actually be stalked by a man known as the Monster Remains Collector who will offer to buy all of your monster remains (or everything in excess of 15). Fishing can be a good source of gold to replace the money lost from using monster remains to synthesize new equipment; however, the lost income is always worth it because synthesized equipment is generally ~2 tiers stronger than the base equipment. You can battle your way through Terra at much lower level if you wisely synthesize equipment.



## 2.11 LOCK PICKING

The citizens of Terra are protective of their valuables and nearly always keep them in locked chests. To steal treasures from these locked chests, you'll have to attempt to pick the lock. Without a Thief in your party, every chest opened in towns will increase your Wanted Level by 1% (starts at 0%) and this Wanted Level is worldwide. Each time a chest is opened, the probability of guards discovering your actions is equal to your Wanted Level. Guards increase in strength in each consecutive city. For a price, the Thieves' Guild in Doria will remove your Wanted Level by bribing all the officials across the world. If you have a Thief in your party, you can steal treasures in towns with impunity and you will never be caught by the city guards when you have a Thief picking the lock.

## 3. Characters

As discussed in Section 1.2, your party is composed of 4 characters as picked by the player. The following sections describe the unique properties of each character class, the character attributes (stats), the specifics on how each class levels up, and finally, the specific skills each class can learn during their adventure.

### 3.1 CHARACTER CLASSES

There are 8 character classes that may be selected to compose a 4 character party. Characters may be repeated (e.g. 4 Knights is a legitimate party). Each character has equipment they can use, various character attributes that can be increased (Attack, Defense, etc.), and skills (some unique to his/her class, others shared by several classes). Skills can be learned once a character has achieved a high enough level by using Skill Points (SP) acquired through combat or buying SP orbs in town.

Character Classes

Initial Class	Class Upgrade	Unique Skill
Knight [KN]	Dark Knight [DK]	Human Shield
Monk [MO]	Blackbelt [BB]	Fists of Fury & Cleanse
Thief [TH]	Ninja [NJ]	Steal & Greed
Hunter [HU]	Beast Tamer [BT]	Scan Enemies & Tame Moas
Gray Mage [GM]	Sage [SG]	Some White & Black Magic
White Mage [WM]	Priestess [PR]	White Magic
Black Mage [BM]	Warlock [WL]	Black Magic
Engineer [EN]	Physicist [PH]	Tunnel, Item Boost, Grenadier

The 8 character classes are listed in Table 1 along with their class upgrade and (some of) their unique abilities. One of the Knight's unique skills is *Human Shield* which increases his defense and causes the enemies to preferentially attack him instead of his fellow party members. The Monk on the other hand has *Fists of Fury* which allows him to strike the targeted enemy multiple times dealing massive amounts of damage and *Cleanse* which makes him 100% immune to status effects. For the Thief, it's all about the Benjamins – *Steal* is obviously used to take items off enemies in combat and *Greed* gives your party money after each battle. The Hunter has two unique skills: *Scan* and *Beast Tamer*. *Scan* allows her to scan enemies while at the same time increasing the effectiveness of your party's attacks. *Beast Tamer* allows her to tame the wild Giant Moas so that your party may ride them quickly across continents and avoid random encounters. The Mage classes can perform powerful White and/or Black magic. Meanwhile, the Engineer can learn *Tunnel* which allows your party to use various tunnels under barriers on the World Map and in dungeons, *Item Boost* which increases the effectiveness of items such as health

potions, and *Grenadier* which greatly increases the damage that bombs do when used by the Engineer. All of the skills that each character class can learn are shown below in their respective sections for reference; see Section **3.4** for more details on all the skills.

As mentioned earlier, the equipment that a character can equip varies by their class. For example, Knights can equip heavier armor and weapons, while Mages can equip robes and staves. For the complete list, see the table below. Note that while the Thief cannot use swords, spears, or shields, the Ninja (the Thief's class upgrade) can use these pieces of equipment. For a complete, detailed list of all the equipment in the game (including the attribute bonuses the equipment confers) see Sections **7.4**, **0**, and **7.7**.

#### List of Equipment Types and Which Classes Can Equip a Given Type

Equipment	Who can Equip
Swords	KN, GM, NJ
Knives	KN, TH, GM, WM, BM, EN
Axes	KN
Spears	KN, GM, NJ
Whips	TH, EN
Bows	HU, EN
Staves	GM, WM, BM, EN
Breastplates	KN, HU, TH, GM
Robes	GM, WM, BM, EN
Shields	KN, GM, NJ
Cloaks	MO, TH, GM, WM, BM, HU, EN
Hats	GM, WM, BM, EN
Helms	KN, HU, TH, GM
Gloves	MO, TH, HU, GM, WM, BM, EN
Gauntlets	KN, MO, TH, HU, GM
Shoes	MO, TH, HU, GM, WM, BM, EN
Boots	KN, MO, TH, HU, GM



### 3.1.1 The Knight (Dark Knight)



The Knight (which can upgrade to a Dark Knight during the game) is a physical damage dealer and absorber with easily increased attack and defense stats. His natural stats are enhanced by his ability to wear heavy armor and use shields. A Knight should ideally be positioned in the front row so that he can take damage that would otherwise kill weaker classes such as Mages. For weapons, the Knight can use swords, axes, spears, and knives. His natural strength allows him to use shields which drastically increase his defense. He is able to wear heavy armor and helms to further boost his defense. Because of his tremendous physical assets, the Knight lacks any special abilities such as the Hunter's ability to tame Giant Moas or the Engineer's ability to tunnel; however, he does have many offensive and defensive skills (given below) that he can learn as he gains Skill Points during battle.

SP cost	Offensive Skill	Effect	Defensive Skill	Effect
100	Gym Rat	+2 ATK	Hardiness	+2 DEF
100	Focus	+2 ACC	Evasion	+2 AGI
100	Smite	Attack & Stun	Veteran's Scars	+25 Max HP
500	Adv. Combat	+3 ATK, +2 ACC	Leadership	+5 PRE
500	Critical Strike	+4 CRT	Nimbleness	+3 AGI & ACC
500	Berserker	Attack 3 times	Harden Skin	+5 DEF
2000	Magic Training	+30 MP, +3 INT	Taunt	Enemies attack user
2000	Warcry	+10 ATK, PRE, INT to party	Defender	+30 DEF & +10% DEF to ally
4000	Zeal	Attack all enemies	Healthy Living	+50 HP & +25 MP
4000			Demoralize	-35% PRE to enemy party
6000	Steroids	+10 ATK	Magical Defense	+30 MGD & +10% MGD to ally
6000	Destroy Armor	Attack & -25% Enemy armor	Adamantine Vest	+30 DEF, 2×Max HP for battle
8000	Groundslam	Attack all, paralyze, -10% ATK	Mana Surge	+20% INT & Half MP Cost
8000			Human Shield	2×DEF & Enemies attack user
12000	Offensive Master	+10 ATK & ACC	Defensive Master	+5 AGI, DEF, MGD, PRE
12000	Crush	250 + 2×Normal DMG attack	Dark Ward	2×MGD
25000	Whirlwind Massacre	Attack 5 times		
50000	Devastation	250+5×Normal DMG attack		

### 3.1.2 The Monk (Black Belt)



The Monk (which can upgrade to a Black Belt) is a master of bare-fisted fighting. He has a natural resistance to status effects and does not need (nor can he carry) most weapons or armor making him a very inexpensive character. Although he is initially weaker than the Knight, he can do more damage at higher levels because of his special Passive skill *Fists of Fury* which allows him to attack an enemy multiple times. Note that *Fists of Fury* does not stack with other active attack skills (e.g. *Roundhouse Kick*, *Chakra*) meaning that these skills do not hit the enemy multiple times based on the Monk's ACC. Another special skill, *Cleanse*, available to the Monk after the class upgrade to Black Belt makes him completely immune to status effects (prior to learning *Cleanse* the Monk has an increased resistance to status effects compared to the other classes). He generally has only moderate defense, but can be built to have very high HP.

SP cost	Offensive Skill	Effect	Defensive Skill	Effect
100	Gym Rat	+2 ATK	Hardiness	+2 DEF
100	Focus	+2 ACC	Evasion	+2 AGI
100	Roundhouse Kick	Attack & Confuse	Defensive Stance	+5 and +5% AGI & DEF
500	Adv. Combat	+3 ATK, +2 ACC	Leadership	+5 PRE
500	Critical Strike	+4 CRT	Nimbleness	+3 AGI & ACC
500	Leg Sweep	1.5×DMG & Stun	Sidestep	+500 AGI & +10 PRE for battle
2000	Magic Training	+30 MP, +3 INT	Black Arts Defense	+7 MGD
2000	Concentration	+8 ACC		
2000	Double Attack	Attack two random enemies		
4000	Silence Strike	Attack all, half DMG & Silence	Healthy Living	+50 HP & +25 MP
4000	Fists of Fury	# attacks $\approx 1 + (\text{ACC} + \text{rand}(25))/50$	Healing Trance	+200 HP/turn for 5 turns
4000			Strength of Spirit	Restore 3% HP per turn
6000	Precise Strike	+12 CRT	Ninja	+5 AGI, ACC, PRE
6000	Mana Taint	Damage enemy MP	Jujitsu	Attack DMG = $2 \times (\text{ATK} + \text{ACC})$
8000	Agile Strike	Attack DMG scales with AGI	Lightning Reflexes	Prevents enemy criticals
8000	Chakra	Attack 3 enemies	Cleanse	Immune to status effects
12000	Offensive Master	+10 ATK & ACC	Fast Attack	Always attack first
12000	Giant Killer	Reduce enemy HP by half	Enter the Dragon	+100 ACC for battle
12000	8th Degree Black Belt	Criticals do 2.5×DMG		
25000	Dragon Fists	+100 ACC		
50000			Nirvana	+100% DEF & MGD for battle

### 3.1.3 The Thief (Ninja)



The Thief is the key to a strong economy. His true strengths lie in his ability to steal from enemies, to pick locks in town without arousing the guards' suspicions, and finally in his passive skill, *Greed* which gives you extra gold for every battle you win. Before the class upgrade, the only weapons that the Thief can equip are the knife and whip; however, he can equip heavier armor allowing his defense to be higher than the Engineer's. The Ninja can also equip swords, spears, and shields. The Ninja's late game physical defense is behind only that of the Dark Knight and Sage.

SP cost	Offensive Skill	Effect	Defensive Skill	Effect
100	Gym Rat	+2 ATK	Hardiness	+2 DEF
100	Focus	+2 ACC	Evasion	+2 AGI
100	Steal	Chance to steal item from target	One Jump Ahead	+2 PRE & +3AGI
500	Adv. Combat	+3 ATK, +2 ACC	Leadership	+5 PRE
500	Critical Strike	+4 CRT	Nimbleness	+3 AGI & ACC
500	Hamstring	Normal Attack & Weakens target	Healing Steal	Steal and Heal party
2000	Magic Training	+30 MP, +3 INT	Smoke Bombs	40% Normal DMG & Blinds all
2000	Concentration	+8 ACC	Greed	+5×Party Level Gold per battle
2000	Backstab	Always hits & doubles CRT		
4000	Silence Strike	Attack all, half DMG & Silence	Healthy Living	+50 HP & +25 MP
4000	Mug	Steal & Normal Attack	Behind Enemy Lines	Weakens all enemies
6000	Precise Strike	+12 CRT	Ninja	+5 AGI, ACC, PRE
6000	Poison Dagger	2x Attack with Poison/Confusion	Expert Thief	Steal from all enemies
8000	Agile Strike	Attack DMG scales with AGI	Lightning Reflexes	Prevents enemy criticals
8000	Throwing Stars	Attack all; DMG scales with ACC	Runaway	+50 AGI to party
12000	Offensive Master	+10 ATK & ACC	Fast Attack	Always attack first
12000	Giant Killer	Reduce enemy HP by half	Initiative	+10 PRE & AGI
12000	Assassinate	Mug with 50% chance to kill		
25000	Slash and Grab	Attack and steal from all enemies		
50000	Dancing Daggers	3x Attack all & steal		

His base parameters build at moderate cost, but he can increase his agility (AGI) and preemption (PRE) very quickly making him important for running from enemies or getting preemptive strikes on enemies. As described in Section 2.11, the Thief has the ability to pick locks in towns as well some doors in dungeons. The Thief also has the ability to steal in battle. The success for each steal attempt scales with the Thief's AGI divided by the target enemies' AGI. The Thief can also get higher level steal commands that also deal some percentage of his normal damage or heal the party.

### 3.1.4 The Hunter (Beast Master)



The Hunter's strengths, unlike most other classes, lie outside the battlefield. The Hunter is a mediocre warrior who can only use bows, but she is able to wear heavier armor which makes her a good choice for the Front or Middle rows in battle. The Beast Master does not gain access to any additional weapons or armor. The Hunter's real value lies in her ability to scan enemies (thus enhancing the damage output of the rest of your party) and tame Giant Moas (thus allowing faster and safer travel on the World Map).

SP cost	Offensive Skill	Effect	Defensive Skill	Effect
100	Gym Rat	+2 ATK	Hardiness	+2 DEF
100	Focus	+2 ACC	Evasion	+2 AGI
100	Scan	Scan, +10 ACC to party	Slow Enemy	-20% PRE, AGI, -10% ACC
500	Adv. Combat	+3 ATK, +2 ACC	Leadership	+5 PRE
500	Critical Strike	+4 CRT	Nimbleness	+3 AGI & ACC
500	Critical Scan	Scan, +25% CRT to party	Beast Tamer	Allows taming of Moas
500	Hamstring	-10% ATK & DEF, -25% AGI		
2000	Magic Training	+30 MP, +3 INT	Smoke Bombs	40% Normal DMG & Blinds all
2000	Concentration	+8 ACC	Sleeping Darts	25% Attack, 60% to sleep
2000	Lifesteal	50% DMG returned to your HP		
4000	Silence Strike	Attack all, half DMG & Silence	Healthy Living	+50 HP & +25 MP
4000	Meta Scan	Scan all, buffs party	Healing Trance	+200 HP/turn regen state
4000			Strength of Spirit	+3% HP Regen
4000			Native	25% more drops from enemies
6000	Steroids	+10 ATK	Moa Master	Moa evades all encounters
6000	Precise Strike	+12 CRT		
6000	Toxic Darts	75% DMG w/Paralyze & Poison		
8000	Agile Strike	Attack DMG scales with AGI	Forest Cure	Cures all non-fatal status effects
8000	Ultra Scan	Scan all, buffs party		
12000	Offensive Master	+10 ATK & ACC	Defensive Master	+5 MGD, DEF, PRE, AGI
12000	Deadly Accuracy	+20 CRT	Healing Herbs	Heals party for 250 HP
25000	Rain of Death	75% DMG with status effects		
50000			Hunter's Poultice	Heals status effects & 500 HP

As mentioned earlier, the Hunter has two special skills: Scanning (*Scan*, *Critical Scan*, etc.) and Taming (*Beast Tamer* and *Moa Master*). The *Scan* skill can be learned early in the game (with upgrades at higher levels) and allows you to view enemy parameters such as HP, MP, etc. while in battle as well as in the Bestiary. In addition, *Scan* also shows enemies' elemental weaknesses and what items (if any) can be stolen from them. Perhaps most importantly for the experienced player, higher levels of *Scan* give the party different bonuses against the enemy or enemies that were scanned. Note that each bonus

can stack on each other so that if the Hunter casts *Ultra Scan* and *Meta Scan* then the entire party will receive +50% CRT (along with other bonuses) for the entire battle. As one can imagine stacking several *Scans* is incredibly powerful.

*Beast Tamer* allows the Hunter to tame Giant Moas which are gigantic flightless birds (located in several breeding grounds around the World Map) which, when tamed by the Hunter, can be ridden by the entire party. When riding a Giant Moa, the party moves faster and the encounter rate is cut in half on normal grassland, desert, and badlands and reduced by a factor of 4 in forest and bushes. This means that the encounter rate on a Moa is independent of the terrain. Furthermore, once the Hunter learns *Moa Master*, your party will avoid *all* encounters while on a Giant Moa making travel around the World Map much quicker.

### 3.1.5 The Gray Mage (Sage)



The Gray Mage is a jack-of-all-trades. Not only is he the only character capable of using both the White and Black Arts, but he is also the only character able to learn physical skills *and* magic spells. He is also an excellent warrior since he can equip heavy armor, shields, swords, spears, and knives. Note that he is the only class other than the Knight that can initially equip a shield. The fact that he can learn several powerful, early physical skills (e.g. *Smite* and *Berserker*) as well as early spells (e.g. *Ice 2*, *Thunder 4*) adds to his early game abilities. However, while he is able to learn many Physical and Defensive skills as well as both White and Black spells, he does not have his own unique physical skills.

The Gray Mage is best built as a class that tends heavily toward either physical or magical skills. If he is split evenly between magical and physical types, he will end up weaker than either of the two types. He is best as a Paladin-type class that acts as a Knight with some healing or buffing capabilities or as a Defensive Mage who can annihilate foes with magic spells but still boost his own defense with Knight-like skills such as Adamantine Vest.

SP cost	Black Magic	Effect	White Magic	Effect
40	Fire 1	~30 HP damage to one enemy	Cure 1	+30 HP to one ally
40	Thunder 1	~30 HP damage to one enemy	Swift	+5 & +10% AGI to one ally
40	Blind	Blinds enemy party		
200	Ice 2	~30 HP damage to enemy party	NullFire	+50% fire resistance
200	Sleep	Puts enemy party to sleep	Loosen	Cures paralysis/stun
200			Purify	Cures poison
500	Wind 3	~60 HP damage to enemy party	Cure 2	+100 HP to one ally
500	Paralyze	Paralyze enemy party	NullThunder	+50% thunder resistance
500	Weaken	-10% DEF to enemy party		
1000	Wind 4	~100 HP damage to enemy party	Life 1	Revive one ally with ~50 HP
1000	Thunder 4	~100 HP damage to enemy party	NullIce	+50% ice resistance
1000	Warp	Allows leaving dungeons	Silence	Enemies can't use magic
2000	Doom	Kill one enemy	Cure 3	+250 HP to one ally
2000	Ice 5	~160 HP damage to enemy party	Amplify	Cures silence
2000			NullWind	+50% wind resistance
4000	Vampirism	Absorb 200 HP from enemy	NullDark	+50% dark resistance
4000	Genius	+40 & +20% INT to party	Fast Cure	First action +250 HP to one ally
8000	Fire 7	~350 HP damage to enemy party	Cure 4	+500 HP to one ally
8000	Mana Sacrifice	Distribute MP to allies	Sentinel	+30 & +10% DEF to party
12000	Juggernaut	+30 & +10% ATK to one ally	Fast Life	First action Revive with +250 HP
12000	Merton	~1,000 HP damage to enemy party	Citadel	+30 & +10% DEF, MGD to party
25000			Rebirth	Revives party with ~100HP
50000	Hell Fire	~750 Fire DMG to all enemies		
SP cost	Offensive Skill	Effect	Defensive Skill	Effect
100	Gym Rat	+2 ATK	Hardiness	+2 DEF
100	Focus	+2 ACC	Evasion	+2 AGI
100	Smite	Normal Attack + 40 DMG & Stun	Defensive Stance	(+5 & 5%) AGI & DEF
500	Adv. Combat	+3 ATK, +2 ACC	Leadership	+5 PRE
500	Critical Strike	+4 CRT	Nimbleness	+3 AGI & ACC
500	Berserker	Attack 3 times		
2000	Magic Training	+30 MP, +3 INT	Black Arts Defense	+7 MGD
2000	Concentration	+8 ACC		
2000	Warcry	+10 ATK, PRE, INT to party		
4000	Magical Imbue	Attack DMG = 50 + 4×INT	Healthy Living	+50 HP & +25 MP
4000	Silence Strike	Attack all, half DMG & Silence	Healing Trance	+200 HP/turn for 5 turns
4000	Zeal	75% Attack all enemies		
6000	Destroy Armor	Normal Attack with -25% DEF	Magical Defense	+30 MGD & +10% MGD to ally
6000	Steroids	+10 ATK		
8000	Mind Drain	DMG MP = 3×INT-(DEF+MGD)	Mana Surge	+20% INT & Half MP cost
12000	Offensive Master	+10 ATK & ACC	Dark Ward	+100% MGD

### 3.1.6 The White Mage (Priestess)



The White Mage is the best healer in the game as she excels in the art of recovery by both restoring HP and curing adverse status effects. Her support spells are mostly defensive in nature (e.g. *NullAll*, *Immortal*, *Citadel*) and are invaluable during battle; however, one must not overlook *Blessed* – one of the most powerful stat boost skills in the game adding to both offensive and defensive stats. In addition to her healing and support spells, her White Arts are the bane of the undead; she can single-handedly destroy entire groups of undead enemies with her Holy spells. Besides the Gray Mage, the White Mage is the only character that can learn to resurrect characters outside of towns. See Section **3.4: White and Black Arts** for the complete list of the many spells available to her.

The only weapon she is able to wield is the staff and she can only equip light armor such as robes and hats. This makes her physical attack and defense quite low and, due to her low natural defense, she should likely stay in the back row in battle.

### 3.1.7 The Black Mage (Warlock)



The Black Mage is a master at destroying large groups of enemies with his potent Black Arts that (often) target all enemies. His damage output can surpass even the Knight and Monk, but his spell-based damage is not unlimited like their physical attacks. His weakness is his limited amount of Mana Points (MP) which constrains him to have to pick and choose which enemies he wants to annihilate. In addition, the Black Mage is the only character (except the Gray Mage) capable of learning *Warp* which allows the party to leave dungeons in the same way as a Warp stone. See Section **3.4: White and Black Arts** for the complete list of the many spells available to him.

He can only wield a staff and wear light armor such as hats and robes and thus, like the White Mage, this makes his physical attack and defense quite weak. Therefore, he should also remain in the back row during battle. Despite his weak physical defense, he can be built to have a very high magic defense which will protect him from enemy magic.

### 3.1.8 The Engineer (Physicist)



The Engineer is another utility character who can only wield bows, knives, and whips and wear light armor such as robes and hats. In addition, he can also learn several powerful attack skills which scale with INT instead of ATK (e.g. *Debate*, *ICBM*). He is therefore an average attacker with below average defense; however, the Engineer has several skills and unique abilities that make him a great support character. On the skill side, he can learn *Bio Lab* which can heal the entire party, and *Null Magic* which substantially reduces the damage taken by magic attacks for the party. His unique abilities include tunneling, increasing the effectiveness of certain items and bombs, and increasing the experience gained during battle.

Throughout Terra there are a myriad of tunnels that may or may not provide shortcuts (or paths to hidden treasures) through dungeons or on the World Map. Only the Engineer has the expertise and ability to navigate these dangerous tunnels once he has learned the *Tunneling* skill. Some tunnels are so treacherous that they require the Engineer to know *Advanced Tunneling*. Additionally, the Engineer can boost the effectiveness of certain items and bombs. *Item Boost* doubles the amount of recovery (HP or MP) done by potions (*Advanced Item Boost* triples the amount). In order to double the amount of damage done by bombs (costly single-use weapons that hit all enemies), the Engineer must learn *Grenadier*. Finally, once the Engineer learns *Intense Study* he may increase the EXP earned by the entire party during a single battle by 10%. This can substantially increase the EXP earned during boss fights and increase the rate at which the party levels up.

SP cost	Offensive Skill	Effect	Defensive Skill	Effect
100	Gym Rat	+2 ATK	Hardiness	+2 DEF
100	Focus	+2 ACC	Evasion	+2 AGI
100	Tunneling	Party can use simple tunnels	Item Boost	2× effect using items in battle
500	Adv. Combat	+3 ATK, +2 ACC	Leadership	+5 PRE
500	Critical Strike	+4 CRT	Nimbleness	+3 AGI & ACC
500	Sensor	+25% PRE to entire party	Intense Study	+10% EXP for party
2000	Magic Training	+30 MP, +3 INT	Smoke Bombs	40% Normal DMG & Blinds all
2000	Grenadier	2×DMG from bombs	Fortify	(+15, +10%) DEF to all
4000	Magical Imbue	DMG = 50 + 4×INT - (DEF+MGD)	Healthy Living	+50 HP & +25 MP
4000	Advanced Tunneling	Party can use advanced tunnels	Genetic Engineering	Each character gains a level
6000	Steroids	+10 ATK	Magical Defense	(+30, +10%) MGD to one ally
6000	Debate	Attack all DMG=2×INT, confuse	Bio Lab	Heals 300 HP to one ally
8000	Mind Drain	DMG MP= 3×INT-(DEF+MGD)	Mana Surge	+20% INT & Half MP cost
8000	Advanced Alloy	-50% weapon weights for party	Null Magic	50% resistance to all elements
12000	Offensive Master	+10 ATK & ACC		
12000	ICBM	DMG=250+4×INT-(DEF+MGD)	Advanced Item Boost	3× effect using items in battle
25000			Stronghold	+50% DEF to entire party
50000	Megaton Explosion	Attack all DMG ≈ 1,500		



## 3.2 CHARACTER ATTRIBUTES

Each character has a total of 10 attributes which can be increased upon leveling up through the Ability Point (AP) distribution system (see Section 3.3). Additionally, most of the attributes can be increased either by items or, temporarily, by skills in battle. The attributes affect many aspects of the game; for the specific equations on how, see **Chapter 8: Game Mechanics Equations**.

<b>MAX HP</b>	Maximum Health Points: MAX HP is the maximum HP a character can have (barring the use of items or skills which temporarily increase a character's MAX HP). The character's current HP is the amount of damage that can be taken by a character before dying.
<b>MAX MP</b>	Maximum Mana Points: MAX MP is the maximum MP a character can have (again barring the use of items/skills). Whenever a skill is used, the MP cost of the skill is deducted from the character's current MP; if the character does not have enough MP, then the skill cannot be used.
<b>ATK</b>	Attack: ATK, along with the weapon currently equipped, controls the amount of damage done by a character when using a physical attack or skill.
<b>DEF</b>	Defense: DEF, along with the character's current DEF from armor, controls the amount of damage taken from enemies' physical attacks.
<b>INT</b>	Intelligence: INT controls the amount of damage done by a character when using the Black Arts or the amount of recovery when using the White Arts. INT also affects certain skills (e.g. <i>Magical Imbue</i> , <i>Debate</i> , <i>ICBM</i> , <i>Bio Lab</i> , etc.)
<b>MGD</b>	Magic Defense: MGD controls the amount of damage taken from enemies' Black Arts skills. Note that this does not control the chances of a character succumbing to an enemy status effect.
<b>AGI</b>	Agility: AGI controls the chance to be hit by an enemy, the chance for your party to escape from battle, and the chance for a preemptive strike against an enemy party or a surprise attack by the enemy party. Also, several skills are affected by AGI (e.g. <i>Steal</i> )
<b>PRE</b>	Preemption: PRE controls the order in which characters act in battle and, along with AGI, the chance for a preemptive strike against an enemy party or surprise attack by the enemy party.
<b>ACC</b>	Accuracy: ACC controls the chance to hit a targeted enemy with a physical attack or skill. ACC also affects some skills (e.g. <i>Fists of Fury</i> )
<b>CRT</b>	Critical: CRT controls the chance to deal a critical strike (double damage) to an enemy. Note that both physical <i>and</i> magical skills can critical.

### 3.3 ABILITY POINT (AP) DISTRIBUTION SYSTEM

Upon leveling up, each character gets  $N_{AP}$  ability points (AP) which can then be spent to level up the character's various attributes (see below for definitions of the AP distribution system terms). The number of cumulative AP gained at a particular level,  $N_{CAP}$ , is based on the following equation:

$$N_{CAP} = \text{Floor}[(39 + LVL^{0.9}) * (LVL - 1)]$$

LVL	N <sub>CAP</sub>	LVL	N <sub>CAP</sub>	LVL	N <sub>CAP</sub>
1	0	11	476	21	1089
2	40	12	531	22	1158
3	83	13	588	23	1227
4	127	14	646	24	1298
5	173	15	706	25	1370
6	220	16	766	26	1444
7	268	17	828	27	1518
8	318	18	892	28	1594
9	369	19	956	29	1671
10	422	20	1022	30	1750

The number of AP gained per level is defined by the difference between two consecutive levels in the previous table:

$$N_{AP} = \text{Floor}[(39 + LVL^{0.9}) * (LVL - 1)] - \text{Floor}[(39 + (LVL - 1)^{0.9}) * (LVL - 2)]$$

LVL	N <sub>AP</sub>	LVL	N <sub>AP</sub>	LVL	N <sub>AP</sub>
1	0	11	54	21	67
2	40	12	55	22	69
3	43	13	57	23	69
4	44	14	58	24	71
5	46	15	60	25	72
6	47	16	60	26	74
7	48	17	62	27	74
8	50	18	64	28	76
9	51	19	64	29	77
10	53	20	66	30	79

In order to increase a given attribute, the player must spend a given amount of AP. The AP cost to raise an attribute a single attribute level, ATT\_LVL, is a function of the character classes' initial point cost, IPC, and point cost increase, PCI, as well as the current ATT\_LVL for that attribute:

$$AP_{Cost} = IPC + Floor(PCI * ATT\_LVL)$$

Note that the Floor function simply rounds the floating point number down to the nearest integer. Each new attribute level is obtained by spending a certain number of AP,  $AP_{Cost}$ , which gives a defined attribute increase, AI, in the attribute depending on the character classes' initial point stat growth, IPSG, and point stat growth increase, PSGI, in addition to the current ATT\_LVL:

$$AI = IPSG + Floor(PSGI * ATT\_LVL)$$

<b>ATT_LVL</b>	Attribute Level: This is the number of times a given attribute has been increased using AP points.
<b>IPC</b>	Initial Point Cost: This is how many AP it costs to increase a given attribute the first time (i.e. buy the first ATT_LVL of this attribute).
<b>IPSG</b>	Initial Point Stat Growth: This is how much the stat will go up upon buying the first ATT_LVL of the given attribute.
<b>PCI</b>	Point Cost Increase: For every ATT_LVL in the given attribute, the cost of increasing the attribute increases by this amount.
<b>PSGI</b>	Point Stat Growth Increase: For every ATT_LVL in a given attribute, the number of points you gain in the stat increases by this much.

Note that there is no limit on the number of times a particular attribute can be increased. Therefore, character development is essentially unlimited since there is no LVL 99 level cap.

### 3.3.1 Ability Point Chart: Knight, Monk, Thief, and Hunter

	KNIGHT				MONK				THIEF				HUNTER			
	IPSG	IPC	PCI	PSGI	IPSG	IPC	PCI	PSGI	IPSG	IPC	PCI	PSGI	IPSG	IPC	PCI	PSGI
MAX HP	10	4	0.03	0.00	12	5	0.02	0.00	9	5	0.04	0.00	9	5	0.04	0.00
MAX MP	5	6	0.05	0.05	5	5	0.02	0.15	5	4	0.04	0.05	5	5	0.04	0.10
ATK	1	5	0.03	0.00	1	6	0.02	0.00	1	5	0.04	0.00	1	5	0.04	0.00
DEF	1	4	0.03	0.00	1	4	0.02	0.00	1	5	0.04	0.00	1	5	0.04	0.00
INT	1	6	0.05	0.00	1	5	0.02	0.00	1	6	0.05	0.00	1	6	0.05	0.00
AGI	1	6	0.04	0.00	1	5	0.02	0.00	1	3	0.03	0.00	1	3	0.03	0.00
ACC	1	5	0.04	0.00	1	4	0.02	0.00	1	6	0.04	0.00	1	5	0.04	0.00
CRT	1	10	0.04	0.00	1	14	0.02	0.00	1	8	0.03	0.00	1	9	0.03	0.00
PRE	1	6	0.04	0.00	1	6	0.02	0.00	1	3	0.03	0.00	1	3	0.03	0.00
MGD	1	6	0.05	0.00	1	5	0.02	0.00	1	6	0.05	0.00	1	6	0.05	0.00

### 3.3.2 Ability Point Chart: Gray, White, Black Mages and Engineer

	GRAY MAGE				WHITE MAGE				BLACK MAGE				ENGINEER			
	IPSG	IPC	PCI	PSGI	IPSG	IPC	PCI	PSGI	IPSG	IPC	PCI	PSGI	IPSG	IPC	PCI	PSGI
MAX HP	10	5	0.04	0.00	7	5	0.04	0.00	7	5	0.05	0.00	8	4	0.04	0.00
MAX MP	5	3	0.03	0.05	5	3	0.03	0.15	5	3	0.03	0.15	5	5	0.04	0.05
ATK	1	5	0.04	0.00	1	5	0.05	0.00	1	5	0.05	0.00	1	6	0.04	0.00
DEF	1	4	0.04	0.00	1	6	0.05	0.00	1	5	0.05	0.00	1	5	0.04	0.00
INT	1	3	0.04	0.00	1	3	0.03	0.00	1	3	0.03	0.00	1	3	0.04	0.00
AGI	1	4	0.05	0.00	1	6	0.04	0.00	1	6	0.04	0.00	1	6	0.04	0.00
ACC	1	5	0.04	0.00	1	6	0.05	0.00	1	6	0.05	0.00	1	5	0.04	0.00
CRT	1	8	0.04	0.00	1	15	0.04	0.00	1	18	0.05	0.00	1	12	0.04	0.00
PRE	1	4	0.04	0.00	1	5	0.04	0.00	1	6	0.05	0.00	1	6	0.04	0.00
MGD	1	4	0.04	0.00	1	4	0.03	0.00	1	3	0.03	0.00	1	5	0.04	0.00

## 3.4 CHARACTER SKILLS

Character skills are broken into 5 types: Offensive, Defensive, White Arts, Black Arts, and Ultimate skills for only the most experienced characters. The White and Black Mages can only learn the White and Black Arts, respectively, while the Knight, Monk, Thief, Hunter, and Engineer can only learn Offensive and Defensive skills. The Gray Mage can learn some of the skills in each of the 4 types. Additionally, there exist Ultimate skills for each class once they reach levels 40 and 50. These skills are listed separately from the other skill types and only rarely required any pre-requisite skills to be learned. New skills are learned by spending SP which is obtained after battle and can be bought through SP orbs at Skill Shops in most towns. All skills have a minimum level requirement and some skills require pre-requisite skills to be known by the character before they can be learned.

Most skills require that the character use them in battle as their action during the current round of combat, though some Offensive and Defensive skills are Passive (see below). In order to use a known skill, the character must have equipped the skill. If a skill slot is free, a newly learned non-Passive skill is automatically equipped. The number of skills a character can equip starts at 12 for the Mage classes (White, Black, and Gray) and 4 for physical classes. Characters gain an additional skill slot after every 6 to 7 levels (based on an increase of 0.15 skill slots per level). The healing amount or base damage dealt when using a White or Black Arts skill scales with the character's intelligence (INT), see Section 4.2.1 for details. Similarly, the effects of Offensive and Defensive skills scale with various attributes including attack (ATK), intelligence (INT), accuracy (ACC), and agility (AGI). Precisely how the Offensive and Defensive skills scale is given in the tables below.

Many skills provide active attribute buffs (or debuffs and status effects against enemies) which expire at the end of the battle. Furthermore, unless otherwise specified, the active buff (or debuff/status effect) lasts 5 rounds and will expire after those 5 rounds. To determine the attribute increase due to all active attribute buffs, the following rules apply. First, all Passive buffs are applied to the appropriate base attribute value (which includes all equipment modifiers) for the character. If a Passive skill gives an attribute bonus, it is a constant value added to the base value *before* applying any other active attribute buffs used in battle. For example, Passive skills *Critical Strike* and *Gym Rat* give attribute bonuses of +4 CRT and +2 ATK, respectively, that are applied *before* the bonuses of *META Scan* (+10% ATK, +10% INT, +25% CRT to the party). For active buffs, first the skill's constant bonus (if there is one) is added to the attribute and then any percentage bonus is applied. Note that the active attribute buffs are applied serially. If *Critical Scan* (+25% CRT) is cast and then after that *Crackshot* (+30 CRT) is used on the Hunter, then first *Critical Scan* increases CRT by 25% and then *Crackshot* adds 30 to the Hunter's CRT. Obviously, the Hunter would have 7 more CRT after both skills were cast if *Crackshot* were cast first and then *Critical Scan* was used. Finally, active attribute buffs from the same skill cannot stack (e.g. casting *Intense Study* twice still only increases the party EXP from the battle by 10%); however, buffs from different skills can stack (e.g. casting *Defender* on your Knight and *Fortify* would increase the Knight's defense – ignoring the %DEF increase component – by +45, and the rest of the party's by +15). Note that all attribute values are reduced to the nearest integer; an ATK of 7.9 (due to bonuses) is really an ATK of 7 for the character.

Every status effect (e.g. Confusion) applied by a skill/spell has a 60% base chance to apply to enemies (see Section 4.2 for all status effects); however, like attribute buffs/debuffs, status effects do not stack. The one exception is that status effects cannot be applied to bosses, mid-bosses, super bosses, or Hunter's Guild targets (see Section 7.9 for a list of these special enemies). Thus *Roundhouse Kick* which

has the description “Normal Attack with Confuse” performs a normal attack (Damage =  $4 \times \text{ATK} - 2 \times \text{DEF}$ ) and has a 60% chance to confuse the enemy. Furthermore, skills which apply multiple status effects check whether each effect is applied independently. *Poison Dagger* has a 60% chance of applying Poison and then, whether or not Poison was successful, it has a 60% chance of Confusing the enemy. Skills which deal damage via a normal attack (e.g. *Roundhouse Kick*, *Hamstring*, *Lifesteal*) have the standard Attack base chance to hit as if you were attacking without the skill (see Section 4.2).

### 3.4.1 Offensive and Defensive Skill Trees:

For the physical-type characters (all but the White and Black Mages) there are two skill trees based on attack and defense. Some physical skills are Passive and, once learned, the benefit of the skill is always present with no input from the player (e.g. *Gym Rat* permanently gives +2 ATK to the character’s attributes). Non-Passive skills must be cast in battle and equipped as described above. Please note that none of the Monk’s active attack skills (e.g. *Leg Sweep*, *Mana Taint*) utilize the multiple hits provided by *Fists of Fury*; however, despite this they have utility in certain battles.

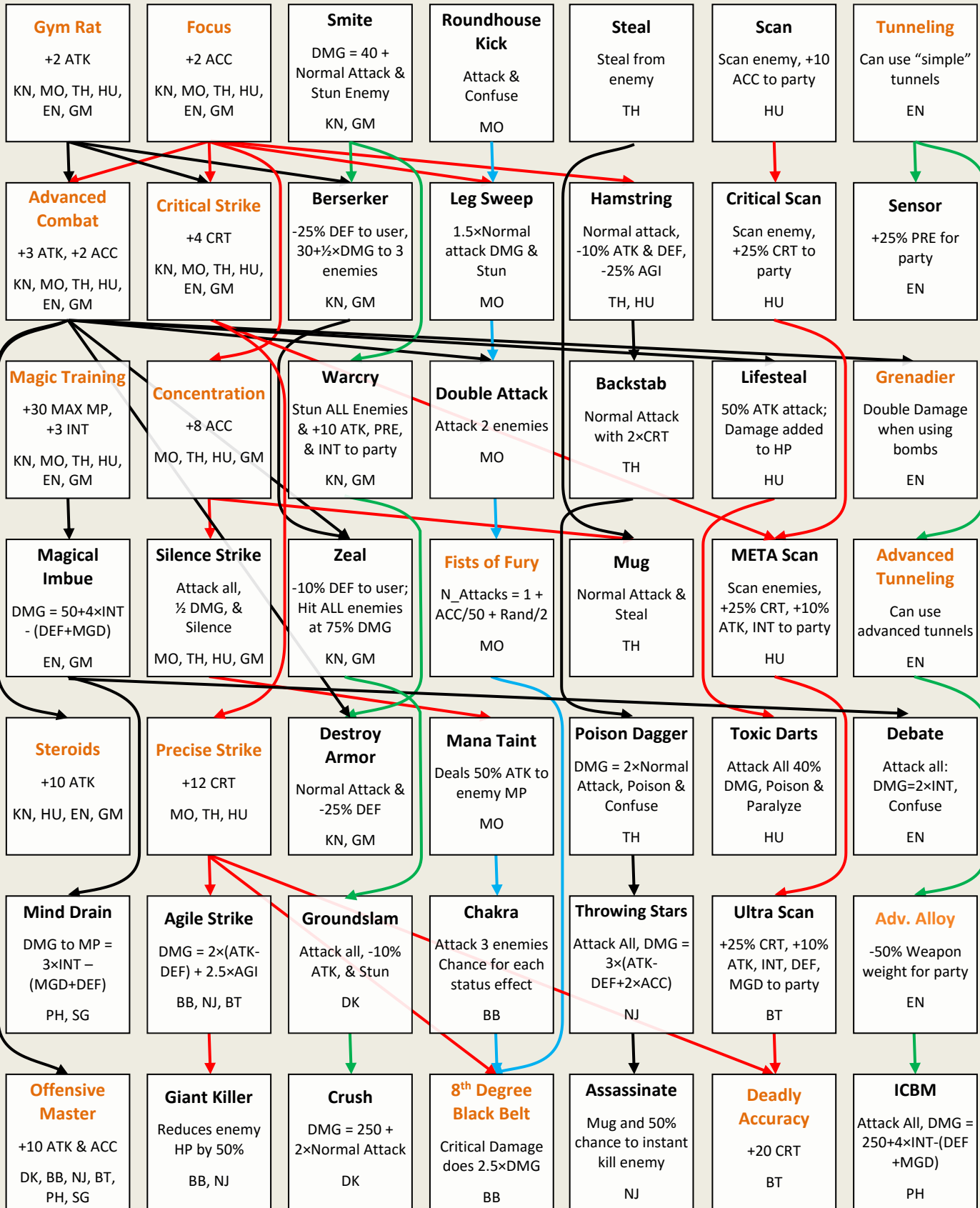
**Offensive and Defensive Skill Tiers: Level Requirements and Skill Point Costs**

Tier	Level Requirement	Skill Point Cost
1	1	100
2	4	500
3	8	2000
4	13	4000
5	18	6000
6	24	8000
7	30	12000

As mentioned above, in order to learn a skill, the character must be above a certain level and spend a given amount of SP based on the skill’s tier. The table above gives the SP cost and level required for each offensive and defensive skill tier. Note that these do *not* apply to the White and Black Arts skill tiers. In addition, in order to learn higher tier skills the character must have learned the pre-requisite skills as shown in the offensive and defensive skill trees below. Skills connected by an arrow require the skill above in order to learn and multiple arrows indicates multiple pre-requisite skills. Each skill box gives the general effect(s) of the skill (if the skill is Passive then the skill name is shaded orange) and the classes that can learn the skill. Note that the two skill trees are independent of each other (i.e. defensive skills do not require offensive skills to be learned) except for the defensive skills *Healing Steal* and *Expert Thief* which requires the Thief to have learned the offensive skill *Steal*.

After the skill trees there are two tables which sort the skills by their Tier and give more detail on each offensive and defensive skill (such as MP cost, DMG equations, etc.). Each skill has the classes that can learn the skill, the MP cost, and the effect(s) of the skill listed in the table. Note that Passive skills do not have any MP cost associated with them and their effects are automatically applied (e.g. once the Engineer learns tunneling your party may use tunnels provided your Engineer is alive).

## Offensive Skill Tree



## Defensive Skill Tree





Tier	Skill	Classes	MP Cost	Effect
1	Gym Rat	KN, MO, TH, HU, EN, GM	—	+2 ATK
	Focus	KN, MO, TH, HU, EN, GM	—	+2 ACC
	Smite	KN, GM	8	Stun enemy with Normal Attack + 40 HP damage
	Round House Kick	MO	5	Normal attack with 60% chance to confuse
	Steal	TH	5	Chance to steal item from target (scales with AGI/AGI <sub>enemv</sub> )
	Scan	HU	5	Scan one enemy, +10 Accuracy for party for 5 turns
	Tunneling	EN	—	Allows party to use simple tunnels
2	Advanced Combat	KN, MO, TH, HU, EN, GM	—	+3 ATK, +2 ACC
	Critical Strike	KN, MO, TH, HU, EN, GM	—	+4 CRT
	Berserker	KN, GM	12	3x attacks (30 HP+50%*normal attack); user in -25% DEF state
	Leg Sweep	MO	10	Physical attack with +50% DMG that stuns enemy
	Hamstring	TH, HU	8	Normal attack with -10% ATK, -10% DEF, -25% AGI to enemy
	Critical Scan	HU	8	Scan one enemy, +25 CRT to party for 5 turns
	Sensor	EN	16	+25% PRE to entire party for 5 turns
3	Magic Training	KN, MO, TH, HU, EN, GM	—	+30 Max MP, +3 INT
	Concentration	MO, TH, HU, GM	—	+8 ACC
	Warcry	KN	22	Stuns all enemies and +10 ATK, PRE, INT to party for 5 turns
	Double Attack	MO	15	Attack two random enemies; each with full damage
	Backstab	TH	14	Normal attack with doubled critical chance
	Lifesteal	HU	12	Deals 50% damage and heals equal to that damage
	Grenadier	EN	—	Gives 2x damage from bombs
4	Magical Imbue	EN, GM	25	Attack with damage = 50 + 4*INT - (DEF + MGD)
	Silence Strike	MO, TH, HU, GM	20	Attack all (50% damage); 60% chance to silence enemy party
	Zeal	KN, GM	26	Attack all (75% Damage); user is put in -10% DEF status
	Fists of Fury	MO	—	Number of attacks = 1 + (ACC+rand(25))/50
	Mug	TH	16	Steal an item from the enemy and do 100% damage
	Meta Scan	HU	25	Scan all enemies, +25 CRT, +10% ATK, INT to party for 5 turns
	Advanced Tunneling	EN	—	Allows party to use advanced tunnels
5	Steroids	KN, HU, EN, GM	—	+10 ATK
	Precise Strike	MO, TH, HU	—	+12 CRT
	Destroy Armor	KN, GM	30	Normal Attack and DEF -25% to one enemy for 5 turns
	Mana Taint	MO	20	Deals 50% strength attack to enemy MP
	Poison Dagger	TH	28	200% normal attack; poison, confusion to a single enemy
	Toxic Darts	HU	40	75% DMG Attack; 60% chance to paralyze and poison targets.
	Debate	EN	32	Attacks all (DMG=2.0*INT); 60% chance to confuse
6	Mind Drain	PH, SG	10	Deal MP damage equal to 3*INT-(DEF+MGD)
	Agile Strike	BB, NJ, BT	25	Scales damage with 2.5*AGI + 2.0*ATK - 2*DEF
	Groundslam	DK	42	Attacks all; lowers their ATK 10%; 60% chance to stun
	Chakra	BB	36	3x random attacks; chance to inflict any/all status effects
	Throwing Stars	NJ	34	Attacks all enemies with damage = 3*(ATK+2*ACC-DEF)
	Ultra Scan	BT	40	Scans all enemies, +25 CRT, +10% ATK, DEF, INT, MGD for
	Advanced Alloy	PH	—	-50% to weapon weights for party
7	Offensive Master	DK, BB, NJ, BT, PH, SG	—	+10 ATK and +10 ACC
	Giant Killer	BB, NJ	50	Reduces enemy's current HP by 50%
	Crush	DK	50	250 base damage + 200% Normal Attack to one enemy
	8 <sup>th</sup> Degree Black Belt	BB	—	Increases Critical Damage from 2x to 2.5x
	Assassinate	NJ	30	Mug with 50% chance to instantly kill enemy
	Deadly Accuracy	BT	—	+20 CRT
	ICBM	PH	50	Deals Damage=250+4*INT-(DEF+MGD)

Tier	Skill	Classes	MP Cost	Effect
1	Hardiness	KN, MO, TH, HU, EN, GM	—	+2 DEF
	Evasion	KN, MO, TH, HU, EN, GM	—	+2 AGI
	Veteran's Scars	KN	—	+25 Max HP
	Defensive Stance	MO, GM	5	AGI & DEF (+5 and +5%) for 5 turns
	One Jump Ahead	TH	—	+2 PRE, +3 AGI
	Slow Enemy	HU	5	-20% PRE, -20% AGI, -10% ACC to target for 5 turns
	Item Boost	EN	—	2x the effect when using items in battle
2	Leadership	KN, MO, TH, HU, EN, GM	—	+5 PRE
	Nimbleness	KN, MO, TH, HU, EN, GM	—	+3 AGI, +3 ACC
	Harden Skin	KN	—	+5 DEF
	Sidestep	MO	8	+500 AGI and +10 PRE for battle
	Healing Steal	TH	10	Steals from enemy and heals party +2x (AVG Party
	Beast Tamer	HU	—	Allows taming of Giant Moas
	Intense Study	EN	20	+10% EXP for the party
3	Taunt	KN	25	Causes enemies to attack user for 3 rounds with 80-
	Smoke Bombs	HU, TH, EN	14	Blinds and deals 40% normal damage to all enemies
	Defender	KN	18	+30 DEF & +10% DEF to one ally for 5 turns
	Black Arts Defense	MO, GM	—	+7 MGD
	Greed	TH	—	+5 x (Average Party Level) in Gold per battle
	Sleeping Darts	HU	16	25% DMG Attack all; -50% AGI; 60% chance to sleep
	Fortify	EN	25	+15 DEF and then +10% DEF to all allies for 5 turns
4	Healthy Living	KN, MO, TH, HU, EN, GM	—	+50 Max HP and +25 Max MP
	Healing Trance	MO, HU, GM	28	+200 HP/turn regen state for 5 turns
	Demoralize	KN	25	-35% PRE to enemy party for 5 turns
	Strength of Spirit	MO, HU	—	Restores 3% HP per battle round
	Behind Enemy Lines	TH	25	-20% PRE, -20% AGI, and -10% ATK to all enemies for 5
	Native	HU	—	25% more item drops from enemies
	Genetic Engineering	EN	—	Each character gains a level
5	Magical Defense	KN, EN, GM	20	+30 MGD & +10% MGD to one ally for 5 turns
	Ninja	MO, TH	—	+5 AGI, ACC, PRE
	Adamantine Vest	KN	28	Doubles Max HP ; current HP remains constant; +30
	Jujitsu	MO	20	+30 AGI to self and attack with damage = 2*(ATK + ACC)
	Expert Thief	TH	32	Steal from all enemies
	Moa Master	HU	—	Giant Moa Evades all Encounters
	Bio Lab	EN	30	Heals ~300 HP for one ally
6	Mana Surge	DK, PH, SG	50	Halves MP cost for battle and increases INT +20% for 5
	Lightning Reflexes	BB, NJ	—	Prevents enemy critical attacks to character
	Human Shield	DK	52	Enemies attack user at 88-96% odds; +100% DEF state
	Cleanse	BB	—	Immunity to status effects
	Runaway	NJ	32	+50 AGI to party for 5 turns
	Forrest Cure	BT	32	Cures all non-fatal status effects
	Null Magic	PH	50	50% resistance to all elemental damage for battle
7	Defensive Master	DK, BT	—	+5 MGD, DEF, PRE, AGI
	Fast Attack	BB, NJ	—	Character always attacks first
	Dark Ward	DK, SG	50	MGD +50% for 5 turns
	Enter the Dragon	BB	42	+100 ACC for battle
	Initiative	NJ	—	+10 PRE and +10 AGI
	Healing Herbs	BT	25	Heals 250 HP for entire party
	Advanced Item Boost	PH	—	Increases the efficiency of items to 3x

### 3.4.2 White and Black Arts

Unlike the physical classes, the mage classes (White Mage, Black Mage, and Gray Mage) utilize the White and Black Arts in order to defeat their enemies in Terra. Unlike the physical skills, there are no Passive spells to learn (all cost MP either in or out of battle) and there are no pre-requisites for any of the spells (e.g. *Life 1* is not required to learn *Life 2*). The amount of MP required to cast a spell is given on the next page in detailed spell tables. Note the MP cost is fixed though the spells effectiveness (amount of DMG, amount of HP healed, etc.) scales with the caster's INT (see Section 4.2.1).

Like the physical skills, the magical spells of the White and Black Arts are divided into tiers of spells that become available to learn at designated levels and each spell on a given tier costs a certain amount of SP as shown in the table below. For example, Tier 1 black magic will be available at "character level" 1. Tier 2 black magic will be available at "character level" 3, and so on. Each tier of white magic will become available at the same level as the corresponding black magic. In addition, the higher tiers require not only the specified level, but that the mages have undergone their class change as shown in the detailed spell tables on the following pages.

**White and Black Arts Spell Tiers: Level Requirements and Skill Point Costs**

<b>Tier</b>	<b>Level Requirement</b>	<b>Skill Point Cost</b>
<b>1</b>	1	40
<b>2</b>	3	200
<b>3</b>	6	500
<b>4</b>	10	1000
<b>5</b>	15	2000
<b>6</b>	20	4000
<b>7</b>	25	8000
<b>8</b>	30	12000

As mentioned earlier, in order to use a spell it must be equipped in a skill/spell slot. Like skills, spells are automatically equipped until there are no more slots available. The mage classes have 12 slots initially and gain an additional slot every 6-7 levels. At level 30, a mage will have 16 slots but could have learned 40 spells, so remember to equip your newly learned high-tier spells!

### The White Arts – Tiers 1 through 4

Tier	Skill	Classes	MP Cost	Effect
1	Cure 1	WM, GM	10	Heals ~30 HP for one ally
	Reinforce Armor	WM	5	DEF +5 and then +10% to one ally for 5 turns
	Swift	WM, GM	5	AGI +5 and then +10% to one ally for 5 turns
	Wake	WM	10	Cures sleep for one ally
	Magic Ward	WM	5	MGD +5 and then +10% to one ally for 5 turns
	Balloon	WM	8	Max HP +25% for one ally for battle; Current HP remains constant
	Bright	WM	8	Cures blindness for one ally
	Holy Water	WM	10	Deals ~60 HP damage to all undead enemies
2	Heal 1	WM	20	Heals ~30 HP for entire party
	NullFire	WM, GM	18	+50% elemental resistance to Fire damage for battle
	Spry	WM	15	PRE +10 and then +10% to one ally for 5 turns
	Flash	WM	20	Cures blindness for entire party
	Mute	WM	15	Silences one enemy
	Loosen	WM, GM	15	Cures paralysis for one ally
	Vanish	WM	15	AGI +30 to user for 5 turns
	Purify	WM, GM	14	Cures poison for one ally
3	Cure 2	WM, GM	30	Heals ~100 HP for one ally
	Holy Light	WM	28	Deals ~200 HP damage to all undead enemies
	Cover	WM	32	DEF +10 and then +10% to entire party for 5 turns
	Magic Shelter	WM	30	MGD +10 and then +10% to entire party for 5 turns
	Invisible	WM	28	AGI +10 and then +10% for entire party for 5 turns
	NullThunder	WM, GM	26	+50% elemental resistance to Thunder damage for battle
	Expansion	WM	28	Max HP +50% for all allies for battle; Current HP remains constant
	Lucidity	WM	25	Cures confusion for one ally
4	Heal 2	WM	40	Heals ~70 HP for entire party
	Life 1	WM, GM	100	Revives one character with ~50 HP
	Nimble	WM	38	PRE +20 and then +10% to all allies for 5 turns
	Purge	WM	50	Cures poison for entire party
	Clandestine	WM	40	AGI +100 to user for 5 turns
	NullIce	WM, GM	36	+50% elemental resistance to Ice damage for battle
	Soften	WM	35	Cures stone for one ally
	Silence	WM, GM	32	Silences all enemies

### The White Arts cont. – Tiers 5 through 8

Tier	Skill	Classes	MP Cost	Effect
5	Cure 3	WM, GM	50	Heals ~250 HP for one ally
	Holy Fire	WM	55	Deals ~500 HP damage to all undead enemies
	Magic Shield	WM	55	MGD +20 and then +10% to entire party for 5 turns
	Bubble	WM	45	Max HP +100% for all allies for battle; Current HP remains constant
	Ethereal	WM	50	AGI +50 and then +10% for entire party for 5 turns
	Amplify	WM, GM	45	Cures silence for one ally
	NullWind	WM, GM	48	+50% elemental resistance to Water damage for battle
	Protect	WM	55	DEF +20 and then +10% for entire party for 5 turns
6	Heal 3	WM	65	Heals ~150 HP for entire party
	Quicksilver	WM	70	PRE +30 and then +10% to all allies for 5 turns
	Surge	WM	65	MP +100% for all allies for battle; Current MP remains constant
	Remedy	WM	70	Cures all status effects for one ally
	Life 2	WM	150	Revives one character with ~250 HP
	NullDark	WM, GM	64	+50% elemental resistance to Dark damage for battle
	Regen	WM	80	Regenerates 100 HP per round for entire party for battle
	Fast Cure	WM, GM	90	Heals ~250 HP for one ally and is always the first action
7	Cure 4	PR, SG	85	Heals ~500 HP for one ally
	Sentinel	PR, SG	100	DEF +30 and then +10% to entire party for 5 turns
	Magic Bulwark	PR	100	MGD +30 and then +10% to entire party for 5 turns
	Dissolve	PR	75	AGI +500 to user for 5 turns
	NullAll	PR	75	+50% resistance to all elemental damage for battle
	Immortal	PR	76	Prevents instant death for entire party for battle
	Panacea	PR	90	Cures all status effects for entire party
	Fast Heal	PR	105	Heals ~150 HP for entire party and is always the first action
8	Heal 4	PR	100	Heals ~300 HP for entire party
	Citadel	PR, SG	150	DEF & MGD +30 and then +10% to entire party for 5 turns
	Giant	PR	110	HP & MP +100% for all allies for battle; Current HP & MP remain constant
	Fast Life	PR, SG	250	Revives one character with ~250 HP and is always the first action
	Life 3	PR	200	Revives one character with ~500 HP
	Wrath of God	PR	120	Deals ~5000 HP damage to all undead enemies
	Sacrifice	PR	100	Kill user to resurrect party with 100% HP and +30 ATK, INT and +20 DEF, MGD
	Blessed	PR	115	+30 ATK, DEF, +50 AGI, ACC, MGD, and INT to one ally for 5 turns

### The Black Arts – Tiers 1 through 4

Tier	Skill	Classes	MP Cost	Effect
1	Fire 1	BM, GM	10	~30 HP damage with fire element to one enemy
	Ice 1	BM	10	~30 HP damage with ice element to one enemy
	Thunder 1	BM, GM	10	~30 HP damage with thunder element to one enemy
	Wind 1	BM	10	~30 HP damage with wind element to one enemy
	Darkness 1	BM	10	~30 HP damage with darkness element to one enemy
	Blind	BM, GM	12	Blinds all enemies
	Strengthen	BM	8	ATK +5 and then +10% for one ally for 5 turns
	Lucky Shot	BM	8	CRT +10 for one ally for 5 turns
2	Fire2	BM	25	~30 HP damage with fire element to all enemies
	Ice 2	BM, GM	25	~30 HP damage with ice element to all enemies
	Thunder 2	BM	25	~30 HP damage with thunder element to all enemies
	Wind 2	BM	25	~30 HP damage with wind element to all enemies
	Darkness 2	BM	25	~30 HP damage with darkness element to all enemies
	Sleep	BM, GM	16	Puts all enemies to sleep
	Wisdom	BM	18	INT +10 and then +20% to one ally for 5 turns
	Bullseye	BM	18	+15 ACC for one ally for 5 turns
3	Fire 3	BM	35	~60 HP damage with fire element to all enemies
	Ice 3	BM	35	~60 HP damage with ice element to all enemies
	Thunder 3	BM	35	~60 HP damage with thunder element to all enemies
	Wind 3	BM, GM	35	~60 HP damage with wind element to all enemies
	Darkness 3	BM	35	~60 HP damage with darkness element to all enemies
	Paralyze	BM, GM	28	Paralyzes all enemies
	Weaken	BM, GM	28	-10% DEF to all enemies for 5 turns
	Stupefy	BM	32	-10 INT then -10% INT to single enemy for 5 turns
4	Fire 4	BM	45	~100 HP damage with fire element to all enemies
	Ice 4	BM	45	~100 HP damage with ice element to all enemies
	Thunder 4	BM, GM	45	~100 HP damage with thunder element to all enemies
	Wind 4	BM, GM	45	~100 HP damage with wind element to all enemies
	Darkness 4	BM	45	~100 HP damage with darkness element to all enemies
	Powerhouse	BM	36	ATK +15 and then +10% for one ally for 5 turns
	Confuse	BM	34	Confuses all enemies
	Warp	BM, GM	45	Warps out of a dungeon

### The Black Arts cont. – Tiers 5 through 8

6	Fire 6	BM	70	~250 HP damage of fire element to all enemies
	Ice 6	BM	70	~250 HP damage of ice element to all enemies
	Thunder 6	BM	70	~250 HP damage of thunder element to all enemies
	Wind 6	BM	70	~250 HP damage of wind element to all enemies
	Darkness 6	BM	70	~250 HP damage with darkness element to all enemies
	Direct Hit	BM	58	+30 ACC for entire party for 5 turns
	Genius	BM, GM	64	+40 INT and +20% INT for entire party for 5 turns
	Vampirism	BM, GM	65	Absorbs 200 HP from one enemy; Scales with INT
7	Fire 7	WL, SG	85	~350 HP damage of fire element to all enemies
	Ice 7	WL	85	~350 HP damage of ice element to all enemies
	Thunder 7	WL	85	~350 HP damage with thunder element to all enemies
	Wind 7	WL	85	~350 HP damage of wind element to all enemies
	Darkness 7	WL	85	~350 HP damage of darkness element to all enemies
	Grim Reaper	WL	70	Instant death to all enemies
	Devil's Breath	WL	62	Applies all status effects to all enemies
	Mana Sacrifice	WL, SG	100	Sacrifices your own MP and distribute it to allies
8	Atomic Flare	WL	120	~500 HP non-elemental damage to all enemies
	Juggernaut	WL, SG	100	ATK +30 and then +10% for one ally for 5 turns
	Gravity	WL	85	Absorbs HP from all enemies
	Crumble	WL	120	MGD -25% to all enemies for 5 turns
	Implosion	WL	100	~1000 HP non-elemental damage to one enemy
	Osmosis	WL	0	Absorbs a small amount of enemy MP
	Kamikaze	WL	200	50% chance to kill self and deal ~2,000 HP damage to all enemies
	Merton	WL, SG	120	Damages all enemies (~1,000 HP) and all allies (~100 HP)



### 3.4.3 The Ultimate Skills

The highest tiered physical and magical skills/spells shown earlier only had a level requirement of 30. However, exceptionally experienced characters who have undergone their class change can gain the ability to learn 2 additional Ultimate skills (the first once they reach level 40, the second upon reaching level 50). These skills are very powerful for that class – *Rebirth* allows the Sage (Gray Mage) to revive the entire party with 100 HP, *Dragon Fists* passively adds 100 ACC to the Black Belt (Monk) which, if they have *Fists of Fury*, will give the Monk two additional attacks. There are rumors of a penultimate skill tree for incredibly high level characters; however, they are nothing more than gossip unworthy of discussion.

#### Super Skills – Tier 1 (LVL 40) & Tier 2 (LVL 50)

Tier	Skill	Classes	MP	Effect
1	Whirlwind Massacre	DK	35	Attacks 5 random enemies with 100% damage but puts user in -10% DEF state
	Dragon Fists	BB	–	Adds two attacks to Fists of Fury (+100 ACC)
	Slash and Grab	NJ	45	Steal items from all enemies and do 100% damage
	Rain of Death	BT	45	Attacks all enemies with 75% damage and adds 5 status effects
	Stronghold	PH	45	+50% DEF to entire party for 5 turns
	Rebirth	SG	300	Revives entire party with 100 HP
	Heaven's Breath	PR	200	Heals ~750 HP for entire party
	Godlike	WL	200	Bestows +100% HP, +50% ATK, and +50% DEF on one ally for 5 turns
2	Devastation	DK	50	250 HP damage + 500% Normal Attack to one enemy
	Nirvana	BB	50	Increases user's DEF +100% and MGD +100% for 5 turns
	Dancing Daggers	NJ	75	Attack all enemies at 3x strength and steal from them
	Hunter's Poultry	BT	45	Heals party +500 HP and removes all status effects
	Megaton Explosion	PH	100	~1,500 HP damage to all enemies
	Hell Fire	SG	250	~750 HP fire damage to all enemies
	Divine Intervention	PR	400	Resurrects all dead allies with full HP
	Annihilation	WL	300	2,500 HP non-elemental damage to one enemy

## 4. Combat

Classes and skills are cool, but how about COMBAT! You aren't going to get far in this game without it, so it's best that you learn how it works.

### 4.1 COMBAT CYCLE

When you're wandering around a dungeon or exploring the World Map, you're likely to run into enemy groups through random encounters. When the enemies engage you, you'll be transported to the battle screen which first tells you which monsters you've encountered and whether or not you were surprised by the enemy group or you surprised them. Let's assume that neither group surprises the other (see Section 4.4 for information on surprise attacks). The next step involves choosing whether to Fight, use a Macro, or Escape. Notice that Escape is grayed out in the image to the right because this battle is not a random encounter but is instead spawned by a trap door. In this case, you can't run away.

If you choose to Fight, then you'll be able to issue individual commands to each of your characters. Each character has four commands: Attack, Skill, Item, and Guard. Attack commands your character to do a normal physical attack. Skill allows your character to use any skill they've learned (and equipped in a skill slot) in battle provided they have the required MP. For more information on attacking



and using skills see Section **4.2**. Guard allows your character to defend and only take half damage from enemy physical and magical attacks. Finally, Item allows a character to use any combat item (bombs, potions, fish, etc.) during the battle round.

If you instead choose the Macro command, you can choose from any of the 5 macros you've set in the Battle Macros menu. Once you've chosen the desired Macro, the battle round will commence. See Section **4.3** for more information on setting up Battle Macros. Finally, if you choose Escape, your party will attempt to run away. Escape will issue the command for your entire party (e.g. you can't run with one character and attack with another). For more information on running away, see Section **4.4**.

If you chose Fight and issued commands to each party member, you were able to specify the enemy targets for each attack unless it is an attack all or multi-hit skill (e.g. *Berserker*, *Thunder 2*, etc.). Meanwhile, Battle Macros do not allow you to specify a target. Once you've issued battle commands to each of your party members, the battle round will commence.

When all enemies and party members have acted, and if some enemies remain and your party is alive, then another battle round will commence starting at the "Fight, Macro, Escape" option. This continues until you defeat the enemy party or vice versa. If you are defeated by the enemies, then the game is over (except in very special optional boss battles). If you defeat the enemies, then you proceed to the Victory Aftermath screen to collect your spoils. See Section **4.5** for more information on the EXP and SP gained from battle.

## 4.2 ATTACKING AND USING SKILLS

As mentioned above, once you choose to Fight during the current round of combat you have the option to Attack, use a Skill, use an Item, or Guard with each of your characters. If you selected to Attack or use a skill that targets a single enemy, then you must select the desired enemy target for your attack. If the targeted enemy dies, then a random enemy becomes the target of your attack. While this is almost always better than entirely wasting a round of combat, your attack can be less effective since you might now be casting *Fire 1* on an enemy resistant to fire when your original target was weak to Fire.

Certain skills and spells "Attack all" which, obviously, attack all the enemies and thus you do not select a specific target. Furthermore, note that the damage these "Attack all" skills deal is determined independently for each enemy target based on the skill/spell damage. Thus these skills do more total damage, the more enemies you face. Other skills attack only a certain number of enemies (e.g. *Beserker*, *Double Attack*, *Whirlwind Massacre*). For these skills, the target is randomly chosen however many times the skill is supposed to attack. This can lead to the same enemy being hit multiple times; in fact, if there is only one enemy to target then these skills will hit that one target multiple times making skills like *Beserker* (attacks 3 random enemies) very powerful against bosses.

Instead of targeting the enemy, many skills and spells target members of your own party (e.g. *Cure 1*, *Magical Defense*) in which case you must select which member of your party you wish the skill/spell to target. If that party member dies before you perform your skill/spell on them, then the skill/spell targets the first alive party member (the character at the top of the main menu) instead. Full details on how the skill and spell buffs and debuffs stack was mentioned in Section **3.4**. The most important point is that using the same skill or spell twice does **not** stack any attribute buffs/debuffs or status effects. Therefore, you will get no additional increase in attributes if you cast *Bullseye* twice on

the same character or decrease in attributes from using *Slow Enemy* on the same enemy; however, the number of rounds until the effect of the skill/spell can wear off is reset.

After issuing commands to all of your currently alive characters, the enemies and party members will act in an order determined by their PRE. The PRE of each enemy or party member is sorted from highest to lowest with the highest PRE battle participant acting first. Each battle participant will then act in order of their PRE with the lowest PRE participant acting last. The skill *Fast Attack* which can be learned by the Thief and Monk (after their class upgrade) supersedes PRE and allows them to act before any other participants, regardless of their PRE. Note that *Fast Attack* only works for their normal physical attack and physical skills and doesn't apply to using items such as HP or MP potions.

### 4.2.1 Damage

So how much damage will an attack deal to its target you ask? And what is the chance you get hit by an attack, or that the enemy targets a specific character? Well, we hate to get too technical here so we will only go into the very basic damage equations (for physical and spells) and the steal mechanic here. If you want all the gory details (read: Math) please head to Chapter 8.

Damage: You aren't going to defeat the enemies of Terra just running away all the time, so you need to understand how much damage you will be able to put out on average. There are two main formulas for damage. The first is for physical damage dealt when the "Attack" command is selected (and for many skills which deal "Normal Attack DMG", see Section 3.4). Please note that the following equations give the *average* damage you will inflict (or take) and that there is a 20% variance for each individual attack (including damage due to skills). Therefore, if your character would take 100 damage based on the appropriate damage formula from the attack, then that attack might cause damage anywhere from 80 to 120 HP.

The following formula is used to compute the physical damage dealt by an attack from the USER (hopefully you) to the TARGET (hopefully the enemy):

$$\text{Physical\_DAMAGE} = 4 \times \text{ATK}_{\text{USER}} - 2 \times \text{DEF}_{\text{TARGET}}$$

So we see that the physical damage dealt is decreased by 2 for every point in DEF that the target has, but the damage dealt can only be decreased to 1. Thus, if you only had 1 ATK and the target had 20 DEF, you would still deal the target 1 damage. On the other hand, the physical damage dealt increases by 4 for every additional point of ATK the user has. This means that *Champion's Sword* you just synthesized (+26 ATK) gives you an additional 104 damage provided that your damage wasn't previously being limited to 1 by the target's DEF.

The other main form of damage is magic-based, and the formula for it is a little more complicated since it includes a base spell damage, BASE\_DMG, which are given for all the spells in magic tables in Section 3.4:

$$\text{Magical\_DAMAGE} = \text{BASE\_DMG}(1 + 0.01[\text{INT}_{\text{USER}} - \text{MGD}_{\text{ENEMY}}]) + [\text{INT}_{\text{USER}} - \text{MGD}_{\text{ENEMY}}]$$

Again, we see that the damage dealt is reduced by the target's defense, specifically their MGD, and that, at the minimum, one point of damage is dealt. Similar to the physical attack damage, the magic damage dealt increases based on the caster's INT. Note that the damage dealt primarily scales by the difference

between the caster's INT and target's MGD multiplied by  $0.01 \times \text{BASE\_DMG}$ . Thus the damage dealt by spells with high base damage (e.g. *Implosion*) is more sensitive to the difference between the caster's INT and the target's MGD.

Before being dealt to the targets HP, the magic damage computed using the above formula must be scaled by the appropriate elemental resistance of the target. If one of your party with *Null Fire* active is targeted by a fire spell, then the magic damage computed by the above equation is cut in half. On the other hand, if the same character were targeted by an ice spell, then the magic damage dealt to his HP would be equal to the magic damage computed above. Similarly, enemies have base elemental resistances (as given in Section 7.11), and one would be wise to attack enemies with the elemental damage against which they are weakest. Note that this also applies to attacks made with equipment with elemental modifiers (see Section 7.7).

While the two damage formulas above cover nearly all attacks, there are several skills whose damage formulas are unique. In those cases the appropriate damage formula is given in the skill tables in Section 3.4. For example, *ICBM* does non-elemental damage equal to  $250 + 4 \times \text{INT} - (\text{MGD} + \text{DEF})$  to all enemies. Therefore, if your Engineer has 200 INT and the enemies all have 100 MGD and DEF, then *ICBM* will do ~850 damage to each enemy. Of course there will be some variance as the damage can vary by  $\pm 20\%$ . Finally, remember that bombs deal elemental damage (enemy resistances effect their damage) to all enemies, and that the Engineer's skill, *Grenadier*, doubles the damage dealt by a bomb.

#### 4.2.2 Stealing

Once the Thief learns the *Steal* skill, he may attempt to steal an item from enemies during combat instead of performing his normal attack. Every enemy has items that can be stolen and only a single item can be stolen with each *Steal* attempt; however, *Expert Thief*, *Slash & Grab*, and *Dancing Daggers* all allow the Thief to attempt to steal an item from each enemy in a single round. As more advanced stealing skills are learned (e.g. *Mug*), the Thief will attempt to steal and perform additional actions (such as attacking the enemy). To steal, the Thief must have the desired steal skill equipped, select it from the skill menu, and select the target enemy in the same manner as for all other skills.

Each enemy has a defined set of items at the start of combat (see Section 7.12 Enemy Stealable Items), each with a given base percent chance to be stolen. When the Thief attempts to steal from the enemy, the chance that he successfully steals a given item from the targeted enemy is determined if a random number (from 0 to 1) is less than the ratio of the Thief's AGI to the target's AGI multiplied by the base percent chance.

$$\text{STEAL}_{\text{CHANCE}} = \left( \frac{\text{AGI}_{\text{USER}}}{\text{AGI}_{\text{ENEMY}}} \right) \times \text{BASE}_{\text{CHANCE}}$$

The Thief first attempts to steal the lowest probability item and continues trying to steal items until either he is successful or there are no more items to try and steal. This has some interesting consequences, namely that if the Thief has an AGI that is greater than the target enemy's AGI divided by the base percent chance for an item, then the Thief will always successfully steal that item. For example, say you are fighting the Kraken (100 AGI on normal) and your Thief has 400 AGI. If you attempt to steal from the Kraken you will have a 20% chance to steal the Skillful Ring then, if you fail that, a 20% chance



to steal the Lure Ring, and then a 100% chance to steal a Large Cottage. However, note that once you steal an item from a given enemy, you cannot get that item again when stealing a second time from the same enemy (unless multiple items of a given type are noted in the Enemy Stealable Items tables). So, if you got a Large Cottage on your first attempt stealing from the Kraken, on your second attempt you would have a 100% chance to get one of the three Full Potions available (assuming you missed on the 20% chance for each of the rings).

### 4.2.3 Status Effects

While in battle, an attack can do more than just damage the target. If the non-damage effect due to the skill or spell directly changes the targets attributes (ATK, DEF, CRT, etc.) then it is a buff (or debuff) as discussed in Section 3.4. However, there are other effects, called “status effects”, which cause unique effects to you or your enemy. For example, *Confusion* causes the one confused to physically attack their allies – whether that is one of your party turning on your other characters or one of the enemies attacking the other enemies. Finally, note that all the character classes have a 40% base chance to resist status effects except for the Monk who has a 60% base chance to resist status effects until he learns *Cleanse* at which point he has 100% resistance to status effects.

#### Status Effects

Status Effect	Release chance each turn after [N <sup>th</sup> ] turn	Release Conditions	Description
Blindness	20 [1st]	Eyedrops	Reduces chances to hit via Normal Attack by 75%
Confusion	25 [1st]	After DMG, Smelling Salts	Attack Allies
Paralysis	33 [1st]	Muscle Relaxer	Cannot move or evade attacks
Poison	0	Antidote	10% MAX HP DMG per turn in battle or 1% for movement on map
Silence	25 [1st]	Vocalizer Serum	Cannot use magic spells/skills
Sleep	20 [1st]	After DMG, End of Battle	Cannot move or evade attacks
Stun	75 [1st]	Relaxer	Cannot move or evade attacks
Ice Encasement	30 [3rd]	End of Battle	Cannot move or evade attacks
Ink Jet	30 [3rd]	End of Battle	Reduces chances to hit by 25%
Mind Flay	100 [3rd]	End of Battle	Cannot move or evade attacks
Stone	0	Soft	Cannot move or evade attacks, removes all other status effects
Venom	0	End of Battle	Take 10% MAX HP DMG per turn in battle

The full list and description of the status effects in the game are given in the table above including the release conditions (what potion if any can cure the effect and if it is cured at the end of battle) and the chance that the status effect releases (is cured) each turn after it is applied. The top section of the table below shows status effects that you may apply to your enemies (and them to you), whereas the bottom section starting with *Ice Encasement* can only be applied by your enemies onto your characters. Besides the listed potions, there are spells and the skills such as *Forest Cure* and *Hunter's Poultice* that will remove/cure status effects, see Section 3.4 for more information. The description “Cannot move or evade attacks” means that the character cannot perform any battle actions (Fight, Skill, Guard). Note that these effects do not actually reduce the character’s AGI; therefore the parties’ chance to

successfully escape does not change if any member of the party has this type of status effect. Finally, *Silence* prevents the use of all White and Black magic.

## 4.3 COMBAT MACROS



Battle Macros allow you to specify a preset collection of in-battle commands to your party. You are limited to 5 different macros (e.g. 5 different battle command collections). In each Macro you have, for each character, the choice to have the character perform a normal physical Attack, a Skill, use an Item, Guard, or do nothing. In the image to the right, you can see that Macro #1 has the Knight set to Attack, the Hunter set to Attack, the White Mage set to Attack, and the Black Mage set to cast Fire 6. Macro #2 and #3 have similar formulas except with the Black Mage casting Thunder 6 and Ice 6. Using Macros in battle is simple. When you first enter the battle you'll be presented with several options: Fight, Macros, or Escape. Choose the Macro option and then choose the appropriate Macro number.

One downside to the speed provided by Macros is that you can't target specific enemies with the Macro. For example, if you have a Macro which is set to command every party member to do a physical



attack, then they will all target a seemingly random enemy. The actual choice of the enemy is not random and is repeated whenever you use the same Macro against that enemy party; however, you have no control of which enemy they target first and this significantly diminishes certain strategic elements of battle.

There are certain special cases for Macros when you choose to use a skill or an item. If you have a Macro set to use a specific skill and you don't have enough MP to cast that skill, that character will instead use a physical Attack. Similarly, if a character is set to use an item and there is none of that item left, then they will also default to a physical Attack. Although you have the option to use the "None" command, there is realistically no reason to do so when you can instead use "Guard" and take only half damage.

## 4.4 SURPRISE ATTACKS AND RUNNING AWAY

The complexion of a battle can drastically change if you are surprised by the enemy or you preemptively attack them. When an enemy group surprises you, every enemy gets to attack prior to the battle starting in earnest. This can be particularly devastating if a group of ~5 – 7 enemies attacks you. Late in the game, you can be completely annihilated before you even draw your weapons. On the other hand, if you surprise the enemy with a preemptive strike, then you might wipe them out before they have a chance to even hurt you. Whether or not one group surprises another is dependent upon two attributes: PRE and AGI. You can avoid being surprised altogether if your average party PRE or AGI are 66% or higher than the enemy party's average PRE and AGI, respectively. Similarly, you'll never surprise the enemy group if their average party PRE and AGI are 66% of your party's respective values.



Outside these bounds, the probability of surprise attack peaks at 20% and the probability is scaled by the product of your average party PRE and AGI divided by the product of the enemy party's average

PRE and AGI. For the specific equations that control surprise attacks, see Chapter 8. Finally, certain situations do not allow for surprise attacks. For example, you may not gain a preemptive strike on any Boss, mid-Boss, City Guard, or Hunter's Guild foe throughout the game. Similarly, they can never surprise attack you.

Sometimes, you'll encounter any enemy group that you don't want to fight, either because they are too strong, you're trying to race through a particular section of the game, or you're simply tired of fighting. In these situations, you'll want to choose the Escape battle command and run away from the enemy. The chance for your party to escape from the enemy is controlled by a single attribute: AGI. The probability to run away has no limit (e.g. you may run away 100% of the time if you have high enough AGI). Specifically, the probability to escape from an enemy group is directly proportional to the ratio of your party's average AGI to the enemy party's average AGI. When your average party AGI is equal to that of the enemy, you have a 50% chance to escape. If your average party AGI is double or higher that of the enemy, then you have a 100% chance to escape. Finally, if your average party AGI is half that of the enemy or lower, then your chance to escape is 0%. Remember that you can boost your chance to run away with in-battle skills that increase your party's AGI.

Just as there are certain battles in which surprise attacks are not allowed, there are certain battles where you may not escape. You may not escape from Bosses, mid-Bosses, Hunter's Guild targets, and City Guards. Similarly, any enemy that you engage through touch on the Dungeon Map (e.g. Outpost Soldiers in the Old Alexandrian Outpost) may not be run from. Wise use of Escape can mean the difference between life and death, but at some point you'll have to stand and fight to get the experience to grow stronger.

## 4.5 VICTORY: EXP AND SP

After defeating any enemy party, you'll be taken to the victory aftermath screen where your party's gains are summarized. Among gold, monster remains, and item drops, you'll also acquire Experience (EXP) and Skill Points (SP). To level up, each character must gain a preset amount of EXP. The amount of EXP to reach the next level increases rapidly at first but becomes constant at high levels. For example, for level 1 to 3, the amount of EXP to gain for the next level increases by over a factor of 3. In comparison, the amount of EXP required to gain the next level at LVL 30 and 40 increases by less than 35%. The table below shows the EXP required to get to the next level for each level between 1 and 100. Note that you can surpass the traditional LVL 99 limit in Last Dream. Levels beyond 100 all require nearly the same amount of EXP for the next level up.

Level	EXP to LVL	Level	EXP to LVL	Level	EXP to LVL	Level	EXP to LVL	Level	EXP to LVL
1	40	21	17888	41	43186	61	48206	81	48857
2	74	22	19737	42	43729	62	48280	82	48866
3	130	23	21573	43	44223	63	48346	83	48874
4	220	24	23379	44	44673	64	48406	84	48881
5	357	25	25140	45	45083	65	48460	85	48888
6	556	26	26844	46	45454	66	48508	86	48894
7	835	27	28483	47	45791	67	48552	87	48899
8	1213	28	30047	48	46097	68	48591	88	48904
9	1706	29	31532	49	46374	69	48627	89	48909
10	2330	30	32935	50	46625	70	48659	90	48912
11	3098	31	34253	51	46852	71	48688	91	48916
12	4016	32	35488	52	47057	72	48714	92	48919
13	5087	33	36638	53	47243	73	48737	93	48922
14	6309	34	37708	54	47410	74	48758	94	48925
15	7672	35	38698	55	47562	75	48777	95	48927
16	9164	36	39613	56	47699	76	48794	96	48929
17	10767	37	40456	57	47822	77	48809	97	48931
18	12464	38	41231	58	47933	78	48823	98	48932
19	14230	39	41941	59	48034	79	48836	99	48932
20	16046	40	42592	60	48124	80	48847	100	48932

It is also useful to know the cumulative amount of EXP required for each level. The cumulative amount of EXP required for every level up is shown in the table below. The values in this table for a particular level are simply the sum of all the lower levels from the previous table.

Level	Total EXP	Level	Total EXP	Level	Total EXP	Level	Total EXP	Level	Total EXP
1	0	21	96314	41	742490	61	1669461	81	2641879
2	40	22	114202	42	785676	62	1717667	82	2690736
3	114	23	133939	43	829405	63	1765947	83	2739602
4	244	24	155512	44	873628	64	1814293	84	2788476
5	454	25	178891	45	918301	65	1862699	85	2837357
6	821	26	204031	46	963384	66	1911159	86	2886245
7	1377	27	230875	47	1008838	67	1959667	87	2935139
8	2212	28	259358	48	1054629	68	2008219	88	2984038
9	3425	29	289405	49	1100726	69	2056810	89	3032942
10	5131	30	320937	50	1147100	70	2105437	90	3081851
11	7461	31	353872	51	1193725	71	2154096	91	3130763
12	10559	32	388125	52	1240577	72	2202784	92	3179679
13	14575	33	423613	53	1287634	73	2251498	93	3228598
14	19662	34	460251	54	1334877	74	2300235	94	3277520
15	25971	35	497959	55	1382287	75	2348993	95	3326445
16	33643	36	536657	56	1429849	76	2397770	96	3375372
17	42807	37	576270	57	1477548	77	2446564	97	3424301
18	53574	38	616726	58	1525370	78	2495373	98	3473232
19	66038	39	657957	59	1573303	79	2544196	99	3522164
20	80268	40	699898	60	1621337	80	2593032	100	3571096

Each defeated enemy yields a pre-defined amount of EXP (see Section 7.9) and the total EXP gained at the end of the battle is the sum of the individual enemies' EXP. The total EXP is equally divided among your surviving party members. For example, if you fight 6x Spiders, who each give 16 EXP, then your party will acquire a total of 96 EXP. If all of your characters survived the battle, then each character will acquire  $96/4 = 24$  EXP. If only one character survives the battle, then that character will acquire all 96 EXP and the other 3 deceased party members will receive no EXP.

You can also remove characters from your active party using the "Party" menu option. These characters are reserve party members and function exactly the same as deceased party members. For example, if you remove two party members from your party and defeat the same 6x Spider enemy party, then your two active party members will each receive 48 EXP and the reserve party members won't receive any EXP regardless of whether or not they are alive.

Along with EXP, you'll gain SP for every enemy you defeat. Unlike EXP, SP is not shared among party members, but the total is given in whole to every surviving party member. For example, if your party defeats 6x Spiders, you'll acquire 3 SP per Spider for a total of 18 SP. Regardless of how many party members survive the battle, each surviving member will acquire 18 SP. Any deceased or reserve party member will not receive any SP.

As described earlier in Section 3.4, SP is used to learn new skills. SP is most often gained in battle but it can also be bought at Skill Shops through the purchase of SP Orbs. SP Orbs come in a variety of sizes; however, every type gives the same amount of SP per gold piece.

## 4.6 FISHING MECHANICS

While fishing is not required in Last Dream, it can be highly beneficial, especially if you have an Engineer in your party who can double the effectiveness of Saltwater, Ice Water, and most High-Level fish. Fishing can also be quite profitable if you use the correct rod & bait combination. As you create better rods, the profitability of fishing increases greatly. Throughout your journey, you'll encounter a variety of different types of fish. There are four types of fish in Last Dream:

- 1) Saltwater Fish
- 2) Freshwater Fish
- 3) Icewater Fish
- 4) High-Level Fish

### Saltwater Fish

Saltwater fish are the most plentiful and you can catch them at any Oceanside dock on Terra. Saltwater fish are also required to synthesize better fishing poles. You acquire the recipes to create better fishing poles throughout the game and the table below shows the location where you acquire each recipe (and the initial fishing pole):

ITEM	CHARACTER	LOCATION
Old Fishing Pole	Long-haired Fisherman	Oakwood
Recipe for Thin Fishing Pole	Long-haired Fisherman	Oakwood
Recipe for Strong Fishing Pole	Fisherman	Fisherman's Hovel
Recipe for Deluxe Rod	Expert Fisherman	Rubicon or Rubicon Dock
Recipe for Luring Rod	Rod Maker	Gaia
Recipe for Master Rod	Master Fisherman	Master Fisherman's Camp

When attempting to catch Saltwater Fish, there are five primary types of bait you can use:

Bait	Price (G)
Junk Bait	10
HQ Veggie Bait	50
Worm Bait	100
Magic Bait	500
Super Bait	1,000

These bait are used with the all the fishing poles / rods except for the Master Rod which requires special bait discussed later. Junk bait will allow you to catch the base set of fish for a specific fishing pole. In the base set of fish, you have the following probabilities to catch each fish level:

Fish Level	Fish Name	Probability
Level 1	Goldfish	50%
Level 2	Anchovy	25%
Level 3	Catfish	10%
Level 4	Albacore	5%

Note that these probabilities only add up to 90%. You also have a 10% chance to not catch anything (“No Bites”). Each increasing tier of bait will increase the level of each fish caught by one, meaning that rather than being able to catch Level 1 – 4 fish with Junk Bait, you’ll be able to catch Level 2- 5 fish with HQ Veggie Bait. Both examples assume the Old Fishing Pole.

Fish Level	Fish Name	Probability
Level 2	Anchovy	50%
Level 3	Catfish	25%
Level 4	Albacore	10%
Level 5	Cod	5%

As mentioned earlier, you can also acquire better fishing poles through synthesis as you progress through Last Dream. While each increasing tier of bait will improve the level of fish by one, each increasing tier of fishing pole will increase the level of fish by five. Therefore, you must create new fishing poles if you want to have access to some of the most valuable fishes that inhabit Terra’s waters. The fish levels for all the bait types and fishing poles are summarized in the table below:

Fishing Pole	Junk Bait	HQ Veggie Bait	Worm Bait	Magic Bait	Super Bait
Old Fishing Pole	1 to 4	2 to 5	3 to 6	4 to 7	5 to 8
Thin Fishing Pole	6 to 9	7 to 10	8 to 11	9 to 12	10 to 13
Strong Fishing Pole	11 to 14	12 to 15	13 to 16	14 to 17	15 to 18
Deluxe Rod	16 to 19	17 to 20	18 to 21	19 to 22	20 to 23
Luring Rod	21 to 24	22 to 25	22 to 26	23 to 27	24 to 28

The Master Rod requires special bait that must first be synthesized before you can purchase it. The different Master Rod baits are:

Bait	Value (G)	Required Remains for Synthesis
Mysterious Bait	1,500	5x Dragon Horns, 5x Liquid Evil Oozes
Amazing Bait	2,500	5x Vampire Fangs, 5x Devil Wings
Captain's Bait	3,500	3x Mini-Kraken Tentacles, 3x Revenant Bones, 3x Sand Worm Scales
Perfect Bait	5,000	5x Titan Hides, 5x Asura Horns, 3x Kali Servant's Hearts

You can acquire the recipes for each of these special baits from the Master Fisherman who you can visit once you’ve acquired the Ship; however, he will not give you the recipes until you’ve acquired the Master Rod, which requires having the Luring Rod and to prove yourself by catching an Orca. Once

you've synthesized these special baits, you can purchase them for a price from the Master Fisherman. Before you have to worry about the Master Rod, you'll have to work your way through the lower level fishing poles through synthesis.

You won't always be able to use the cheapest bait in order to catch the fish required to synthesize the next fishing pole. The most efficient fishing pole and bait combination can be found by first finding the minimum tier of bait required for the synthesis fish and the searching for the most profitable of the remaining bait. In each case, the minimum tier of bait required turns is the most profitable. The table below shows the best pole and bait combinations for rod upgrades:

Pole / Rod Upgrade	Best Pole / Rod + Bait Combination	Required Fish
Thin Fishing Pole	Old Fishing Pole + HQ Veggie Bait	3x Cod, 6x Albacore, 9x Catfish
Strong Fishing Pole	Thin Fishing Pole + Magic Bait	1x Goby, 5x Bull Trout, 10x Bluegill
Deluxe Rod	Strong Fishing Pole + Super Bait	3x Pike, 6x Kingfish, 9x Lionfish
Luring Rod	Deluxe Rod + Super Bait	5x Marlin, 10x Tuna, 15x Red Snapper
Master Rod	Luring Rod + Super Bait	5x Orca, 10x Great White Sharks, 15x Saw Sharks

The table above also shows the required fish for the synthesis of the specific fishing pole upgrade. The monster remain requirements aren't listed but can be found in Section 7.1.

Saltwater fish have great restorative properties for HP and MP; however it can also be very profitable when you don't want to fight enemies and sell their remains. Therefore, it's very important to know the most profitable rod and bait combinations. The table below summarizes the average profit for the most profitable baits at each fishing pole tier:

Fishing Pole / Rod	Best Bait	Average Profit (10 casts)
Old Fishing Pole	Junk	140
Thin Fishing Pole	Junk	648.5
Strong Fishing Pole	Worm	1623.5
Deluxe Rod	Worm	4975
Luring Rod	Super	20000
Master Rod	Perfect	33375

The specific profit for each fishing pole and bait combination for each fish are also of interest. The tables on the next three pages detail fish that can be caught with each fishing pole and bait. In addition, the probability of each fish, the sale price (half the value), the profit (the sale price minus the bait cost), and the average profit or loss over 10 casts of the fishing pole. The average profit or loss,  $G_{avg}$ , is computed from the following formula:

$$G_{avg} = 10 \left( \sum_{i=1}^4 (S_i - C_B) P_i \right) - C_B$$

where  $S_i$  is the sale price for the  $i^{\text{th}}$  fish,  $P_i$  is the probability for the  $i^{\text{th}}$  fish,  $C_B$  is the cost of the bait. Those bait cost must be subtracted one additional time to account for the 10% chance of no bites.



### Old Fishing Pole

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Junk Bait (10G)	Goldfish	50	20	10	140
	Anchovy	25	30	20	
	Catfish	10	40	30	
	Albacore	5	50	40	
HQ Veggie Bait (50G)	Anchovy	50	30	-20	-169
	Catfish	25	40	-10	
	Albacore	10	50	0	
	Cod	5	62	12	
Worm Bait (100G)	Catfish	50	40	-60	-575.5
	Albacore	25	50	-50	
	Cod	10	62	-38	
	Bass	5	75	-25	
Magic Bait (500G)	Albacore	50	50	-450	-4476.5
	Cod	25	62	-438	
	Bass	10	75	-425	
	Salmon	5	87	-413	
Super Bait (1,000G)	Cod	50	62	-938	-9365.5
	Bass	25	75	-925	
	Salmon	10	87	-913	
	Carp	5	100	-900	

### Thin Fishing Pole

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Junk Bait (10G)	Bass	50	75	65	648.5
	Salmon	25	87	77	
	Carp	10	100	90	
	Mackerel	5	112	102	
HQ Veggie Bait (50G)	Salmon	50	87	37	359.5
	Carp	25	100	50	
	Mackerel	10	112	62	
	Bluegill	5	125	75	
Worm Bait (100G)	Carp	50	100	0	-20
	Mackerel	25	112	12	
	Bluegill	10	125	25	
	Bull Trout	5	150	50	
Magic Bait (500G)	Mackerel	50	112	-388	-3884
	Bluegill	25	125	-375	
	Bull Trout	10	150	-350	
	Goby	5	187	-313	
Super Bait (1,000G)	Bluegill	50	125	-875	-8688
	Bull Trout	25	150	-850	
	Goby	10	187	-813	
	Guppy	5	250	-750	

### Strong Fishing Pole

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Junk Bait (10G)	Bull Trout	50	150	140	1523.5
	Goby	25	187	177	
	Guppy	10	250	240	
	Halibut	5	312	302	
HQ Veggie Bait (50G)	Goby	50	187	137	1559.5
	Guppy	25	250	200	
	Halibut	10	312	262	
	Koi	5	375	325	
Worm Bait (100G)	Guppy	50	250	150	1623.5
	Halibut	25	312	212	
	Koi	10	375	275	
	Lionfish	5	437	337	
Magic Bait (500G)	Halibut	50	312	-188	-1815.5
	Koi	25	375	-125	
	Lionfish	10	437	-63	
	Kingfish	5	500	0	
Super Bait (1,000G)	Koi	50	375	-625	-6220
	Lionfish	25	437	-563	
	Kingfish	10	500	-500	
	Pike	5	625	-375	

### Deluxe Rod

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Junk Bait (10G)	Lionfish	50	437	427	4335
	Kingfish	25	500	490	
	Pike	10	625	615	
	Flounder	5	750	740	
HQ Veggie Bait (50G)	Kingfish	50	500	450	4750
	Pike	25	625	575	
	Flounder	10	750	700	
	Perch	5	875	825	
Worm Bait (100G)	Pike	50	625	525	4975
	Flounder	25	750	650	
	Perch	10	875	775	
	Red Snapper	5	1000	900	
Magic Bait (500G)	Flounder	50	750	250	2562.5
	Perch	25	875	375	
	Red Snapper	10	1000	500	
	Tuna	5	1250	750	
Super Bait (1,000G)	Perch	50	875	-125	-1125
	Red Snapper	25	1000	0	
	Tuna	10	1250	250	
	Marlin	5	1500	500	

### Luring Rod

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Junk Bait (10G)	Red Snapper	50	1000	990	10400
	Tuna	25	1250	1240	
	Marlin	10	1500	1490	
	Bull Shark	5	1750	1740	
HQ Veggie Bait (50G)	Tuna	50	1250	1200	12500
	Marlin	25	1500	1450	
	Bull Shark	10	1750	1700	
	Thresher Shark	5	2500	2450	
Worm Bait (100G)	Marlin	50	1500	1400	14850
	Bull Shark	25	1750	1650	
	Thresher Shark	10	2500	2400	
	Saw Shark	5	3750	3650	
Magic Bait (500G)	Bull Shark	50	1750	1250	16250
	Thresher Shark	25	2500	2000	
	Saw Shark	10	3750	3250	
	Great White Shark	5	5000	4500	
Super Bait (1,000G)	Thresher Shark	50	2500	1500	20000
	Saw Shark	25	3750	2750	
	Great White Shark	10	5000	4000	
	Orca	5	6250	5250	

### Master Rod

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Mysterious Bait (1,500G)	Saw Shark	50	3750	2250	27700
	Great White Shark	25	5000	3500	
	Orca	10	6250	4750	
	Whale Shark	5	7500	6000	
Amazing Bait (2,500G)	Great White Shark	50	5000	2500	29500
	Orca	25	6250	3750	
	Whale Shark	10	7500	5000	
	Blue Whale	5	8750	6250	
Captain's Bait (3,500G)	Orca	50	6250	2750	31750
	Whale Shark	25	7500	4000	
	Blue Whale	10	8750	5250	
	Giant Squid	5	10000	6500	
Perfect Bait (5,000G)	Whale Shark	50	7500	2500	33375
	Blue Whale	25	8750	3750	
	Giant Squid	10	10000	5000	
	Leviathan	5	20000	15000	

## Freshwater Fish

Freshwater fish are rarer than Saltwater fish but you can catch them at the docks located in Gaia and Alfheim. Unlike Saltwater fish which have restorative properties, Freshwater fish act as party-wide tonics. Furthermore, Freshwater fish cannot be caught with any rod less powerful than the Deluxe Rod, which you'll have to synthesize through Saltwater fishing and monster battling. Another difference between Saltwater fish and Freshwater fish is that there is only a single bait that can be used for Freshwater fish: Freshwater Bait (2,000G).

You can catch Freshwater fish with either the Deluxe Rod or the Luring Rod at the Gaia and Alfheim dock locations; however, using the Master Rod at these locations will result in catching very rare High-Level fish discussed later. The Deluxe Rod allows you to catch the 10 base level Freshwater fish. Meanwhile, the Luring Rod unlocks an additional 10 unique Freshwater fish. Each of the 10 base level Freshwater fish acts as a party-wide tonic that increases one specific character attribute. Similarly, the 10 Luring Rod Freshwater fish are simply more powerful versions of the base level fish. Both the Deluxe Rod and Luring Rod are profitable when catching Freshwater fish; however, the Luring Rod is ~5x more profitable. The table below details the Freshwater fish caught with both the Deluxe and Luring Rods. For each fish, the percentage chance to catch, the sale price (half the value), and the profit (the sale price minus the bait cost). In addition, the average profit/loss for each rod over 10 casts is given:

### Freshwater Fish

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
Deluxe Rod + Freshwater Bait	Sole	9	2500	500	2500
	Angler	9	2500	500	
	Bigeye	9	2500	500	
	Blackfish	9	2500	500	
	Crestfish	9	2500	500	
	Darter	9	2500	500	
	Dory	9	2500	500	
	Flathead	9	2500	500	
	Frogfish	9	2500	500	
	Gar	9	2500	500	
Luring Rod + Freshwater Bait	Hagfish	9	3750	1750	13750
	Jackfish	9	3750	1750	
	Knifefish	9	3750	1750	
	Louvar	9	3750	1750	
	Marblefish	9	3750	1750	
	Nase	9	3750	1750	
	Tetra	9	3750	1750	
	Opah	9	3750	1750	
	Paddlefish	9	3750	1750	
	Pearleye	9	3750	1750	

## Icewater Fish

Icewater fish are also rarer than Saltwater fish but are a bit more plentiful than Freshwater fish. You can catch them at the docks located near Aunlak, Borea, and the Igloo. Icewater also have unique properties that differ from Saltwater fish. Icewater fish have explosive properties and function as powerful single target bombs. Like Freshwater fish, Icewater fish cannot be caught with any rod less powerful than the Deluxe Rod. Finally, Icewater fish also require a unique bait to catch these fish: Icewater Bait (2,000G).

You can catch Icewater fish with either the Deluxe Rod or the Luring Rod at the Aunlak, Borea, and Igloo dock locations; however, using the Master Rod at these locations will result in catching very rare High-Level fish, just like the Icewater dock locations. The Deluxe Rod allows you to catch the 7 base level Icewater fish. Meanwhile, the Luring Rod unlocks an additional 7 unique Freshwater fish. The Deluxe Rod Icewater base level fish are composed of 6 elemental single target bomb-fish and 1 non-elemental single target bomb-fish. The non-elemental bomb-fish has a lower probability to be caught, is worth more money, and deals double damage compared to the base damage of the other elemental fish. Meanwhile, the Luring Rod level fish are simply more powerful verisons (double damage) compared to the Deluxe Rod level fish. Both the Deluxe Rod and Luring Rod are profitable when catching Icewater fish; however, the Luring Rod is ~5x more profitable, just like Freshater fish. The table below details the Icewater fish caught with both the Deluxe and Luring Rods. For each fish, the percentage chance to catch, the sale price (half the value), and the profit (the sale price minus the bait cost). In addition, the average profit/loss for each rod over 10 casts is given:

### Icewater

Bait	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
<b>Deluxe Rod + Ice Water Bait</b>	Yellowtail	14	2500	500	<b>3250</b>
	Poacher	14	2500	500	
	Lamprey	14	2500	500	
	Goosefish	14	2500	500	
	Devil Ray	14	2500	500	
	Cobia	14	2500	500	
	Hoki	6	3750	1750	
<b>Luring Rod + Ice Water Bait</b>	Longneck Eel	14	3750	1750	<b>14500</b>
	Oilfish	14	3750	1750	
	Remora	14	3750	1750	
	Dragonfish	14	3750	1750	
	Warmouth	14	3750	1750	
	Zingel	14	3750	1750	
	Spiny Eel	6	5000	3000	

## **High-Level Fish**

High-Level fish can only be caught at Freshwater and Icewater locations when using the Master Rod. These fish require the same Master Rod type baits as Saltwater fish. To acquire these baits, you'll have to complete the Master Fisherman's sidequest. High-Level fish act largely as resurrection potions; however, there are a few exceptions. The White Croaker acts as a powerful multi-attribute boosting tonic and the Tilapia acts as a Remedy for the entire party.

Fishing for High-Level fish is much more profitable than either the Luring Rod level Freshwater or Icewater fish. High-level fish are comparable in profit to Master Rod level Saltwater fish.

### **High-Level Fish**

	Fish Name	Percentage Chance	Sale Price (G)	Profit (G)	Average Profit/Loss (10 casts)
<b>Mysterious Bait (1,500G)</b>	Porgy	25	2500	1000	<b>27500</b>
	Ribbonfish	25	3750	2250	
	Sand Diver	20	5000	3500	
	Sand Tiger	15	6250	4750	
	Seamoth	10	7500	6000	
<b>Amazing Bait (2,500G)</b>	Ribbonfish	25	3750	1250	<b>29375</b>
	Sand Diver	25	5000	2500	
	Sand Tiger	20	6250	3750	
	Seamoth	15	7500	5000	
	Tench	10	8750	6250	
<b>Captain's Bait (3,500G)</b>	Sand Diver	25	5000	1500	<b>31250</b>
	Sand Tiger	25	6250	2750	
	Seamoth	20	7500	4000	
	Tench	15	8750	5250	
	Tilapia	10	10000	6500	
<b>Perfect Bait (5,000G)</b>	Sand Tiger	25	6250	1250	<b>31875</b>
	Seamoth	25	7500	2500	
	Tench	20	8750	3750	
	Tilapia	15	10000	5000	
	White Croaker	10	15000	10000	

Detailed descriptions for the attributes of each Saltwater, Freshwater, Icewater, and High-Level fish can be found in Section **7.1**.

## 5. Strategy Overview

### 5.1 PARTY SELECTION

One of the most important decisions in the game, party selection, is made immediately after starting a New Game. There are eight character classes and only four party members to choose. You'll have to lose out on the strengths of at least four of the character classes. Remember, that you don't have to choose four different character classes. You can choose 4x Knights, if you so choose. The most important point to consider when choosing your party is balance.

In this respect, balance means that you'll need to fill several different party needs. The most obvious party need is damage dealing. Damage dealers largely come in two classes: single target killers or party killers. The Monk is an ideal example of a single target killer. Late in the game with Fists of Fury, he far surpasses the damage output (dealt to a single enemy) of any other character class. This makes him ideal for slaughtering bosses in short order. Meanwhile, the Black Mage is the epitome of a party killer. All of his elemental spells beyond Tier #1 will attack all enemies and, if you choose the element that those enemies are weak to, it will annihilate the entire party. The Black Mage's limitation is his finite amount of MP. The Knight straddles the line between single enemy and party killer although he is more effective as a boss killer than any other character besides the Monk in the late game. The Engineer can fill the slot of a party killer in place of the Black Mage with his Grenadier skill and a copious amount of bombs.

The second party need is healing. The White Mage is by far the best healer in the game but lacks the ability to deal significant damage to any but undead enemies. The White Mage and Gray Mage stand alone as the only characters that can resurrect party members. Without a White Mage or Gray Mage in your party, you'll have to return to a Church and have the priest resurrect your characters or manage to acquire the Master Rod and catch some high level fish. The Master Rod won't be available until very late in the game so a character dying halfway through a dungeon can be particularly crippling without a White Mage. The Engineer can also double as an extremely effective healer when you couple his Item Boost skill with Saltwater Fish which can restore large amounts of HP and MP.

The third party need is damage absorption. Even if you have an excellent healer, you'll eventually run out of items or MP to cast healing spells if your characters have no DEF or MGD. The Knight is a superior physical damage absorber because he can equip heavy armor, has cheap DEF through level up,



and also has a variety of skills to boost his DEF. The weakness of the Knight is his relatively low MGD which is expensive to build. The Gray Mage can also be built as a physical tank but doesn't have the MGD weakness. The advantage of the Gray Mage over the Knight is that the Gray Mage can equip all of the Mage's equipment and bridge the gap in MGD and has cheaper MGD AP costs. The White and Black Mage suffer from low physical DEF; however, they have excellent MGD and therefore won't take much damage from magic spells.

The fourth party need is agility and preemption. Although this may seem unimportant at first, you'll find out later in the game that an untimely surprise attack by a powerful enemy party can easily spell your doom. To avoid surprise attacks, you'll need to build agility and preemption. The characters that excel in these character traits are the Thief and the Hunter. The Thief benefits from agility more than the Hunter because it boosts the Thief's chance to steal; however, the Hunter has access to the Moa. Preemption is an invaluable trait because it allows your characters to act before the enemies. Consider a party member on the verge of death and the difference between your Thief/Hunter acting before any of the enemies or the enemies striking first. Although expensive to build, preemption is particularly powerful for party killer characters like the Engineer and the Black Mage because it allows them to wipe out an entire enemy party before they have a chance to act.

With these four needs (damage dealing, healing, damage absorption, and agility/preemption), you are now ready to select your party. Your goal should be to select a party with characters that will fill all of these party needs. For example, consider a 2x White Mage and 2x Black Mage party. This party excels in healing and damage dealing but suffers when it comes to damage absorption and agility/preemption. You'll likely find yourself continuously healing and often getting surprise attacked late in the game. A better choice would be a Knight (damage dealing, damage absorption), Hunter (agility/preemption, damage absorption), White Mage (healing), and Black Mage (damage dealing). An equally valid party choice might be a Gray Mage (damage dealing, damage absorption), Thief (agility/preemption, damage absorption), Monk (damage dealing), and Engineer (damage dealing, healing).

## 5.2 CHARACTER BUILDING

Even if you choose an excellent party, you may have a rough time on the journey if you don't build your characters in an intelligent manner. As described in Section 3.2, there are 10 unique character attributes that vary in cost by character class. For example, the Knight has inexpensive HP, ATK, and DEF. When building your character, you should consider the cost of your character attributes. In addition, many character classes have skills that are based on certain attributes. Building these attributes can create extremely powerful skills for use in battle. Another way to combine equipment with character building

Stat Distribution - Press L or R to switch characters.

 Knight

Knight

Lv 1

AP 0 / 0

Attribute	Cost	Rate	Spent	Current Status	
HP	4	+10	0/1000	HP	<div><div></div></div> 30
MP	6	+3	0/1000	MP	<div><div></div></div> 10
ATK	4	+1	0/1000	ATK	<div><div></div></div> 4
DEF	4	+1	0/1000	DEF	<div><div></div></div> 3
INT	6	+1	0/1000	INT	<div><div></div></div> 1
AGI	6	+1	0/1000	AGI	<div><div></div></div> 1
ACC	5	+1	0/1000	ACC	<div><div></div></div> 1
CRT	10	+1	0/1000	CRT	<div><div></div></div> 1
PRE	6	+1	0/1000	PRE	<div><div></div></div> 1
MGD	6	+1	0/1000	MGD	<div><div></div></div> 1



is to equip items that your character needs but are expensive. For example, consider a Knight built with ATK, HP, and DEF but equipped with rings that boost MGD and PRE. This Knight would be stronger than one built with MGD, PRE, and HP with equivalent rings that boost ATK and DEF.

If the whole idea of building your character seems overwhelming, you can use the AP auto-distribution feature built-in to the Level Up menu. To access this feature hit the “Shift” key or the analogous button on your gamepad. There are three auto-distribution options that you can choose from: Balanced, Offensive, and Defensive. Each of these options has been tailored to each specific character class. For each character class, the various auto-distribution options determine a probability for each character attribute. If you choose the same option, Balanced for example, twice in a row, you may not find that your

Stat Distribution - Press L or R to switch character				Balanced Offensive Defensive	
	Ando	Dark Knight	Lv 24	A	

character gains the same character attributes because the auto-distribution is based on a sequence of random numbers. This is because the number of AP varies at each level up and it also allows you to manually distribute some of the AP and auto-distribute the rest.

In general, a large portion of the AP goes to HP for the balanced distributions. For physical classes, like the Knight, Monk, Hunter, and Gray Mage, ~15% of AP goes to ATK. For all the classes ~15% of the AP goes to DEF. Mage classes get a higher percentage of MP than the other classes. Hunters, Thieves, and Engineers also get a higher percentage (~10%) for AGI. The Offensive AP distributions tend to increase ATK for the physical classes or MP for the Mage classes. Similarly, the Defensive AP distributions increase DEF and MGD for the physical classes. In the following tables you’ll find the probability distribution for the character attributes for each character class.

#### Balanced AP Distributions

	HP	MP	ATK	DEF	INT	AGI	ACC	CRT	PRE	MGD
<b>Knight</b>	30	10	17	17	0	0	10	2	2	12
<b>Monk</b>	35	2	15	25	0	1	10	5	0	7
<b>Thief</b>	25	11	12	15	0	15	7	1	2	12
<b>White Mage</b>	25	20	0	20	15	0	0	0	4	16
<b>Black Mage</b>	22	20	0	20	15	0	0	1	6	16
<b>Gray Mage</b>	30	10	15	15	5	0	10	2	3	10
<b>Hunter</b>	30	12	12	18	0	5	5	1	4	13
<b>Engineer</b>	25	15	4	19	15	0	1	1	6	14

### Offensive AP Distributions

	HP	MP	ATK	DEF	INT	AGI	ACC	CRT	PRE	MGD
<b>Knight</b>	25	10	25	10	0	0	15	5	5	5
<b>Monk</b>	30	2	27	15	0	1	15	5	0	5
<b>Thief</b>	20	15	22	10	0	15	7	2	4	5
<b>White Mage</b>	20	20	0	15	25	0	0	0	8	12
<b>Black Mage</b>	17	20	0	15	25	0	0	2	10	11
<b>Gray Mage</b>	25	10	25	10	0	0	15	5	5	5
<b>Hunter</b>	25	15	23	10	0	5	7	2	8	5
<b>Engineer</b>	20	20	8	12	25	0	2	2	3	8

### Defensive AP Distributions

	HP	MP	ATK	DEF	INT	AGI	ACC	CRT	PRE	MGD
<b>Knight</b>	35	5	10	25	0	1	5	0	0	19
<b>Monk</b>	40	2	10	25	0	2	5	5	0	11
<b>Thief</b>	30	7	5	20	0	15	7	0	0	16
<b>White Mage</b>	27	20	0	24	5	3	0	0	0	21
<b>Black Mage</b>	27	20	0	24	5	3	0	0	2	19
<b>Gray Mage</b>	35	10	0	25	10	1	0	0	0	19
<b>Hunter</b>	35	12	5	20	0	7	3	0	2	16
<b>Engineer</b>	30	5	0	29	5	2	0	0	9	20

## 5.3 SKILL – ATTRIBUTE SYNERGY

For certain character classes, there are skills that you simply can't do without. The best example of this is *Fists of Fury* for the Monk which increases the number of hits that his normal attack does based on his ACC. A Monk without *Fists of Fury* is a pale imitation of what he should be; however, other special skills are a bit less obvious. The Gray Mage can acquire the skill *Magical Imbue* which scales with INT. The Gray Mage can be built effectively either as a physical attacker or as a magic caster. To make the most of *Magical Imbue*, you should build the Gray Mage as a magic caster with very high INT. A similar skill is *Agile Strike* which scales with AGI and is an excellent skill for the Thief since he already benefits from AGI improving his chance to steal. The Engineer is a special character in that all of his character attributes increase in cost at the same rate. At the beginning of the game, he has very little use for INT; however, after the class change, he acquires several skills (*Magical Imbue*, *ICBM*, etc.) that scale with INT. This introduces an odd character shift after the class change to Physicist where you may want to massively boost his INT to improve his damage output.

## 5.4 CHOOSE YOUR PATH WISELY

With all the forking paths in Last Dream, it will make your life much easier if you choose your path wisely. At first, you have the choice to traverse the Woods of Despair or to gather the two ancient Elven Relics. The primary difference between these two paths is the distance you must travel on the World Map. The Woods of Despair is an extremely quick route to Doria whereas you'll traverse most of the Central Continent if you gather the two ancient Elven Relics. If you have a Hunter in your party, you can tame a Giant Moa and journey across the Central Continent quite quickly. Therefore, it is a wise decision to gather the Relics if you have a Hunter in your party.

Later, when you attempt to gather the four shards of the Ultima Crystal, you can collect them in any order. The treasures between the dungeons differ between Ice equipment in the Ice Cave, Mage-aligned Elven equipment in the Babel Citadel, Physical-aligned Titanium equipment in the Dread Woods, and a mix of Titanium and Elven equipment in Crescent Canyon. Depending on your party, you should seek out either the Babel Citadel, Dread Woods, or Crescent Canyon. The Ice equipment in the Ice Cave is the best available; however, the monsters inside can cause instant death if you haven't gathered the Protect Rings from the other 3 dungeons. If you have a Physical-heavy party, you should seek out the Dread Woods first; meanwhile, collecting the treasures in the Babel Citadel can well outfit a Mage-heavy party.

Late in the game when you choose the Magi Tower Trial and Offering, you must also base this on your party. A Physical-heavy party can breeze through the Trial of Silence since physical skills aren't silenced like magical spells. The Offering you give can also be party dependent. If you've amassed a large quantity of gold, the Offering of Gold is the best; however, if you don't want to take the time to acquire that much gold, you may wish to choose one of the other Offerings. If you have a Physical-heavy party built to avoid MP, the Offering of Mana gives up very little.





## 6. Walkthrough

In this Chapter – the Walkthrough – you’ll find detailed maps, tables, and text for everything in Last Dream from Oakwood to the Abyss. The Chapter is broken up into several major sections starting with the Kidnapping of Dante’s Daughter and ending with the Well of Souls. In nearly every section, you’ll find high quality, labeled maps that can be zoomed in on for a closer look.

Every town, dungeon, etc. are labeled with special locations and treasures. In addition, dungeons have excavated chambers, boss, and mid-boss locations labeled. For every location with treasure, there is an accompanying treasure legend to tell you what each treasure chest contains. Furthermore, numbers are used to indicate connections between sections of the same dungeon when it spans multiple maps.

A special thanks goes to Omegas7 for his invaluable *Map Saver* script, without which, this Walkthrough would not have been possible. *We hope you appreciate the level of detail in this massive Strategy Guide. Happy reading!*





## 6.1 THE KIDNAPPING

### 6.1.1 Oakwood

**Treasures from Non-Playable Characters (NPCs):** Old Fishing Pole, Recipe for Thin Fishing Pole, Treasure Map #1, Traveler's Vial, 6x Potion, 3x Antidote, 3x Eye Drops, Recipe for Mid-Potion

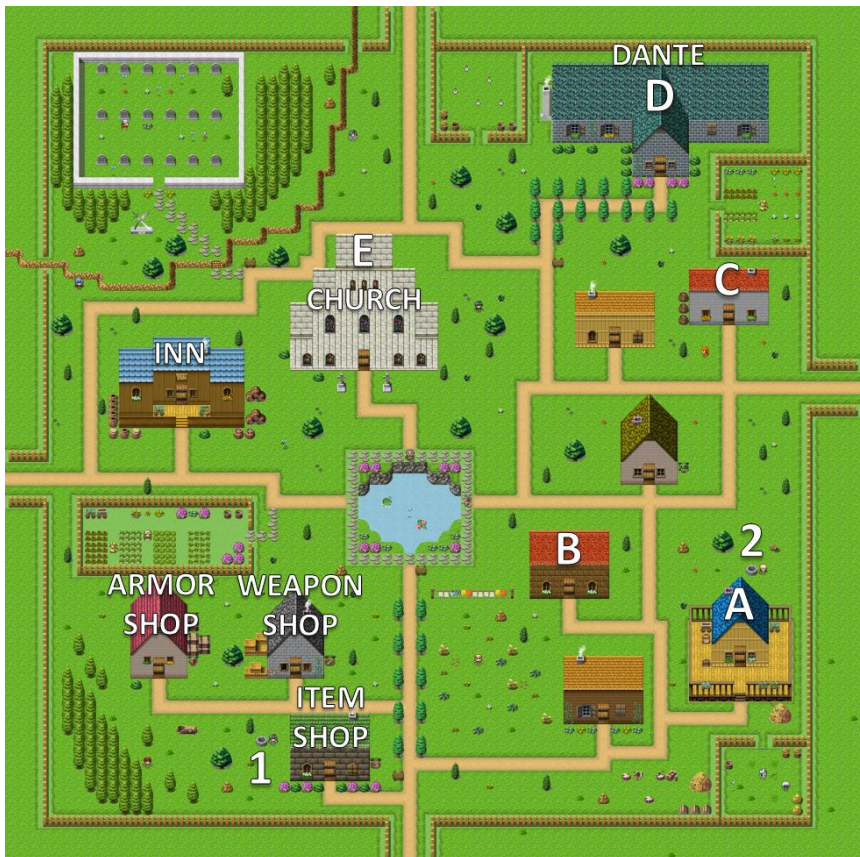
Treasure Chest Legend	
A	20G
B	Sleeping Bag
C	Rusty Sword
D	100G
E	Gnarled Staff, 50G

When your journey begins, your party has just returned from hunting outside Oakwood. You've earned 1,000 gold from the bounty, which will be enough to outfit yourself with most of the equipment you'll need for your adventures. Enter the town and explore.

In Oakwood, you'll find weapon, armor, and item shops. Other places of interest include the church, inn, and the skill shop. Once you've equipped yourself,

talk to the people in town to learn about the world of Terra. Be sure to talk to the long-haired fisherman standing next to the pond to get an **Old Fishing Pole**, enabling you to fish. He will also give you the **Recipe for Thin Fishing Pole**. Make a trip to the Inn on the west side of town and talk to the Weathered Traveler to buy **Treasure Map #1** for 100G. Later, when exploring the Central Continent near the Forest Tower, you can make use of the Treasure Map. Also, if you talk to a small girl and boy alone in an orange-roofed house in the northeast corner of Oakwood, they will divulge that they buried a stock of potions near the Ancient Ruins. You won't be able to dig up the potions until you receive the *Drill*, but the location will be marked on your World Map.

A few people will direct you to Dante's house, the mayor of Oakwood, who lives in the northeast corner of town. Dante informs you that his daughter, Elizabeth has been kidnapped. He believes that she may be kept in the Ancient Ruins to the southeast of Oakwood. He also reminds you to rest up before setting out for the Ancient Ruins, and that you can use the room upstairs to rest for free. In the room upstairs, you'll find the combination code *07312013* by inspecting papers on the table which will be used later to open a secret room in Asgard.



### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Rusty Sword	50G	4	0	0	2	NO
Rusty Dagger	40G	2	0	0	1	NO
Rusty Axe	70G	7	0	0	6	YES
Rusty Spear	60G	2	0	2	1	NO
Warped Bow	50G	3	0	1	1	NO
Worn Whip	60G	2	0	2	2	NO
Gnarled Staff	50G	1	4	0	1	NO

### Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Worn Breastplate	80G	3	1							10	
Torn Robe	80G	2	2								5
Old Shield	60G	2							1		
Tattered Cloak	60G	1	2								
Weathered Hat	60G	1	2								
Rusty Helm	60G	2	1								
Worn Gloves	60G	1		2							
Rusty Gauntlets	60G	1			1			1			
Worn Shoes	60G	1					2				
Rusty Boots	60G	1				1	1				

### Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
SLEEPING BAG	Recovers 30 HP for party and saves game	75G

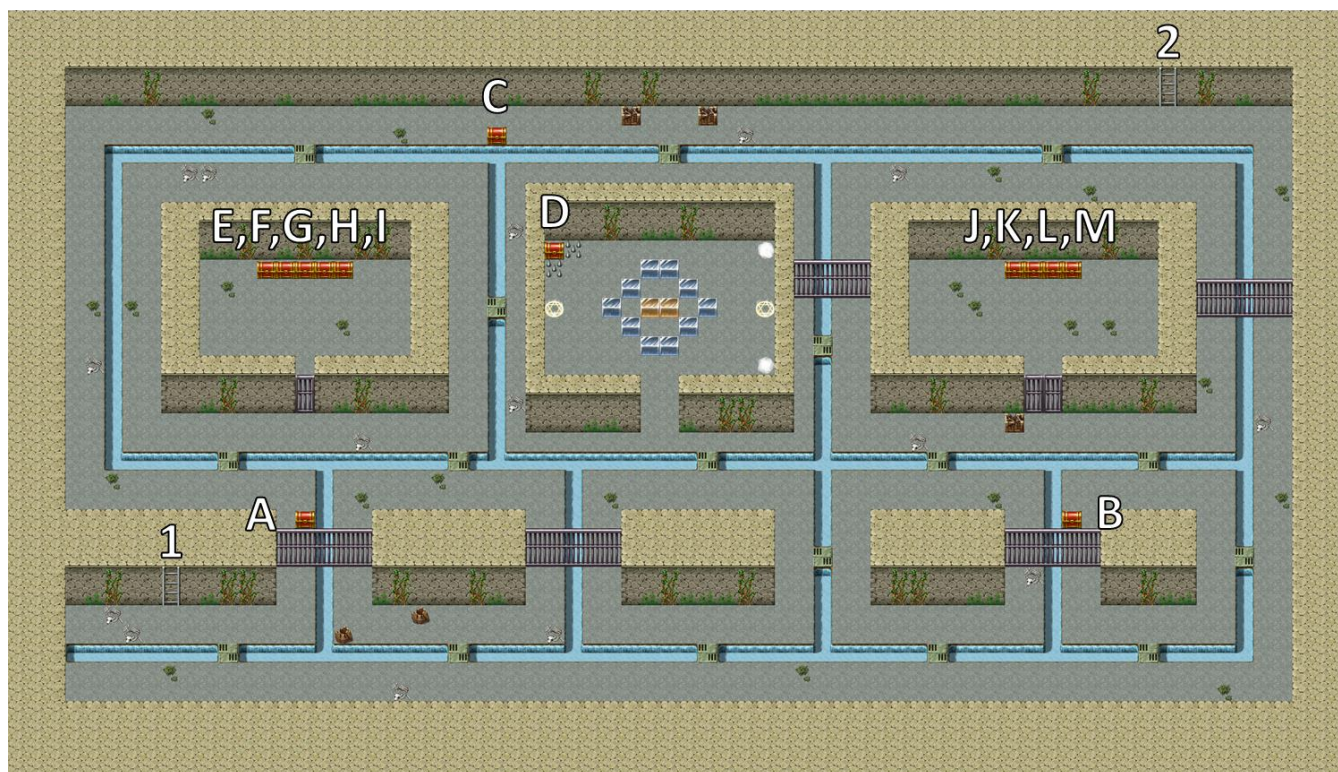
### Skill Shop

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 skill points (SP)	100G

## 6.1.2 The Oakwood Sewers

**Suggested Level: 1**

**Enemies: Slime, Spider**



Treasure Chest Legend		Treasure Chest Legend - With Skeleton Key			
A	Potion	E	Small Cottage	J	500G
B	100G	F	Long Sword	K	Small SP Orb
C	Antidote	G	1,000G	L	Crossbow
D	Tent	H	Iron Helm	M	Iron Shield
		I	High Potion		

The monsters outside Oakwood are quite formidable, so it would be wise to enter the Sewers and fight some of the weaker monsters that live down there. There are two entrances: one in the bottom left hand corner and the other in the upper right hand corner. If you enter from the bottom left entrance, head south across the bridge and then right past the first bridge to the second bridge. Go north across the bridge and then right across another bridge. Continue to go northeast and cross another bridge. You'll find a set of locked doors (ignore them for now) and another bridge past the doors. Go south across the bridge and get the treasure (**100G - B**). Go back across the bridge to the north and then west. Continue west and then head a few paces north and across another bridge. Head south and then west to enter the puzzle room in the center of the Oakwood Sewers. When you complete the puzzle, the



spikes will lower and you can acquire the treasure (**Tent - D**). See **Puzzle #1 - Oakwood Sewers** for help with this puzzle. After completing the puzzle, continue west crossing the bridges to the north as necessary. You'll reach another locked door (again ignore it). Go past the locked door and then cross the bridge to the south and pick up the treasure (**Potion - A**). Cross back to the north and then continue around the locked room and across another bridge. Head east and get the final treasure (**Antidote - C**). Continue east and you'll find a metal ladder that will take you back to the surface. Make sure to visit the pond in the center of town after leaving the Sewer or else you'll be ostracized for your stench!

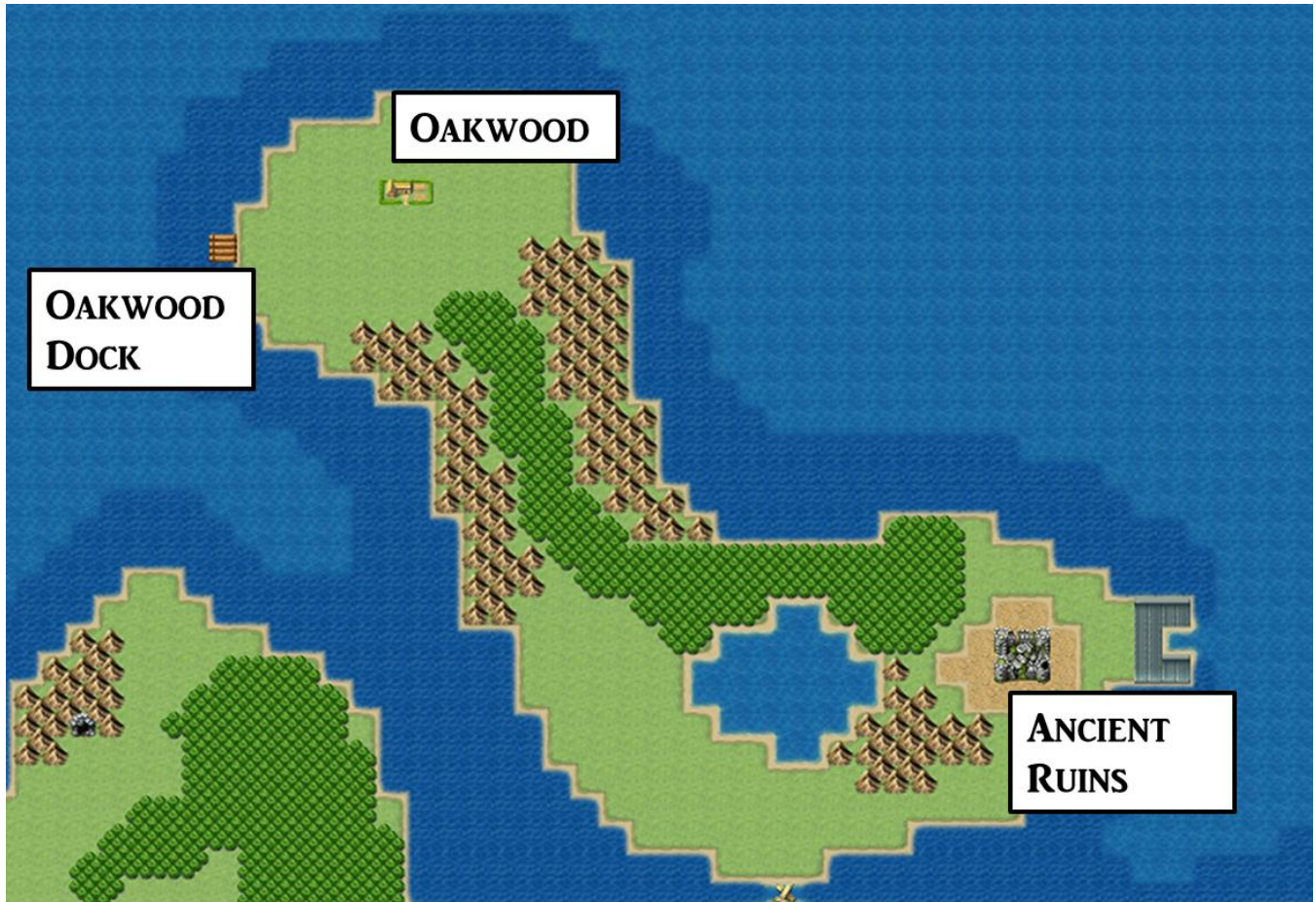
Once you've leveled up to LVL 2, you will be strong enough to venture outside Oakwood. Before exiting Oakwood, sell the remains of the monsters you've slain. At this point, this is your primary way to make money. You can quickly sell all your monster remains to the Monster Remains Collector in the Oakwood Item Shop. He will follow you throughout your journey, usually showing in near town Item Shops. He can also be used as a storehouse to keep specific items, especially monster remains that you may want to set aside. You may want to keep monster remains for ingredients in synthesizable items. Lastly, be sure to stock up on potions, rest, and save your game at the Church before you leave Oakwood.

**Battle Notes:** *In the Oakwood Sewer, you'll find the two weakest enemies on Terra: Slimes and Spiders. Both are limited to a normal physical attack. Slimes are easier because they have low PRE and you can thus attack before them if you equip a pair of boots or shoes. Spiders, meanwhile, are a bit more dangerous because they will generally attack before you. You can steal potions and more rarely, high potions, from Slimes. Spiders have antidotes and jolt tonics to steal.*

### 6.1.3 Oakwood Dock

**Suggested Level: 2**

Treasures: None



When you exit Oakwood, you'll see a wooden dock to the west. Enter the dock and talk to the fisherman standing on the dock to purchase some bait. At this point, junk bait is all you can really afford. After buying some junk bait, walk to the end of the dock and you'll be prompted to fish. Select your fishing pole and bait and then wait to see which fish you caught.

Fishing can be profitable but it is also time consuming. As you progress through the game, you'll have the opportunity to find recipes for better fishing poles and rods that will allow you to catch more highly prized fish. In addition, you can buy better bait that will increase your odds of catching better fish. See the Section **2.9** a summary of Fishing and Section **4.6** for detailed information.

After catching a few fish, you should head back to Oakwood and rest. Now, once you have reached LVL 3 by fighting in the Oakwood Sewers and outside Oakwood, you are ready to head to the Ancient Ruins to rescue Dante's daughter. The Ancient Ruins is located at the southeast end of Oakwood Island.

### 6.1.4 The Ancient Ruins

#### Suggested Level: 3

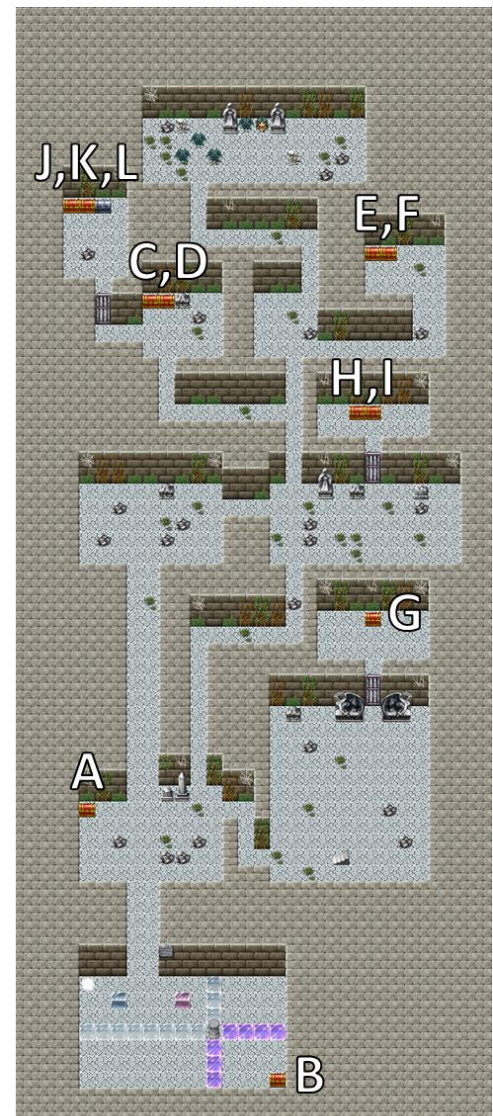
**Enemies:** Skeleton, Ghoul, Spider, Goblin, Bat

Treasure Chest Legend		With Skeleton Key	
A	Potion	G	Sleep Ring
B	High Potion	H	Iron Boots
C	Antidote	I	High Potion
D	Potion	J	1200G
E	100G	K	Tent
F	Sleeping Bag	L	Augury Ring (with <i>Kali's Medallion</i> )

When you first enter the Ancient Ruins, you'll find a locked door (that can only be opened with a Skeleton Key) to the north. Don't worry about that now because later you'll return with the Skeleton Key and gather the treasure. Instead head to the west and skip the first path north. Grab the treasure (**Potion – A**) along the western wall and then take the path south to the puzzle area. See **Puzzle #2 – Ancient Ruins** for the solution to the puzzle. After you've completed the puzzle, retrieve the treasure (**High Potion – B**).

Head back up from the puzzle room and continue north until you have only a path to the right. Head right and you'll find a path to the north, and a little further right you'll find another locked door. Ignore the door (it can only be opened with the Skeleton Key) and head north. Take the first path on the left and follow that path until you find a 3<sup>rd</sup> locked door and two treasure chests (**Antidote – C** and **Potion – D**). Gather the treasures and head back along the path to the main corridor. Continue north a few steps and then take the first path on the right. You'll find two more treasures (**100G – E** and **Sleeping Bag – F**) at the end of this path. Return to the main corridor and continue north and then take a sharp left. You'll witness a short scene where Elizabeth is in the room to the north and is surrounded by Bats. To rescue Elizabeth you'll have to fight your way through the Bats and scare off a Bat that is sitting next to Elizabeth.

**Pro Tip:** You don't have to kill all the Bats to rescue Elizabeth. If you move quickly, you can avoid two of the Bat groups if not all three. Dash to the Bat next to Elizabeth to finish.



After you scare off the Bat, Elizabeth will flee the ruins and you'll find yourself back in Oakwood at Dante's home. Talk to both Dante and Elizabeth because they will gift you some items (Dante: **Traveler's Vial, 3x potions, 3x Eye Drops, and 3x Antidotes**; Elizabeth: **3x Potions and Recipe for Mid-Potion**). The Traveler's Vial is a mysterious item whose purpose will only become clear much later in the game. Dante will commission the rebuilding of the bridge connecting Oakwood to the rest of the Central Continent. This will allow you to venture south from Oakwood Island to the larger Central Continent where you'll find larger cities like Alfheim and Doria.

The next step in your adventure will be to obtain a ship. There are two ways to do that. First, you can collect two Ancient Elven Relics and trade them to the Relic Collector in Doria in exchange for a ship. For the second option, you can accept a mission from the King of Doria where you travel to a Deserted Island and retrieve the Ancient Hermit.

**Battle Notes:** *The Ancient Ruins is filled with undead monstrosities like Ghouls and Skeletons. You'll also encounter Spiders. Lastly, you'll have to fight some Bats to reach Elizabeth. Ghouls and Skeletons are both weak to Fire and Holy. You won't have any Bombs at this point unless you happened to steal them from Ghouls or Skeletons. The Black Mage's Fire 1 spell can easily kill either one Ghoul or Skeleton while the White Mage's Holy Water spell will annihilate an entire group of undead enemies. Both Ghouls and Skeletons have a physical attack that can inflict blindness on a single character. You'll definitely want to have Eye Drops in stock to cure the blindness. Skeletons also have a weak magic spell called Shock. You can steal Eye Drops and Holy Bombs from both Skeletons and Ghouls.*

*See the previous Battles Notes for the Oakwood Sewer (Section 6.1.2) for details on Spiders. You'll also encounter Goblins. They have a moderately powerful normal physical attack and a Fire spell, Scald. They have no elemental weaknesses so you should kill them with normal physical attacks. You can steal Potions and Tiny SP Orbs from Goblins. Finally, Bats are significantly stronger than either Ghouls or Skeletons; however, you will only ever meet them in groups of two. They are limited to a powerful normal physical attack. They are extremely quick and will usually attack before you. They have no elemental weaknesses and your physical attacks are the best way to kill them.*

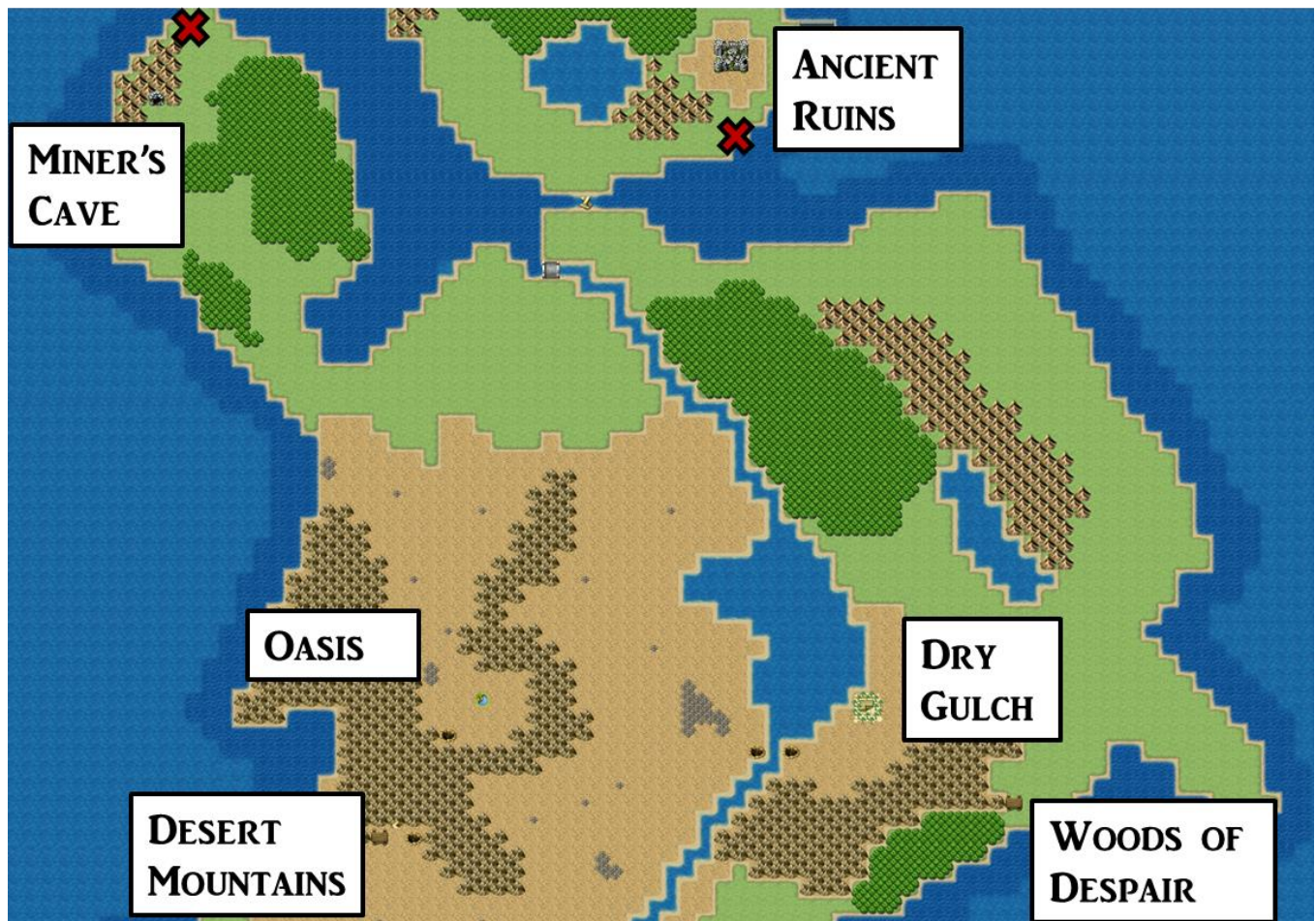


## 6.2 THE RACE FOR THE SHIP

**Suggested Level: 4**

**Enemies (in Grassland & Forest): Slime, Spider, Skeleton, Ghoul, Goblin, Wolf**

We will first focus on the Ancient Elven Relics: the Rune of Tyterium and the Rune of Deimos. Head across the recently rebuilt bridge connecting Oakwood Island to the Central Continent and watch the cut-scene. Then head to the southeast following the river until you reach the town of Dry Gulch.



**Battle Notes:** *The enemies that you'll find in the Grassland and Forest are primarily the same as those in the Oakwood Sewer and Ancient Ruins: Slime, Spider, Skeleton, Ghoul, and Goblin. For details on Slimes and Spiders, see the Battle Notes for the Oakwood Sewer in Section 6.1.2. For details on Skeletons, Ghouls, and Goblins, see the Battle Notes for the Ancient Ruins in Section 6.1.4. The only new enemy type is the Wolf. Wolves only have a physical attack. They have no elemental weaknesses and therefore should be dispatched with physical blows. They are moderately quick but if you have a few points in PRE, you'll attack before them. Lastly, you can steal Potions and Sleeping Bags from them.*

### 6.2.1 Dry Gulch

#### Suggested Level: 4

Treasure Chest Legend	
A	100G

In Dry Gulch, you can buy new Leather tier equipment, synthesize any new recipes you may have found, and restock on items. You can also stay at the Inn three times for free if you can defeat the Pirate standing by the lakefront on the west side of town. Be sure to pick up the lone treasure (100G – A) in town at the Inn. If you talk to Ahmad Khan – The Mysterious Traveler in the northwest corner of town, you’ll acquire a combination code 6754 that will be useful in opening a secret room in Doria.

Once you’ve bought all the new equipment you can afford it’s time to head back out. If you have an Engineer, you can take a shortcut using the Tunnel to the west of Dry Gulch. Otherwise, follow the river back the way you came. This time go south across the second bridge to the west.



### Mid-Boss Battle: Pirate



#### Attacks

Normal Attack (33.3%), Darkness Attack (33.3%), Poison Attack (33.3%)

#### Items to Steal

High Potion (50%), Large Potion (5%)

Note: The elemental affinities A – F are defined in Section 7.11.

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
300	300	15	10	10	8	10	8	8	400	500G

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	A

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Short Sword	400G	8	0	0	4	NO
Dagger	300G	6	0	0	3	NO
Heavy Axe	500G	13	0	0	10	YES
Pitchfork	450G	6	0	2	2	NO
Wrapped Bow	300G	5	0	3	1	NO
Leather Whip	400G	4	0	4	2	NO
Oak Staff	400G	2	8	0	1	NO

### Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Leather Breastplate	400G	5	1							20	
Robe	400G	4	2								10
Leather Shield	300G	4							2		
Leather Cloak	300G	3	3								
Feathered Hat	300G	2	4								
Leather Helm	300G	3	3								
Leather Gloves	300G	2		4							
Copper Gauntlets	300G	2			2			2			
Leather Shoes	300G	2				2	2				
Copper Boots	300G	3				2	1				

### Tonic Vendor

ITEM NAME	SUMMARY	PRICE
BLITZ TONIC	Boosts ATK +10 & ATK +10% during battle	250G
WALL TONIC	Boosts DEF +10 & DEF +10% during battle	250G
MIND TONIC	Boosts INT +10 & INT +10% during battle	250G
WARD TONIC	Boosts MGD +10 & MGD +10% during battle	250G
JOLT TONIC	Boosts AGI +10 & AGI +10% during battle	250G
SHOCK TONIC	Boosts PRE +10 & PRE +10% during battle	250G
BUBBLE TONIC	Boosts Max HP +50% during battle	250G
SURGE TONIC	Boosts Max MP +50% during battle	250G
VIGOR TONIC	Boosts CRT +10 & CRT +10% during battle	250G
EAGLE EYE TONIC	Boosts ACC +10 & ACC +10% during battle	250G

### Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SLEEPING BAG	Recovers 30 HP for party	75G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G



### 6.2.2 The Oasis

#### Suggested Level: 5

**Treasures (from Chests): 3x Mining Bombs, 200G**

**Treasures (from NPCs): Drill, Treasure Map #2**

From the bridge, head southwest into the desert until you reach an area surrounded by mountains where you'll find the Oasis. In the Oasis, you should talk to the Gold Hunter in the house. He will give you a **Drill**, which you can use to uncover buried treasure on the World Map. If you buy Treasure Maps from people, the treasures will be marked on your World Map. Simply go to the marked spot on the World Map and press the action button. You can buy **Treasure Map #2** from the Dusty Traveler for 50G. Also, be sure to restock on healing items and sleeping bags from the Gold Hunter in the Oasis, and gather the two treasures in the shack. In a chest to the right you'll find **200G** while in an odd looking wooden chest in the lower left corner there are **3x Mining Bombs**.

With the *Drill* in hand, it is time to do some treasure hunting. Head back toward the Ancient Ruins. If you talked to the small girl and boy in Oakwood, you should have a marker on the World Map, accessible through the Main Menu. If not, the buried treasure (**5x Potions**) is located three paces south of the southeast corner of the Ancient Ruins (denoted by the red X on the map in Section **6.2**).

Next, it is time to travel to the Miner's Cave for some valuable recipes and more *Mining Bombs*. From the buried treasure south of the Ancient Ruins, head southwest across the two bridges. Once across the southern bridge, head west and then follow the western coastline north until you reach a small patch of mountains. If you bought Treasure Map #2 in the Oasis, you'll see a second buried treasure on your Map just to the north of the Miner's Cave (also denoted by the red X on the map in Section **6.2**). Use your drill to acquire the buried treasure (**3x Sleeping Bags**) and then enter the Miner's Cave.

#### Oasis Shack

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
SLEEPING BAG	Recovers 30 HP for party	75G

### 6.2.3 Miner's Cave

#### Suggested Level: 5

**Treasures (from NPCs):** 3x Mining Bombs, Recipe for Nimble Knife, Recipe for Massive Axe, Recipe for Spry Robe, Recipe for Magic Defense Shield, Recipe for Rugged Cloak

**Treasures (from Puzzle Area):** Medium SP Orb

**Treasures (from Excavated Area):** High Potion, 150G

**Enemies:** Scorpion, Small Lizard, Skeleton, Ghoul



If you're feeling strong, you can attempt to gather the treasures from the Miner's Cave on the Northwest Peninsula. The cave layout is very simple but the monsters can be brutal if you are not ready for them. Be prepared for enemies that can poison, paralyze, and cast some very nasty magic attacks. If

you have an Engineer and have developed the Tunneling skill, you can take a large shortcut to the end of the Miner's Cave, but you'll miss an excavated chamber and a puzzle area. When you enter, head directly north and if you've collected the *Mining Bombs* from the Oasis, then use one on the large crack (1) at the end of the path. Enter the excavated area and take the treasure (**High Potion, 150G - 1**).

Leave the chamber, and then head right along the northern wall and go north at the north/south fork. Up the northern path, you'll find a puzzle area. See **Puzzle #3 – Miner's Cave** for the puzzle solution. After completing the puzzle, you can get the treasure (**Medium SP Orb**). Leave the puzzle room and return to the main cave. Head south along the path and then follow the path as it curves back around to the north.

You'll find a gate blocking your way. Simply find the door in the center of the gate and open it. Inside you'll find the Paranoid Miner and the Passer-through. Talk to both and they will give you **3x Mining Bombs** (Passer-through) and five unique recipes (**Recipe for Nimble Knife, Recipe for Massive Axe, Recipe for Spry Robe, Recipe for Magic Defense Shield, Recipe for Rugged Cloak** from the Paranoid Miner). Once you've collected these items, it is time to leave the Miner's Cave. Simply follow the way you came in to exit. From the Miner's Cave, you should head back to Dry Gulch to restock.

**Battle Notes:** *In the Miner's Cave, you'll encounter Skeletons, Ghouls, Small Lizards, and Scorpions. For details on Skeletons and Ghouls, see the Battle Notes for the Ancient Ruins in Section 6.1.4. The new enemies (that also appear in the desert on the World Map) are Small Lizards and Scorpions. Small Lizards are nasty little beasts with powerful magic attacks called Zap and Chill. Zap will hit a single character with Thunder elemental damage while Chill will hit your entire party with Ice elemental damage. Small Lizards are also very quick and usually attack first. Use Ice Bombs or Ice elemental spells to annihilate them (because they are weak to Ice). Scorpions have more HP and higher ATK and DEF than Small Lizards but don't have quite as strong magic. Scorpions have two physical attacks that can poison and cause paralysis. They can use Chill, yet are also weak to Ice. If you have a Thief in your party, you can steal Antidotes and Blitz Tonics from Scorpions and Potions and Ward Tonics from Small Lizards.*



## 6.2.4 The Desert Mountains – The Rune of Tyterium

### Section #1: 1<sup>st</sup> Cliff Face

**Suggested Level: 7**

**Treasures: None**

**Enemies: Goblin, Scorpion, Small Lizard, Skeleton, Ghoul, Wolf**

After you've restocked in Dry Gulch, you can either take the Tunnel just to the southwest, if you have an Engineer, or trek back up to the bridge and then back down into the desert. In the desert, follow the mountain range to the west southward until it ends. Continue west with the mountains to the north until you find the mouth of a cave and a signpost.

When you first enter the Desert Mountains you can easily bypass the first cave (1) and go straight up the rope ladder to the second level (6); however, if you do that, you will miss out on some treasure and possibly some valuable battle experience. Unless you have reached LVL 7, it is probably a good idea to enter the cave on the first level of the Desert Mountains (1).

**Battle Notes:** *There are no new enemy types in this section. For details on Skeletons, Ghouls, and Goblins, see the Battle Notes for the Ancient Ruins in Section 6.1.4. For details on Small Lizards and Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3.*



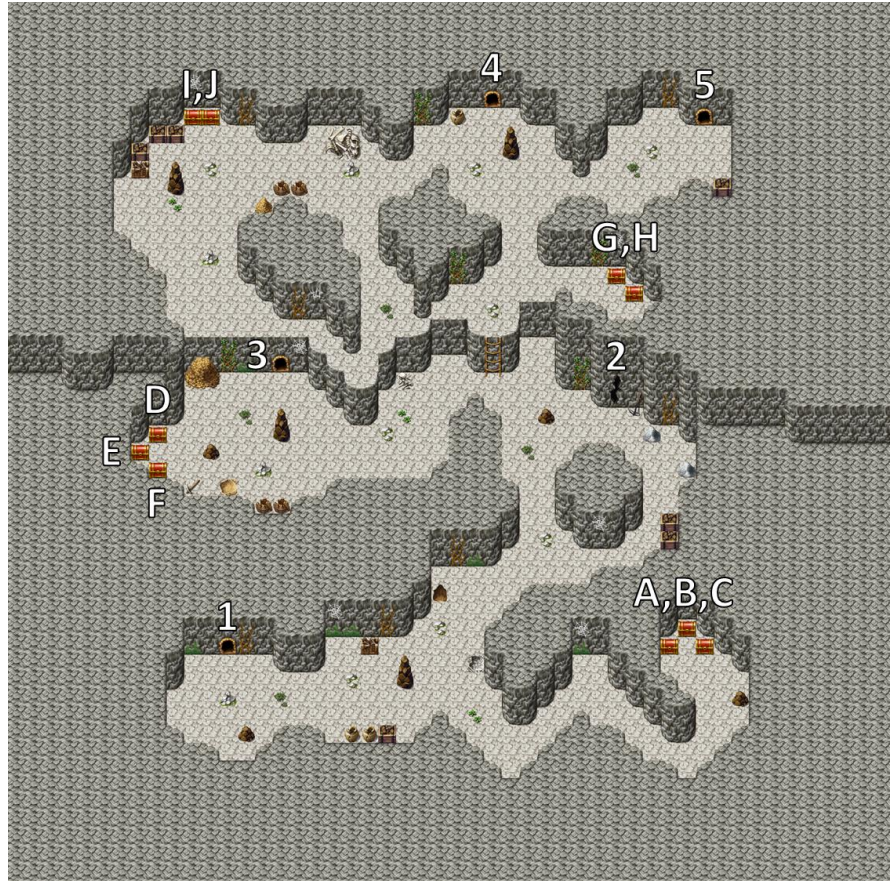
## Section #2: 1<sup>st</sup> Cave

### Suggested Level: 7

**Enemies:** Goblin, Scorpion, Small Lizard, Skeleton, Ghoul, Grey Bear

Treasure Chest Legend	
A	Muscle Relaxer
B	High Potion
C	100G
D	Fire Bomb
E	Thunder Bomb
F	Ice Bomb
G	Dagger
H	Leather Helm
I	200G
J	Potion

After you enter the first cave, head right and continue right at the fork until you reach a dead end and then gather the treasure from the three chests (**Muscle Relaxer - A, High Potion - B, 100G - C**). Head left back to fork and then up to the crack in the wall. Use a *Mining Bomb* on the crack (2). In the excavated chamber, gather the treasure (**Potion – 2**). Return to the main cave and then head left to find three treasure chests (**Fire Bomb - D, Thunder Bomb - E, Ice Bomb - F**). A few steps to the northeast of the three treasures, there is a cave entrance (3). Enter the cave to proceed to the next section.



**Battle Notes:** In this section of the Desert Mountains, you'll encounter Goblins, Scorpions, Small Lizards, Skeletons, Ghouls, and Grey Bears. For details on Skeletons, Ghouls, and Goblins, see the Battle Notes for the Ancient Ruins in Section 6.1.4. For details on Small Lizards and Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3. The only new enemy you'll encounter in this section of the Desert Mountains is the Grey Bear. These enemies are very slow but incredibly powerful. They can boost their own ATK as well as inflict paralysis with their physical attack. They are weak to Fire so you should use Fire spells or Fire Bombs to kill them. If you have a Thief, you can steal Sleeping Bags and Tents from them.



## Section #3: Dead End

**Suggested Level: 7**

**Enemies: Scorpion, Small Lizard, Skeleton, and Ghoul**

Treasure Chest Legend	
<b>A</b>	Stasis Ring (with <i>Kali's Medallion</i> )
<b>a</b>	Recipe for Magic Defense Staff
<b>b</b>	Recipe for Blind Ring
<b>c</b>	Recipe for Wise Helm
<b>d</b>	Recipe for Thorned Armor
<b>e</b>	Recipe for Quick Sword

Proceed north until you find a bridge. Cross the bridge and continue to the left until you encounter four sets of scattered pages. Each set of pages contains a recipe (**Recipe for Magic Defense Staff - a**, **Recipe for Blind Ring - b**, **Recipe for Wise Helm - c**, **Recipe for Thorned Armor - d**, and a **Recipe for Quick Sword - e**). At this point, this



is all that can be collected. There is a locked chest located to the west of the initial entrance, but you can't unlock it without *Kali's Medallion*. Return the way you came and head back out the southern exit.

In the main cave, head to the right until you find the rope ladder and then climb it. Walk a few steps to the right to acquire two more treasures (**Dagger - G**, **Leather Helm - H**). Next, proceed up until you find another cave entrance but don't enter at this time. Instead, head left until you find two more treasure chests (**200G - I**, **Potion - J**). Head back to the right and then enter the cave entrance (4) that was skipped previously.

This cave contains a puzzle room. See **Puzzle #4 – Desert Mountains A** for the solution. After completing the puzzle, return back to the previous section. Head right to find the cave entrance (5) that returns you to the first cliff face. Take a few steps left and you'll find the entrance (6) to the 2<sup>nd</sup> main cave.

**Battle Notes:** *There are no new enemy types in this section. For details on Skeletons and Ghouls, see the Battle Notes for the Ancient Ruins in Section 6.1.4. For details on Small Lizards and Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3.*

## Section #5: 2<sup>nd</sup> Cave

### Suggested Level: 7

**Enemies:** Goblin, Scorpion, Small Lizard, Skeleton, Ghoul, Grey Bear, Cobra, Imp

Treasure Chest Legend	
<b>A</b>	Robe
<b>B</b>	Feathered Hat
<b>C</b>	Recipe for Thick Sword

In the 2<sup>nd</sup> main cave, head up at the nearby fork. Head left until the large brown rock spire, then up and to the right to the two treasures (**Robe - A** and **Feathered Hat - B**). Next, head left past the large brown rock spire and past the rope ladder. Continue on to the north/south fork and take the north fork. When the path splits again, take the left fork until you find a large crack in the wall (8). Use a *Mining Bomb* and enter the excavated chamber. Inside you'll find one treasure chest (**Tiny SP Orb - 8**).

Return to the 2<sup>nd</sup> main cave and head back south to the fork. Head up the right-hand fork and gather the treasure chest (**Recipe for Thick Sword - C**). If you have an Engineer in your party, use the Tunnel a few steps to the south to take a shortcut to the cave exit (7). If you don't have an Engineer, head back south until you reach the south/east fork and take the eastern fork. Head east until you find the rope ladder and follow the sinuous path northward to the cave exit (7). You'll exit to the 3<sup>rd</sup> level of the 1<sup>st</sup> cliff face. Head right and then follow the path northward until you exit the section for the 4<sup>th</sup> and final area of the Desert Mountains (10).



**Battle Notes:** For details on Skeletons, Ghouls, and Goblins, see the Battle Notes for the Ancient Ruins in Section 6.1.4. For details on Small Lizards and Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Moutains (**Section #2: 1st Cave**). There are two new enemies in this section of the Desert Mountains: Imps and Cobras. Imps are nasty magic casters who also have very high magical defense. It will be tough to cut them down with magic unless you use Dark elemental magic, to which they are weak. It is easier to kill them with physical attacks. Cobras are incredibly quick creatures that will always strike first and have a high probability to poison your characters. Large groups of cobras should be handled with Ice Bombs. If you happen to have a Thief in your party, Imps are especially good prey. You can steal High Potions and Tiny Magic Potions from Imps. You can steal Antidotes and Ice Bombs from Cobras.



## Section #6: 2<sup>nd</sup> Cliff Face

### Suggested Level: 7

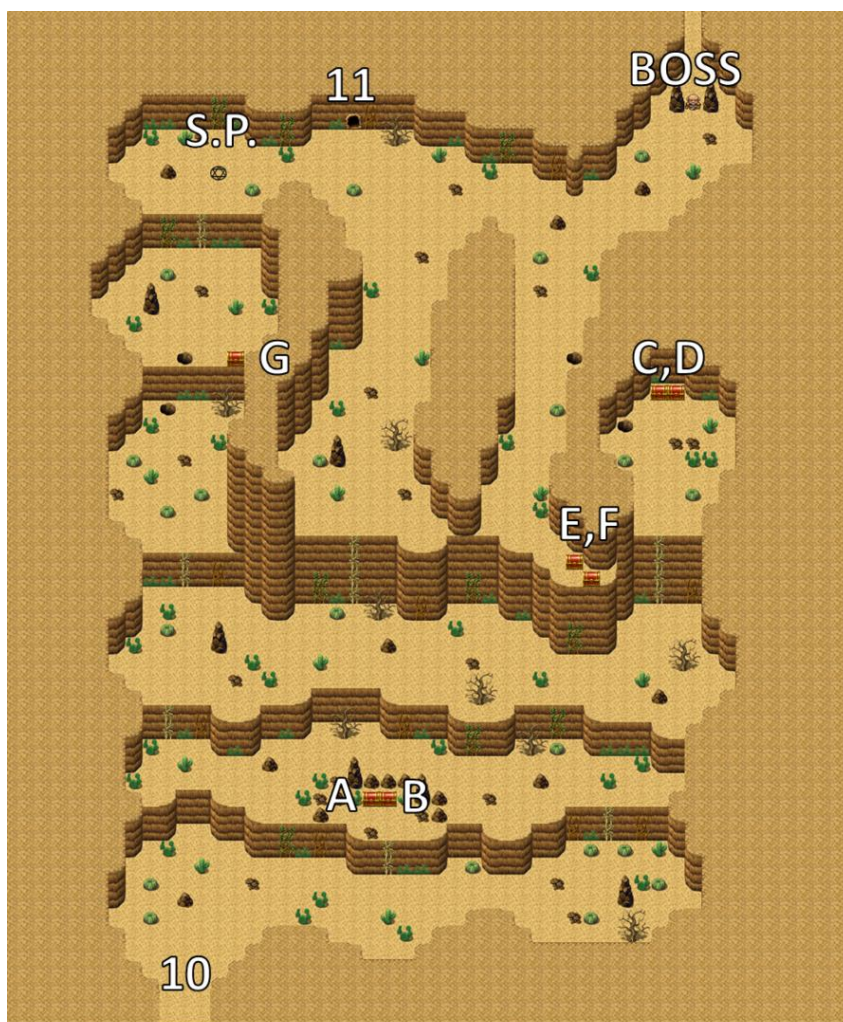
Treasures (from Boss): Rune of Tyterium

Enemies: Goblin, Scorpion, Small Lizard, Skeleton, Ghoul, Grey Bear, Cobra, Imp

Treasure Chest Legend	
A	50G
B	Potion
C	Heavy Axe
D	Short Sword
E	Oak Staff
F	High Potion
G	500G

After you enter the final area (10), head right until you see a vine on the wall to the north. Climb the vine and gather the two treasures (50G - **A** and **Potion** - **B**). Return down the vine and continue to the right until you find another vine. Climb the vine and then head left until you reach a dead end, where you'll find another vine that you should climb.

If you have an Engineer who has learned Tunneling, head up and climb the vine. Then tunnel up to the next level and take the treasure (500G - **G**). The save point (if you have that option turned on) is just to the north of the treasure, up another vine. Next, head back through the tunnel and down the vine to the point where we left the non-Engineer party. Head right past the first vine to the vine near the dead end at the eastern end. Climb the vine and collect the two treasures (**Heavy Axe** - **C** and **Short Sword** - **D**). Again, if you have an Engineer you can take a tunnel to the left and collect the two treasures to the south (**Oak Staff** - **E** and **High Potion** - **F**); otherwise, head back down the vine, left to the first vine you find, climb the vine, head up, right, and then south at the fork. After you have the two treasures, head back north and then left along the northern cliff face. You'll find a cave entrance (11) that will lead to another puzzle room. See **Puzzle #5 – Desert Mountains B** for the solution.





Once you've completed the puzzle, exit back to the previous section. The next step is the boss, so if you have "Saving in Designated Locations" turned on, now is the time to head to the left and save. Otherwise, head right until you find the boss, the Giant Ogre. Make sure you are fully healed (if possible) before engaging the Giant Ogre.

The Giant Ogre has a wide range of status effect attacks that can poison, blind, paralyze, and put your characters to sleep. He can also boost his own ATK and DEF with Strengthen and Reinforce Armor, respectively. He isn't weak to any elements so use your most powerful Bombs or dark arts. Use ATK boosting buffs on your physical damage dealers and make use of any tonics you have to increase your stats during the battle. Keep your party as close to fully healed as possible because he can nearly kill you in a single blow. After you've defeated the Giant Ogre, you will receive the **Rune of Tyterium**. You've finished the Desert Mountains and you can now exit the dungeon using the path to the north. The exit will lead to the Oasis.

## Boss Battle: Giant Ogre



### Attacks

Normal Attack (25%), Strengthen (12.5%), Reinforce Armor (12.5%), Poison Attack (12.5%), Darkness Attack (12.5%), Paralysis Attack (12.5%), and Sleep Attack (12.5%).

### Items to Steal

Large Potion (50%), Tiny SP Orb (50%), Small SP Orb (25%), Medium SP Orb (5%), Might Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
1,000	100	30	15	1	12	10	25	10	1000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

**Battle Notes:** There are no new enemy types in this section. For details on Skeletons, Ghouls, and Goblins, see the Battle Notes for the Ancient Ruins in Section 6.1.4. For details on Small Lizards and Scorpions see the Battle Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave).

## 6.2.5 Traveling South

### Suggested Level: 7

**Enemies:** Scorpion, Small Lizard, Grey Bear, Cobra, Imp

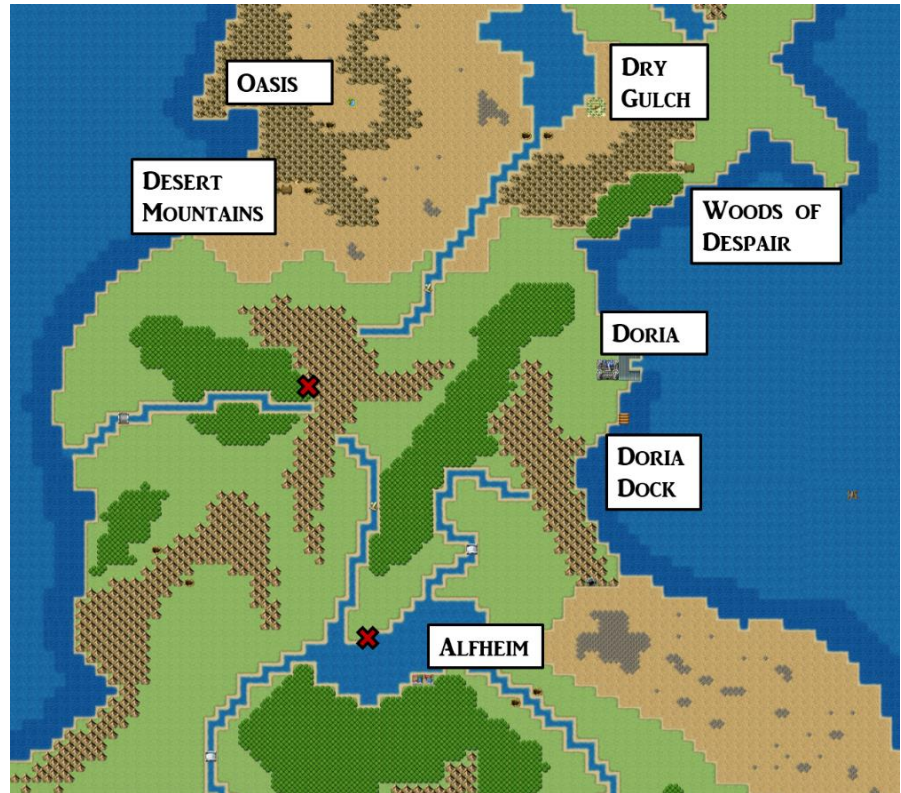
It is probably a good idea to head back to Dry Gulch to heal up, save, and restock your items. You can sell the monster remains that you've amassed while clearing the Desert Mountains to outfit yourself with any Leather Equipment that you weren't able to buy earlier.

Fully outfitted, head back toward the Desert Mountains and continue heading west until you hit the western coastline. Head due south but do not cross the bridge because there is buried treasure to the east. Trek into the forest just north of the river until you reach the mountains. Two paces north of the river, adjacent to the mountains (denoted by a red 'X' on the map), use the *Drill* to find a **Broad Sword**.

If you have trouble finding the treasure, you can buy Treasure Map #3 to this buried treasure from the Guild Researcher in Alfheim. This will allow you to see the location of the buried treasure on your World Map through the "Map" menu option.

After you've collected the buried treasure, head south across the river via the bridge and then head east toward the mountains unless you have an Engineer. If you have an Engineer, you can take a small shortcut through the mountains to the south. Without the Engineer, walk south between the two mountain ranges until you find the river to your east. Keep walking south along the western edge of the river and you'll find a bridge that leads into a large forest. Travel east into the large forest but keep the river and the lake to your north. Eventually, you'll arrive at the town of Alfheim which lies just south of a large lake.

**Battle Notes:** *There are no new enemy types in this section. For details on Small Lizards and Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave).*





## 6.2.6 Alfheim

### Suggested Level: 8

**Treasures (from NPCs):** Moa Whistle, Treasure Map #3, Treasure Map #4, Treasure Map #5, Recipe for Preemptive Breastplate, Recipe for Random Cloak

Treasure Chest Legend	
<b>A</b>	200G, Short Sword, Potion
<b>B</b>	Silk Hat
<b>C</b>	100G, Leather Gloves, 150G, Tiny SP Orb



In Alfheim, you'll find a weapon and armor shop that sell Ring/Silk-level equipment which is significantly stronger than the Leather equipment that was available in Dry Gulch. Although it is much stronger, it is also quite expensive and so you must be careful to select which items you truly need (unless you have amassed a large quantity of gold). Ring/Silk-level equipment is also the base equipment for many of the recipes you've collected thus far (Miner's Cave, Desert Mountains "Dead End"). Visit the Synthesis Shop in the southwest corner of town to see whether you have the materials to synthesize any gear from your recipes.

This is the first town where you'll run into Gary – The Hardworking Merchant. He is located between the Church and Weapon Shop and will sell you all the equipment purchasable from Oakwood and Dry Gulch, but at a discount! As you progress through the game, he'll follow you around and offer to sell you equipment from all the towns you've previously visited. The Hardworking Merchant is your best bet to get better equipment if you're low on cash and behind in equipment. He can also be very

helpful if you're trying to synthesize older equipment and you don't want to backtrack to previously visited towns.

You may want to rest at the Inn located in the center of town, which also has a collection of three treasures (**200G, Short Sword, Potion – A**) you can gather on the second floor. After resting at the Inn, walk to the Church in the northwest corner of town to save if you don't have the "Save Anywhere" option turned on. You'll also want to travel to the Pub located just to the northeast of the Inn to brush up on the local gossip regarding the Relic Collector of Doria, Lucky's Casino, the Earth Cave, and more. At the pub, you can purchase the **Recipe for Random Cloak** and the **Recipe for Preemptive Breastplate** from the Rogue Traveler. If you wait to purchase the recipes, the Rogue Traveler leaves Alfheim after you complete the Volcano and travels to the Oakwood Inn. If you wait until after you collect two of the Crystal Shards, you won't be able to purchase those two recipes because the Rogue Traveler is killed by the Amorphous Blob.

If you have a Hunter in your party, you should talk to Ravenport – The Moa Rider and acquire the **Moa Whistle** which will allow you to summon your Giant Moa as long as you've tamed one on that continent. Later, you can tame a Blue Moa that can be summoned on any continent. Next, in the northeast corner of town is a private household where you can gather another treasure (**Silk Hat – B**). Finally, it's time to visit the Hunter's Guild located in the southeast corner of Alfheim. When you enter, first collect the four treasures on the right and left rooms (**100G, Leather Gloves, 150G, Tiny SP Orb – C**). In the main room, you should talk to Locke (upper left) to join the Hunter's Guild. It will cost you 500G to join the Guild, but the rewards for completing targets for the Hunter's Guild far outweigh this initial cost.

The Hunter's Guild is a group of skilled warriors who band together to dispatch powerful monsters that communities and kingdoms throughout Terra aren't strong enough to kill themselves. The Head of the Hunter's Guild is Cid and his second in command is Locke. They take commissions from around the world to kill powerful monsters. When you first join the Guild, there will be four powerful monsters that are wreaking havoc on the Central Continent (the continent you are on). These monsters are: the Large Slime, the Goblin King, the Mutated Ghoul, and the Rock Lizard. To learn more about any of these monsters, ask Cid or the Guild Researcher (located in the left room of the Hunter's Guild) for more information. You can also refer to the Enemy or Hunter's Guild sections in this strategy guide (Section **6.18**). The Guild Researcher will also sell you three treasure maps (**Treasure Map #3, Treasure Map #4, and Treasure Map #5**). Treasure Map #3 has already been used when acquiring the Broad Sword when traveling between the Desert Mountains and Alfheim. Treasure Maps #4 and #5 will be used later after completing the Forest Tower or the Woods of Despair. The rewards for each successful target kill include powerful rings (essentially the only opportunity at this point in the game to acquire rings), recipes for excellent equipment, and a large sum of gold. Whether or not you decide to track down and kill the four Guild monsters in Tier #1 of the Hunter's Guild, the next step on the journey is to track down the second Rune required by the Relic Collector of Doria, which is located in the Forest Tower.

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Broad Sword	1000G	12	0	0	7	NO
Curved Dagger	700G	8	0	0	5	NO
Crescent Axe	900G	20	0	0	16	YES
Lance	950G	8	0	4	3	NO
Long Bow	700G	8	0	4	2	NO
Reinforced Whip	1100G	6	0	6	3	NO
Carved Staff	1000G	3	12	0	1	NO

### Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Ring Mail	1050G	8	3							30	
Silk Robe	1050G	7	4								15
Reinforced Shield	750G	7							3		
Silk Cloak	750G	5	5								
Silk Hat	750G	4	6								
Ring Helm	750G	6	4								
Silk Gloves	750G	3		7							
Ring Gauntlets	750G	4			3			4			
Silk Shoes	825G	3				4	4				
Ring Boots	750G	4				3	3				

### Pub

ITEM NAME	SUMMARY	PRICE
BLITZ TONIC	Boosts ATK +10 & ATK +10% during battle	250G
WALL TONIC	Boosts DEF +10 & DEF +10% during battle	250G
MIND TONIC	Boosts INT +10 & INT +10% during battle	250G
WARD TONIC	Boosts MGD +10 & MGD +10% during battle	250G
JOLT TONIC	Boosts AGI +10 & AGI +10% during battle	250G
SHOCK TONIC	Boosts PRE +10 & PRE +10% during battle	250G
BUBBLE TONIC	Boosts Max HP +50% during battle	250G
SURGE TONIC	Boosts Max MP +50% during battle	250G
VIGOR TONIC	Boosts CRT +10 & CRT +10% during battle	250G
EAGLE EYE TONIC	Boosts ACC +10 & ACC +10% during battle	250G

### Item Shop

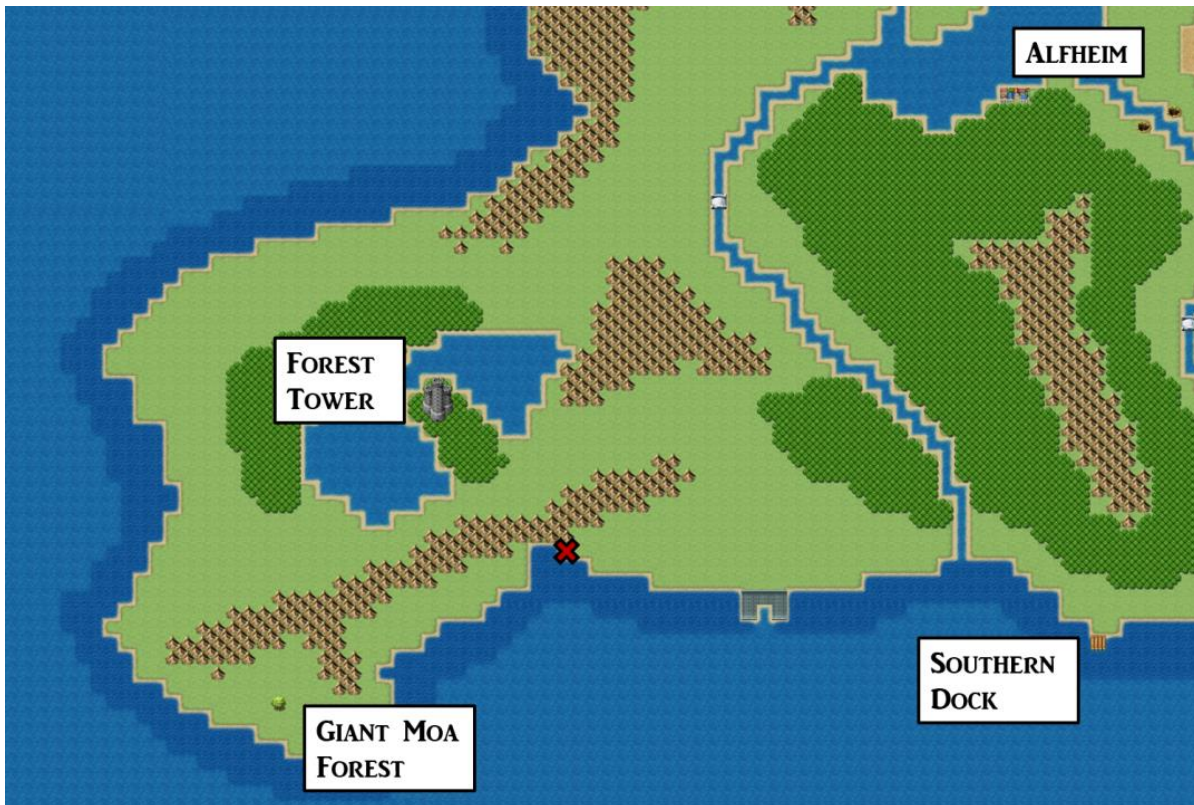
ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G



### 6.2.7 To the Forest Tower

**Suggested Level: 8**

**Enemies:** Scorpion, Small Lizard, Grey Bear, Cobra, Imp



From Alfheim, you should head west back through the forest to the bridge and then south between the riverbank and the mountains. Continue south until you reach the southern coastline and then head west until you arrive at a dead end between the northern mountains and the southern coastline. At the dead end, use the *Drill* to acquire the Buried Treasure (**3x Fire Bombs**). If you're having trouble finding the treasure, you can buy Treasure Map #1 from the Weathered Traveler in Oakwood. After acquiring the Buried Treasure, head northeast along the southern edge of the mountains until they end. Once the mountain range ends, you'll head west, keeping another set of mountains to your north. In a short time, you'll arrive at the Forest Tower located on a small peninsula jutting into a lake. If you have a Hunter in your party, you'll want to make a slight detour to the Giant Moa Forest to the south. If you don't have a Hunter, ignore the next section and skip directly to the section entitled ***The Forest Tower – The Rune of Deimos***.

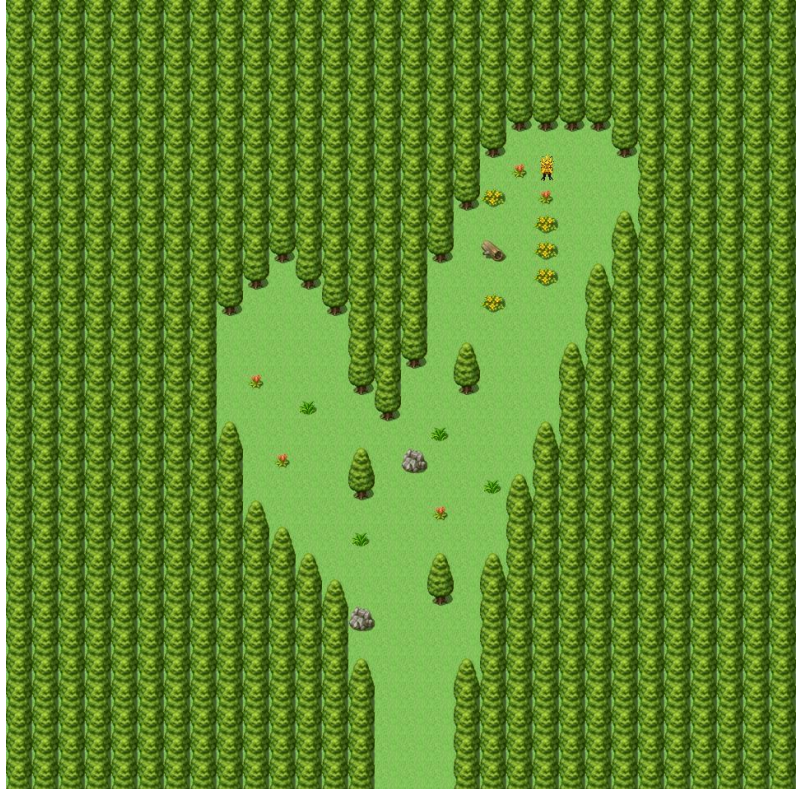
**Battle Notes:** *There are no new enemy types in this section. For details on Small Lizards and Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave).*

## 6.2.8 Central Continent Moa Forest

### **Suggested Level: 8**

With a Hunter in your party, you'll want to travel to the Moa Forest to tame a Giant Moa for faster and safer travel on the World Map. Riding a Giant Moa will reduce random encounters by a factor of two outside of forests and by a factor of four in forests. Taming a Giant Moa requires the Hunter's Skill, "Beast Tamer" which costs 500 SP. Be sure you have this skill before you head to the Moa Forest. Note: The Hunter must also be alive to tame a Giant Moa.

From the Forest Tower, follow the edge of the mountains to your south until you reach the southwest coastline. Follow the southern coastline and you'll quickly find the Giant Moa Forest. Inside, Tame the Moa and you'll be transported outside of the Forest where you'll find the Moa waiting for you. Head back to the Forest Tower to continue.







The Forest Tower was the home of the extinct Elven civilization. It is also a vast maze with rooms connected by teleportation devices rather than simple doors or caves. These teleportation devices make navigation through the Forest Tower quite difficult. When you enter the Forest Tower, you'll only have one option for where to go. Read the plaques along the northern wall in the first hallway to learn a bit more about the Elven Civilization. Continue right along the hallway and then turn north until you reach the first teleportation device (1). This will warp you to **Floor #2**.

Head right until you reach a north/south fork. There will be a teleportation device in the center of the fork (3). Ignore this device for now and instead head north until you reach another teleportation device (2). This will warp you back to **Floor #1**.

Head south and you'll find yourself in a room with six treasure chests (**Fire Bomb – A, Wind Bomb – B, 250G – C, Broad Sword – D, Dark Bomb – E, Thunder Bomb – F**). Head back up to the teleportation device and warp back to **Floor #2**. Head down the hallway back to the teleportation device at the center of the fork (3) and warp through it. You'll remain on **Floor #2** but end up near the southeast corner. Head right, up, and then left to the next teleportation device (5). This will warp you back to **Floor #1**.

**Battle Notes:** *For details on Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave). The new enemies are Mummies, Venus Fly Traps, and Faceless Orcs. Both Mummies and Venus Fly Traps are weak to fire and can be destroyed by either Fire Bombs of the Black Mage's powerful Fire magic. Mummies have a potent physical attack while Venus Fly Traps are most dangerous because of their ability to put you to sleep. Mummies are also weak to Holy and can be quickly annihilated by Holy Bombs or the White Mage's Holy magic. Faceless Orcs are incredibly quick and have some weak magic and moderate strength physical attacks. The main threat they pose is due to their first strike capability, as well as the chance that they will cause the enemy party to get a surprise attack. They are weak to fire. If you have a Thief, you can steal Holy Bombs, Fire Bombs, and Potions from Mummies, Vocalizer Serums and Antidotes from Venus Fly Traps, and Wall Tonics, Blitz Tonics, and Sleeping Bags from Faceless Orcs.*

## Floor #2

### Suggested Level: 9

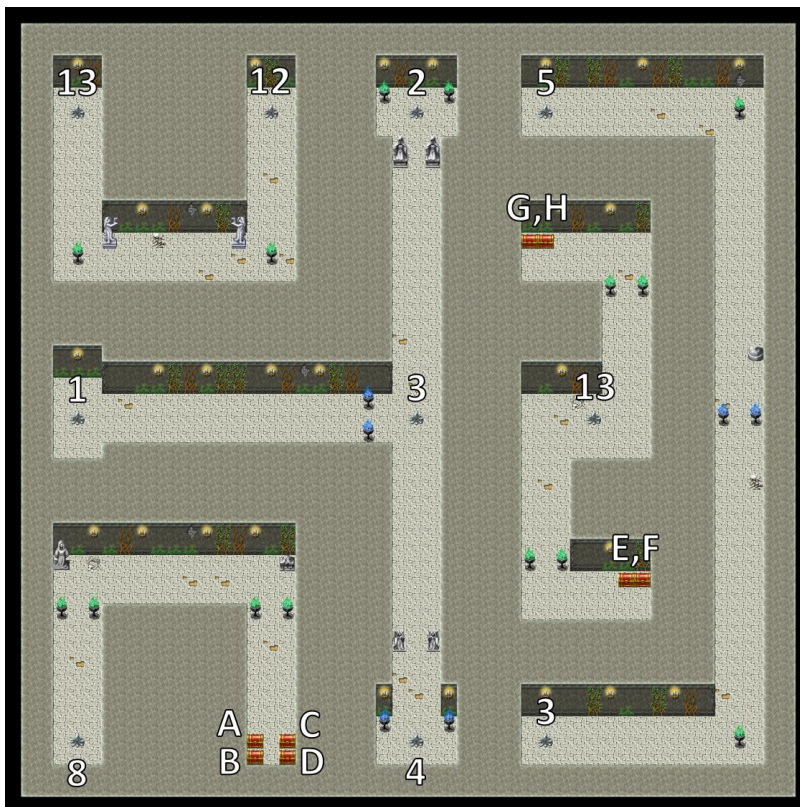
**Enemies:** Scorpion, Grey Bear, Cobra, Imp, Mummy, Venus Fly Trap, Faceless Orc, Succubus

Treasure Chest Legend	
A	Blaze Bomb
B	Lance
C	Long Bow
D	100G
E	Small SP Orb
F	High Potion
G	300G
H	Tent

Travel through the corridor until you find a hallway to the left. Walk along the hallways to the left and you'll find a treasure chest (**Carved Staff – G**) and another teleportation device (6) at the end of the hallway. Go through the teleportation device and you'll find a puzzle. See **Puzzle #6 – Forest Tower A** for the solution.

After completing the puzzle, return back to the main hallway and then up past the first dead end hallway on the left and finally slightly left where the path ends. Here you'll find two treasures (**Recipe for Tiny Magic Potion – H, Silk Robe – I**). With the treasures in hand, trek back south down the long hallway until you find the original teleportation device (5) and warp through it. This will warp you back to **Floor #2**.

Continue along the long corridor back to other teleportation device (3). This warp will take you back to the center of **Floor #2**. Now that you've collected all the treasures from the upper and central teleportation devices, you can travel south to the only remaining teleportation device (4). This will warp you to **Floor #3**.



**Battle Notes:** For details on Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (**Section #2: 1st Cave**). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (**Section #5: 2nd Cave**). For details on Mummies, Venus Fly Traps, and Faceless Orcs, see the Battle Notes for the Forest Tower (**Floor #1**). The one new enemy type you'll encounter are Succubi. Succubi are perhaps the most dangerous enemies in the Woods of Despair because their confusion attack can turn your powerful physical characters against your own party. Succubi have no elemental weaknesses. If you have a Thief in your party, you can steal Vocalizer Serums, Smelling Slats, and High Potions from Succubi.

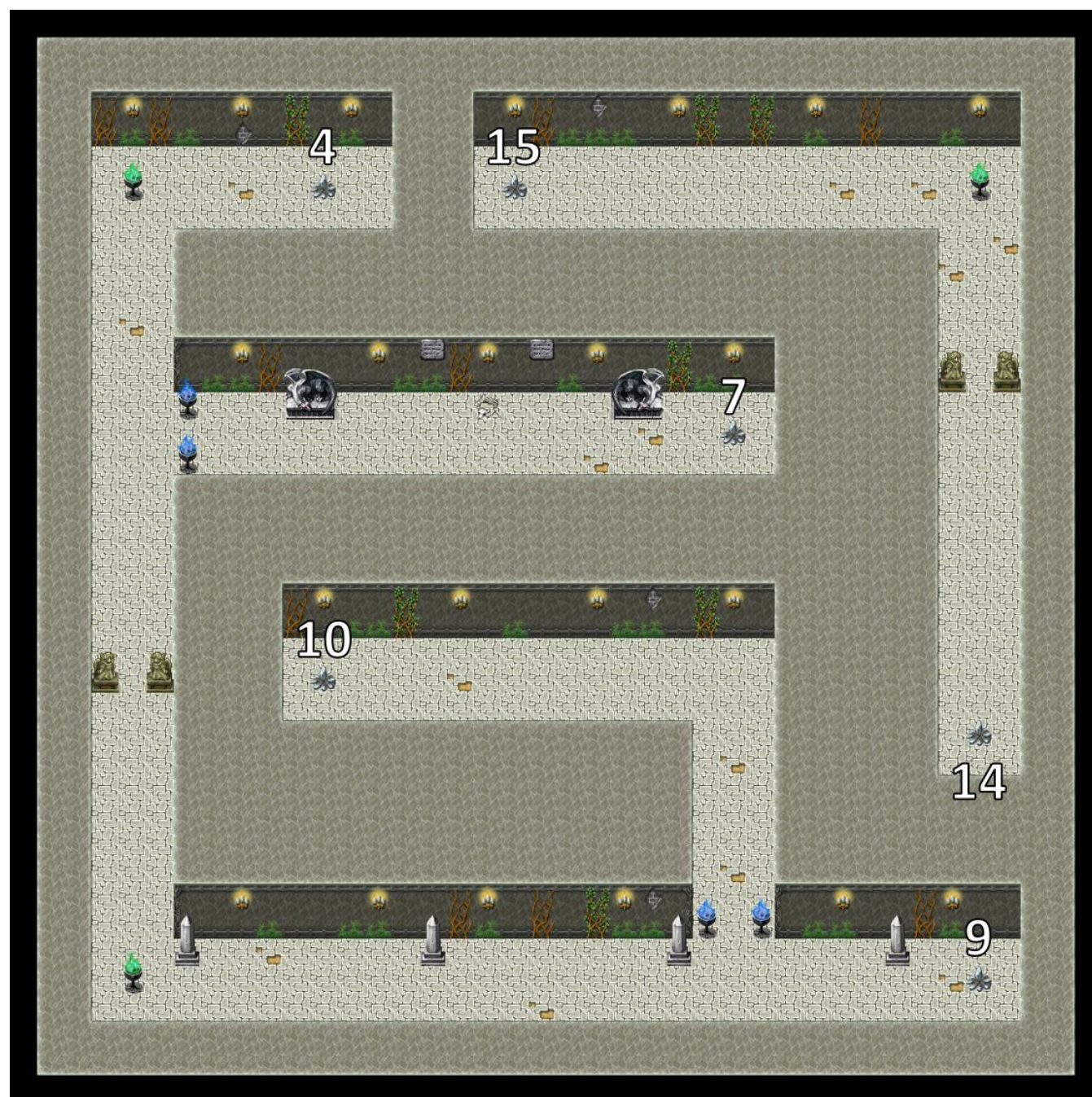


## Floor #3

**Suggested Level: 10**

**Treasures:** None

**Enemies:** Grey Bear, Cobra, Imp, Mummy, Venus Fly Trap, Faceless Orc, Succubus, Nymph, Desert Phoenix



On **Floor #3**, travel to the left for a few steps and then head down. You'll find that the path branches off to the right. Take the right path and read the plaques along the northern wall for a bit more information regarding the Elven civilization. At the end of the hallway, you'll find another teleportation device (7). This will warp you to **Floor #1**.

Walk up this corridor and to the left to the next teleportation device (8). This will warp you to the bottom left corner of **Floor #2**.

Follow this corridor up, right, and then down to reach four treasures (**Blaze Bomb – A, Lance – B, Long Bow – C, 100G – D**). After collecting the treasures, head through the series of teleportation devices (8) and (7) until you arrive back in the corridor with the two plaques and the dragon statue to your left on **Floor #3**. Next, you'll head to the left until you reach the north/south fork and then take the southern fork. The path will turn right and you'll continue east through the north/east fork until you reach a teleportation device (9) in the southeast corner. This will warp you to the 2<sup>nd</sup> Puzzle in the Forest Tower. See **Puzzle #7 – Forest Tower B** for the puzzle solution. After completing the puzzle, return through the teleportation device and then walk left until you reach the west/north fork. Take the northern fork and continue on this path until you reach the next teleportation device (10). This will warp you to **Floor #1**. Head north until you reach the east/west fork. Take the eastern path and then continue on until it turns north. In a few steps, there is another fork. Take the western path and continue on until you reach the teleportation device (11). Before taking the warp, read the plaques to learn a bit more about Elven civilization. The warp will take you to the 3<sup>rd</sup> and final puzzle in the Forest Tower. See **Puzzle #8 – Forest Tower C** for the puzzle solution.

**Battle Notes:** *For details on Scorpions see the Battle Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave). For details on Mummies, Venus Fly Traps, and Faceless Orcs, see the Battle Notes for the Forest Tower (Floor #1). For details on Succubi, see the Battle Notes for the Forest Tower (Floor #2). Desert Phoenixs are by far the strongest magical enemies you've encountered thus far, and they can be very dangerous to physical type characters with low magical defense. They also have strong magic defense themselves and should be killed with physical attacks. Nymphs are a support type of enemy that can put your party to sleep, lower your defense, and cast some moderate-strength magic spells. Nymphs are weak to ice. If you have a Thief in your party, you can steal Tents and Sleeping from Nymphs and Tiny Magic Potions, Mind Tonics, Ward Tonics, and Eye Drops from Desert Phoenixs.*



## Floor #4

### Suggested Level: 10

**Treasures (from Boss):** Rune of Deimos

**Enemies:** None

After completing the puzzle, warp back to Floor #1 and then travel back to the right and then take the northern fork as it turns left and then south again to another teleportation device (12). This will warp you to Floor #2.

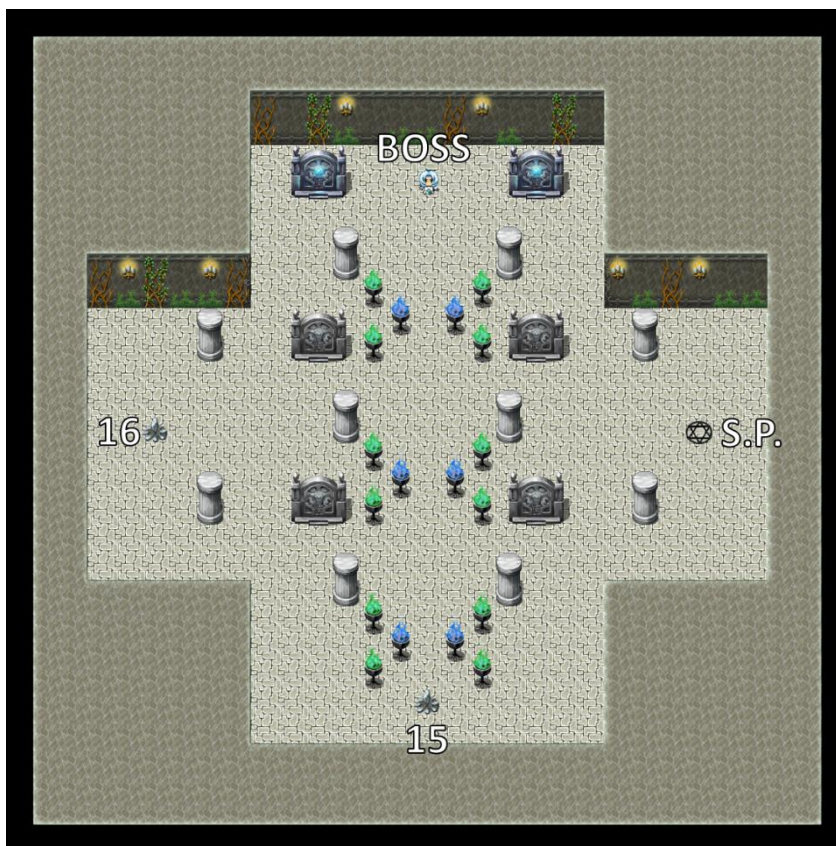
Follow the corridor to the next teleportation device (13). This will warp you to another region of Floor #2 near the eastern edge.

To the north and south you'll find four treasures in total (**Small SP Orb – E, High Potion – F, 300G – G, Tent – H**). Travel back through the series of teleportation devices (13) and (12) to return to Floor #1.

Back track until you reach the original east/west fork near the original teleportation device from which you entered this section (10). Now, take the western fork which quickly turns north. Continue on until you reach a teleportation device (14). This will warp you to Floor #3. Walk down the corridor to the next teleportation device (15). This warps you to Floor #4.

On Floor #4, you'll find a save point to the right (which will function if you have "Saving in Designated Locations" turned on) and an inoperable teleportation device (16) on the left. At the northern end of the room, you'll find Helios, the lone surviving member of the Elven Civilization. He happens to be in possession of the **Rune of Deimos** and is unwilling to part with the Relic except to someone he deems worthy. Therefore, he challenges you to fight the Tower Guardian before he will give you the Rune.

The Tower Guardian can be a devastating opponent for strong physical parties. His skill "Sand Dust" can blind your entire enemy party, so having plenty of Eye Drops or a White Mage with Bright or Flash is crucial. Furthermore, he can use Fire 1 which will cause a small amount of fire damage to a single ally as well as Frying Pan. Frying Pan is another fire elemental spell but will damage your entire party. A White Mage can help a great deal in this battle by casting Null Fire to halve the amount of fire damage taken. Lastly, the Tower Guardian will also use a normal physical attack ~25% of the time.



As always, keeping fully healed and curing Blind are good strategies for beating the Tower Guardian. Knights should boost their attack power with Tonics, and then use their most powerful offensive skills such as Berserker or Smite. Once they run out of MP, the Knight should continue to use normal physical attacks. Monks should use Double Attack or Leg Sweep if learned and then continue on with physical attacks once their MP is depleted. Hunters should use attacks such as Hamstring and Slow Enemy as well as party buffs like Scan and Critical Scan. Engineers can use bombs (Tower Guardian is weak to Fire) if Grenadier has been learned. Otherwise, the Engineer should double as a healer and/or Tonic buffer. Black Mages should unleash their most powerful Fire magic. White Mages should protect the party with Null Fire and any other physical/magical defense buffs that have been learned. Thieves should use attacks like Hamstring and then follow up by stealing. Depending on whether the Gray Mage has been built more as a physical or magical attacker, he should follow either the path of the Knight or the Black Mage.

## Boss Battle: Tower Guardian



### Attacks

Normal Attack (25%), Fire1 (25%), Sand Dust (25%), and Frying Pan (25%).

### Items to Steal

Tiny SP Orb (50%), Small SP Orb (25%), Medium SP Orb (5%), Rune Ring (5%), Swift Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
2,000	300	40	17	20	28	25	40	5	1,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	C	C	C	F	C

**Battle Notes:** *There are no enemies in this section.*



## 6.2.10 To the Relic Collector

### Suggested Level: 10

**Enemies: Small Lizard, Imp, Cobra, Grey Bear, Mummy, Venus Fly Traps**

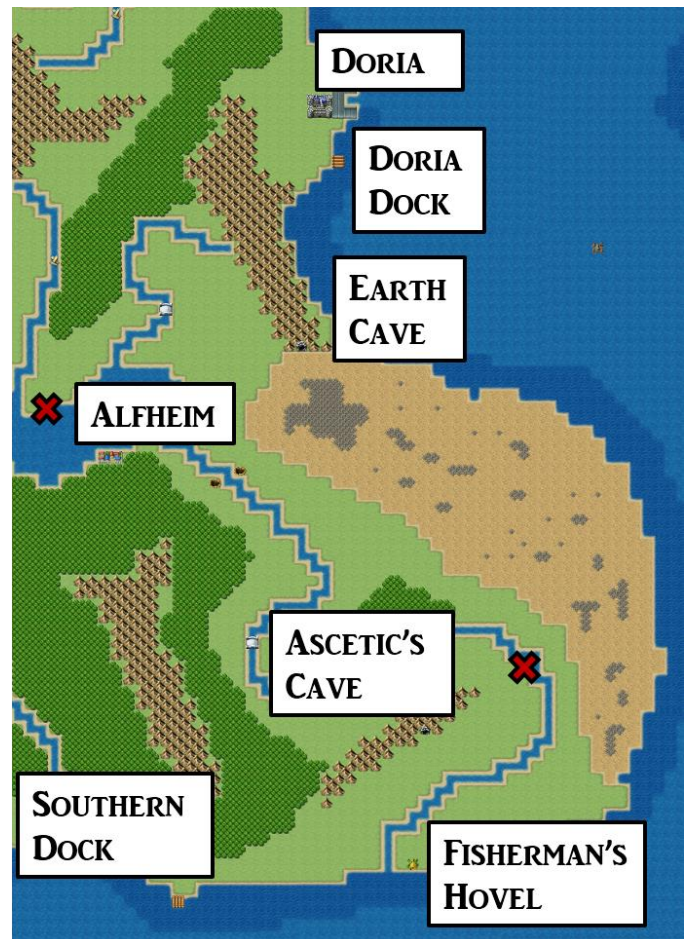
After defeating the Tower Guardian, you'll receive the Rune of Deimos from Helios. At this point, you can either warp out using a *Warp Stone* or the spell *Warp* if you have a high level Black Mage or Gray Mage who has learned it. If you don't have the means to warp out, not to worry, you can simply retrace your steps out of the Forest Tower. First, return to the southern end of Floor #4 and use the teleportation device (15). Continue down the next corridor to the next teleporter (14). From there continue south and then at the fork take the southern fork to the teleporter (10). At this point, walk down the corridor to the right and then down to the east/west fork. Take the western fork and then travel up and take the northern fork when you pass the north/east fork. Continue on the northern fork and then right to the teleportation device (4). From here, travel north to the teleportation device at the center of the 3-way fork. Do not travel through the teleportation device (3), but instead, head west to the teleportation device at the end of the corridor (1). After traveling through this warp, you'll travel south along the corridor and exit the Forest Tower.

Travel back to Alfheim by traveling east to the river and then north to the bridge. Cross the bridge into the forest and then keep traveling east with the river/lake to your north. Once you reach Alfheim, restock on supplies, rest at the Inn, and finally save your progress at the Church. With both *Runes* in hand, it is time to travel to Doria to exchange them for a *Ship*. On the way to Doria, there will be a few stops to gather a few extra supplies.

After exiting Alfheim, follow the river east and then south. When you reach the bridge, do not cross, but instead you should head directly south with the mountains to your west. When the mountain range ends, head east and you'll find another small mountain range. Continue along the southern edge and you'll find the Ascetic's Cave.

**Battle Notes:** For details on Small Lizards see the Battle Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave).

For details on Mummies and Venus Fly Traps, see the Battle Notes for the Forest Tower (Floor #1).



### 6.2.11 *The Ascetic's Cave*

#### **Suggested Level: 10**

**Treasures (from Chests): 3x Mining Bombs**

**Treasures (from NPCs): Recipe for Lethal Sword, Recipe for Guard Cloak, Recipe for Poison Ring, Recipe for Heavy Boots**

The Ascetic will give you four recipes (**Recipe for Lethal Sword, Recipe for Guard Cloak, Recipe for Poison Ring, and Recipe for Heavy Boots**). You'll also find a wooden chest containing **3x Mining Bombs**. After collecting everything from the Ascetic's Cave, continue east as far as possible until the river blocks your way. From the easternmost section, take one step left and then head north until the river blocks your way. Here, you can use the Drill to acquire **3x High Potions**. If you're having trouble finding the Buried Treasure, you can buy Treasure Map #4 from the Guild Researcher in Alfheim. After acquiring the Buried Treasure, head back to the bridge to the north that you passed earlier. Cross the bridge and continue east with the river to your south. Follow the river as it curves south and then west again. Where the river meets the ocean, you'll find the Fisherman's Hovel.

### 6.2.12 *The Fisherman's Hovel*

#### **Suggested Level: 10**

**Treasures (from Chests): Recipe for Cover Hat, Recipe for Fast Spear, 3x Mining Bombs**

**Treasures (from NPCs): Recipe for Strong Fishing Pole**

The Fisherman's Hovel is an important stop on your travels if you're interested in becoming an expert fisherman, because Churdon – The Fisherman has the **Recipe for the Strong Fishing Pole**. Inside his home, you'll find two regular chests which both contain recipes (**Recipe for Cover Hat, Recipe for Fast Spear**) as well as a wooden chest with **3 Mining Bombs**. You can talk to the Fisherman's Wife to rest for free before you travel back north. If you desire, you can fish from the dock.

After collecting everything from the Fisherman's Hovel, travel north along the dividing line between the desert and grassland (staying in the grassland if you prefer the weaker enemies). Eventually, you'll reach the northern end of the desert and the entrance to the Earth Cave. For now, we'll bypass the Earth Cave and continue on to Doria. At this point, head west to the bridge. After crossing the bridge, head southwest until you reach the two southernmost squares jutting into the lake. On the eastern square, use the Drill to acquire **5x Small SP Orbs**. If you're having trouble finding the Buried Treasure, you can purchase Treasure Map #5 from the Guild Researcher in Alfheim. You'll cross the bridge and then head north through the forest; a river and then a mountain range will be to your east. When the mountains end, head east and you'll find the grand city of Doria.

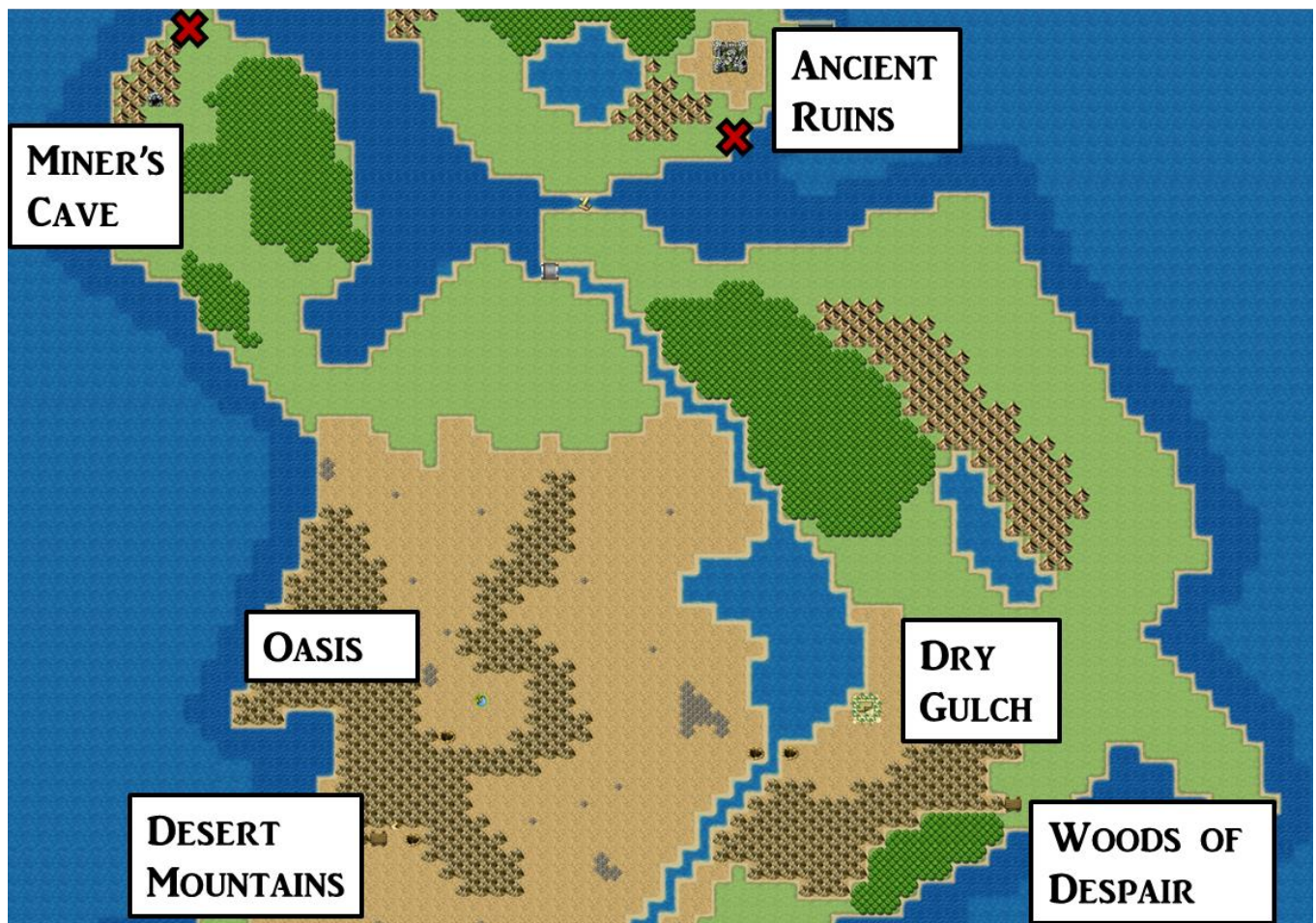
**Note: The next sections are devoted to the 2<sup>nd</sup> possible route to acquiring the Ship: Passage through the Woods of Despair and the rescue of the Hermit from the Deserted Island. If you've collected the two Runes, skip to Section 6.2.15.**

### 6.2.13      *The Path Less Traveled*

#### **Suggested Level: 6**

If you would prefer to brave the depths of the Woods of Despair rather than gather the two ancient Elven Relics for the Dorian Relic Collector, then work through Sections **6.2.1** – **6.2.3** but stop before you enter the Desert Mountains. Before setting out from Dry Gulch, make sure you are fully stocked on healing items as well as status effect curing items, such as antidotes. From Dry Gulch, head east and then when the mountains allow, head south. You'll find a sign post designating the Woods of Despair. Enter and prepare for a *long journey* through these perilous woods.

**Pro Trip:** Buy 2-3 Ice Bombs before setting out for the Woods of Despair. An Ice Bomb can wipe out an entire enemy troop and may save your life.







After completing the puzzle and returning to the first section of the Woods, head west and go northwest at the next northwest/west fork. Take the northwest path and gather the treasure at the dead end (**Ring Helm – D**). Return to the fork and head west. Cross the bridge over the creek and you'll find two more treasures (**Recipe for Silver Sword – E**, **Recipe for Magic Ward Robe – F**). You won't be able to synthesize the *Silver Sword* until you reach Doria and buy a Steel Sword, but it is highly advisable that you do so as quickly as possible. The *Silver Sword* will grant the equipped character a +20 DEF bonus, making them nearly immune to physical attacks at this point in the game. After gathering the two treasures, return east across the bridge and then at the first fork, continue east.

When you return the northwest/north fork in the lower right corner of this section of the Woods, you should again reevaluate your condition because you will have to trek deep into the Woods to acquire more treasure. If your stocks are dwindling, then head north and back to Dry Gulch. Otherwise, take the northwest fork and continue until you reach a north/west fork. Take the north fork and follow the path until it dead ends. Grab the treasure (**Broad Sword – G**) and immediately equip it if you have a Knight or Gray Mage, since it is a large upgrade compared to the *Short Sword* available in Dry Gulch.

Return back along the path until you reach the east/west fork and now take the west fork. Head west and when you reach the north/west fork take the north fork and gather the two treasures (**Recipe for Thug's Knife – H**, **Recipe for Cold Armor – I**). You have now successfully cleared the first section of the Woods of Despair and it is highly advisable that you return to Dry Gulch to restock and rest, because there is a noticeable increase in the strength of the monsters in the next section. If you have spare money, you should buy several Fire Bombs to handle any especially tough groups in the next section. After you've done so, return to this north/west fork and take the west fork to proceed to the Middle of the Woods (2).

**Battle Notes:** *If you haven't gathered the two Elven Relics, then the Imps, Cobras, and Grey Bears you'll encounter are new enemy types. For details on Scorpions and Small Lizards see the Battles Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave).*



## Section #2 – The Middle of the Woods

### Suggested Level: 8

**Enemies:** Grey Bear, Cobra, Imp, Mummy, Venus Fly Trap

Treasure Chest Legend	
<b>A</b>	Recipe for Spiked Shield
<b>B</b>	Rune Staff
<b>C</b>	Holy Light Bomb
<b>D</b>	Small SP Orb
<b>E</b>	750G
<b>F</b>	Iron Gauntlets
<b>G</b>	Recipe for Poisonous Crossbow
<b>H</b>	Recipe for Clear Vision Hat
<b>I</b>	Recipe for Debilitating Whip
<b>J</b>	Recipe for Critical Helm
<b>K</b>	Recipe for Thunder Spear
<b>L</b>	Iron Axe
<b>M</b>	Recipe for Defender Axe

When you enter the Middle of the Woods, you'll find yourself in the upper right corner of the map (2). Travel a bit west and you'll quickly find yourself at a south/west fork. Take the western fork and continue down the path until you reach a bridge over the creek, which forms a rotated "T" over the creek. At the junction of the "T", head west and then head south to gather two treasures (**Recipe of Spiked Shield – A, Rune Staff – B**). If you have a Mage in your party, immediately equip them with the *Rune Staff* since it is a large upgrade over the *Oak Staff* available in Dry Gulch.

Head back north and cross the bridge to the north. Follow the path as it twists until you reach a north/west fork. Take the western fork and gather the four treasures (**Holy Light Bomb – C, Small SP Orb – D, 750G – E, Iron Gauntlets – F**) at the dead end. Immediately equip the *Iron Gauntlets* to any physical class. Head back to the fork, go north, and you'll find yourself in the second puzzle of the Woods of Despair (3). See **Puzzle #10 – Woods of Despair B** for the puzzle solution.

After completing the puzzle, you should head south at the fork and cross the bridge across the creek. Next, go east and south over the "T" bridge. Continue south and you'll find yourself at a 5-way





intersection with a bridge to your right. Take the southwest branch and follow the path to the dead end. Gather the two treasures (**Recipe for Poisonous Crossbow – G**, **Recipe for Clear Vision Hat – H**) and then return to the 5-way intersection.

Now, take the southeast branch and continue along the edge of the creek until you reach two more treasures (**Recipe for Debilitating Whip – I**, **Recipe for Critical Helm – J**). Cross the bridge to the north and then you'll head north at the north/east fork. Be careful here... you should avoid the eastern fork (5), which leads to the Deep Woods; this area is home to powerful monsters. You'll have to return later when you're stronger to plunder this area of the woods.

After taking the northern fork, you'll quickly find yourself at a 4-way intersection. You'll head east and after a few steps gather another treasure (**Recipe for Thunder Spear – K**). Return to the 4-way intersection and go north. Next, there is a north/west fork just before the creek. Take the western fork and then cross the bridge to the north. In a small outcropping of trees, you'll find the last two treasures (**Iron Axe – L**, **Recipe for Defender Axe – M**) in this second section of the Woods of Despair.

At this point, it is highly advisable that you return back through the Woods of Despair to Dry Gulch because the monsters in the third section (Dorian Woods) are extremely formidable. After resting, restocking, and saving, the directions from the last two treasures collected are: head south across the bridge and then east to a north/south fork. Take the southern fork and then at the 4-way intersection head west. Continue west across the bridge and you'll find yourself at the entrance to the Dorian Woods (4).

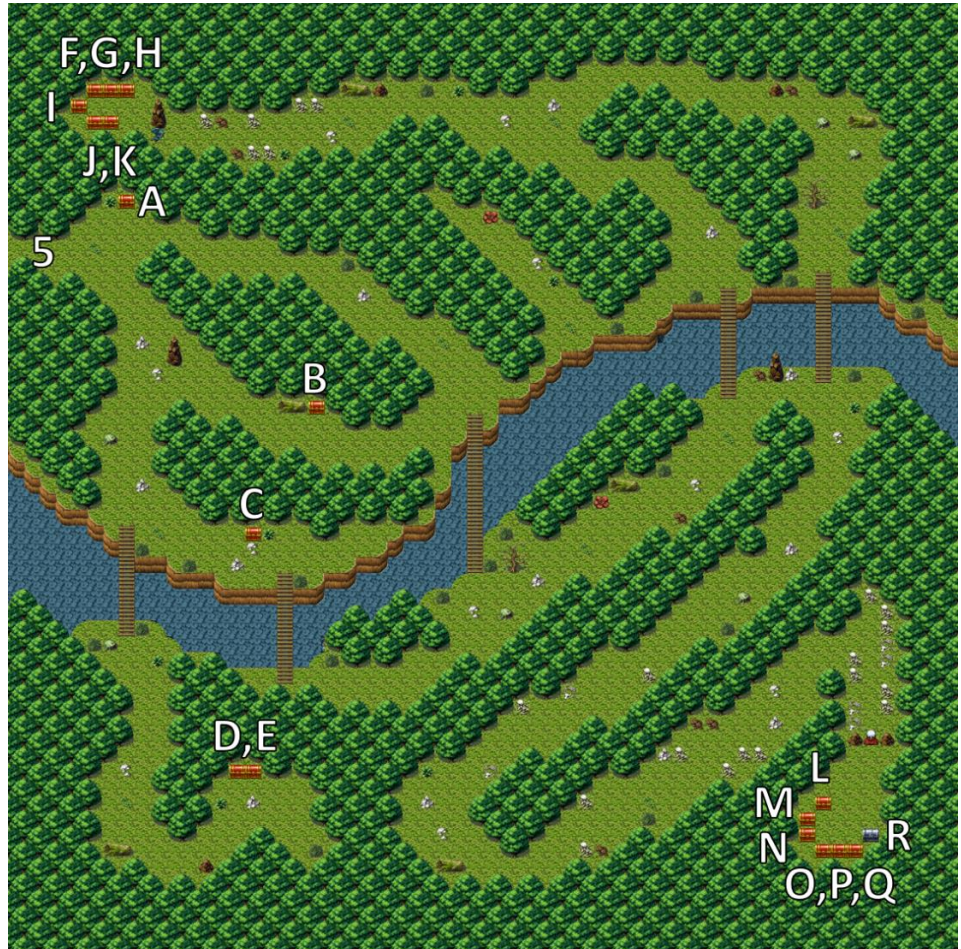
**Battle Notes:** *For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave). For details on Mummies and Venus Fly Traps, see the Battle Notes for the Forest Tower (Floor #1).*

## Section #3 – The Deep Woods

**Suggested Level: 15**

**Enemies: Desert Phoenix, Zombie Mage, Invisible Knight, Skeleton Knight**

Treasure Chest Legend	
<b>A</b>	Large Magic Potion
<b>B</b>	5,000G
<b>C</b>	Wizard's Robe
<b>D</b>	Dark Storm Bomb
<b>E</b>	Huge Potion
<b>F</b>	Steel Crossbow
<b>G</b>	Medium Cottage
<b>H</b>	Confusion Ring
<b>I</b>	10,000G
<b>J</b>	Link Whip
<b>K</b>	Thunder Ring
<b>L</b>	25,000G
<b>M</b>	Might Ring
<b>N</b>	Shield Ring
<b>O</b>	Rune Ring
<b>P</b>	Mystic Ring
<b>Q</b>	Poison Ring
<b>R</b>	Element Ring (need <i>Kali's Medallion</i> )



The Deep Woods contains monsters that are much stronger than those in the other three sections of the Woods of Despair. Therefore, the suggested Level (on Hard) is ~15. If you build-up a great deal, you can delve in the Deep Woods and gather the wonderful treasures that lie in wait. When you enter the Deep Woods, you'll immediately find a treasure (**Large Magic Potion – A**) just to the north.

After collecting the treasure, head south and at the east/south fork, go east. After a short walk, you'll find another treasure chest (**5,000G – B**). From there, return west and then continue south until you see the bridge that crosses the creek to the south. Before crossing the bridge, walk a few steps east and get the treasure (**Wizard's Robe – C**). Depending on how early you dare enter the Deep Woods, the Wizard's Robe may be a large upgrade from your Mage's body armor. After opening that chest, return to the west and cross the bridge to the south. Continue south and follow the path to two treasures (**Dark Storm Bomb – D**, **Huge Potion – E**). Return north along the path and cross the bridge to the northern edge of the creek. Walk east along the north bank of the creek, and then take the next bridge south again. Walk northeast along the southern bank of the creek, passing two bridges. At the third bridge,

cross north and then follow the path west. Ignore the southward path and simply continue west until you reach the first Mid-Boss of the Deep Woods: The Gargoyle.

The Gargoyle has both powerful physical and magic attacks. His most powerful attack may be Thunder 4 and therefore, if you have a White Mage in your party, it makes sense to start the battle with Null Thunder. Ward or Hyper Ward Tonics can also be of use in this battle to boost your party's magic defense. Thieves should try to steal the rare Full Potion and Medium Magic Potion that the Gargoyle possesses. Black Mages should use Fire magic while White Mages should heal or use Holy magic if everyone has full HP. Hunters should buff the party with scans or debuff the Gargoyle with Hamstring or Slow Enemy. Engineers should use Fire/Blaze or Holy/Holy Light bombs. Knights should use Berserker or Smite until they deplete their MP, and then use normal physical attacks. By this point, the Monks should have Fists of Fury and should be doing 2-3 hits with his normal attack. Lastly, the Gray Mage should follow either the Black Mage or Knight's strategy, depending on how he has been developed.

## Mid-Boss Battle: Gargoyle



### Attacks

Normal Attack (60%), Fire 3 (20%), Thunder 4 (20%).

### Items to Steal

Huge Potion (50%), Full Potion (25%), Medium Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
5,000	1,000	85	65	45	45	40	45	10	2,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	A	F

After you defeat the Gargoyle, gather the vast number of treasures that he protects (**Steel Crossbow – F, Medium Cottage – G, Confusion Ring – H, 10,000G – I, Link Whip – J, Thunder Ring – K**). The *Steel Crossbow* may be an upgrade for your Hunter or Engineer. The *Confusion Ring* is a very useful accessory for the Knight or Monk (prior to learning Cleanse), since they are capable of inflicting massive amounts of physical damage to your own party when confused.

With the treasures collected, trek back to the east and at the south/east fork continue eastward. The path turns south and then across a bridge to the south. Just across the bridge, there is a west/south fork. Take the southern fork and follow the sinuous path until you find the Master of the Woods.

The Master of the Woods is much more formidable than the Gargoyle. An especially lethal skill he possesses is Doom, which can instantly kill a single member of your party. Later in the game, you can gather a number of Protect Rings that will make you immune to instant death attacks; however, early in

the game, the only Protect Ring which you can easily acquire is from Tristan – the Puzzle Master. After completing 5 puzzles, he'll reward you with a Protect Ring. Regardless of whether you have acquired this Protect Ring, a White Mage can be very valuable for this battle to resurrect party members who fall to Doom. Just like the Gargoyle, the Master of the Woods can also devastate your party with Fire 3 and Thunder 4; however, the Master of the Woods' magical power (INT) is higher than the Gargoyle. Except for these previous statements, the strategy to beat the Master of the Woods is the same as the Gargoyle.

## Mid-Boss Battle: Master of the Woods



### Attacks

Normal Attack (40%), Fire 3 (20%), Thunder 4 (20%), Doom (20%).

### Items to Steal

Huge Potion (50%), Full Potion (25%), Large Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
7,500	1,000	100	80	75	85	50	55	10	3,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	A	F

After defeating the Master of the Woods, you can collect the legendary treasure trove that he guards (**25,000G - L, Might Ring - M, Shield Ring - N, Rune Ring - O, Mystic Ring - P, Poison Ring - Q**). When you have acquired *Kali's Medallion*, you can return to this area and collect the treasure from the silver chest (**Element Ring - R**). The collection of rings from the normal chests are only normally available through the Hunter's Guild and therefore quite valuable. Once you've collected all the treasures, you may want to Warp out of the Woods of Despair if you're returning after clearing the other areas. If you don't want to or can't Warp out, return along the sinuous path until you reach a north/west fork with the northern fork leading to a bridge. Take the western fork and ignore both the bridges to the north. Continue along the path to the southwest until you reach a third bridge. Cross the bridge to the north and you'll find a west/northwest fork. Take the northwest path and follow it until you reach the exit to the Middle of the Woods.

**Battle Notes:** For details on Desert Phoenixs, see the Battle Notes for the Forest Tower (**Floor #3**). You'll also encounter three new enemy types in the Deep Woods: *Skeleton Knights*, *Invisible Knights*, and *Zombie Mages*. *Skeleton Knights* are strong physical enemies; however, they only have a normal attack. They are undead and therefore have elemental weaknesses to Holy and Fire elements. They are very quick enemies and will likely strike first. *Invisible Knights* are a bit more powerful than *Skeleton Knights* and are



able to buff their ATK and DEF with Strengthen and Reinforce Armor, respectively. They have a slightly elemental weakness to Holy element. Zombie Mages are powerful mages who can use the ice elemental spell, Freeze, as well as Sleep which has the ability to put your entire party to sleep. Like Skeleton Knights, they have elemental weaknesses to Fire and Holy elements. If you have a Thief in your party, you can steal Sleeping Bags and Blaze Bombs from Skeleton Knights, High Potions and Hyper Wall Tonics from Invisible Knights, and Holy Light Bombs, Fire Bombs, and Tiny SP Orbs from Zombie Mages.

## Section #4 – The Dorian Woods

**Suggested Level: 10**

**Enemies: Mummy, Venus Fly Trap, Faceless Orc, Nymph, Succubus, Desert Phoenix**



Treasure Chest Legend					
A	Small SP Orb	E	Recipe for Genius Staff	I	Large Potion
B	Trident	F	1,000G	J	Hurricane Bomb
C	1,500G	G	1,500G	K	Blaze Bomb
D	Small Cottage	H	Iron Shield	L	Warp Stone



Assuming that you did not enter the Deep Woods and instead went straight from the Middle of the Woods to the Dorian Woods (4), then you'll immediately find yourself at a northwest/southwest fork. Take the southwest fork until it dead ends and collect the treasure (**Small SP Orb – A**). Head back to the fork and take the northwest fork. After a few steps you'll find a path to the north (6). Here you'll find the third and final puzzle in the Woods of Despair. See **Puzzle #11 – Woods of Despair C** for the puzzle solution.

After completing the puzzle, return to the main section of the Dorian Woods and then proceed west until you reach a west/southwest fork. Take the western fork and cross the bridge to a small island. Head south and you'll pass a save point. Save if you have the option and then continue south across another bridge. South of the bridge you'll find three treasures (**Trident – B, 1,500G – C, Small Cottage – D**). Return north across the bridge to the island and then east across the second bridge back to the fork at the brown rock spire. Now take the southwest fork and at the next southwest/southeast fork, head southwest. You'll quickly find two treasures at the dead end (**Recipe for Genius Staff – E, 1,000G – F**). Head back to the fork and take the southeast path. Follow the winding path until you reach a 4-way intersection. Head east and follow the path to another treasure (**1,500G – G**). Return to the 4-way intersection and continue west. The path turns north and you'll find a western path branching off the main trail. Take the western path as it turns south and collect the four treasures (**Iron Shield – H, Large Potion – I, Hurricane Bomb – J, Blaze Bomb – K**). Return to the main trail and then continue north. Follow the trail as it turns west and then you'll find the guard. Before you talk to him, head south to collect the final treasure (**Warp Stone – L**).

Walk back to the guard and talk to him. He's amazed that you've made it through the treacherous Woods of Despair. He gauges that you are the kind of warrior that the King of Doria could use to retrieve the Ancient Hermit from the Deserted Island Cave. The guard will allow you past and you'll find yourself at the southern edge of the Woods of Despair. Walk due south and you'll arrive at the grand city of Doria.

**Battle Notes:** *For details on Mummies, Venus Fly Traps, and Faceless Orcs, see the Battle Notes for the Forest Tower (Floor #1). For details on Succubi, see the Battle Notes for the Forest Tower (Floor #2). For details on Desert Phoenixes and Nymphs, see the Battle Notes for the Forest Tower (Floor #3).*

## 6.2.15 The Grand City of Doria

**Suggested Level: 10**

**Treasures (from NPCs):** Skeleton Key, Recipe for Protector Whip, Recipe for Prickling Cloak, Deserter's Boots (Map Shred Completion Reward)



Treasure Chest Legend	
A	400G, Long Knife
B	Reinforced Whip
C	300G, Carved Staff
D	300G, Rune Robe,
D (Secret)	500G, Warp Stone
E	High Potion, 250G, 500G, Crescent Axe, Ring Helm
E (Reward)	Dragon Armor, Dragon Sword, Ascendant Ring

Doria is the largest city on the Central Continent and one of the great cities of Terra. Some of the unique sights in Doria include the Thieves' Guild, the Relic Collector's Mansion, and Doria Castle. You should check out the Fishing Dock south of Doria, since it is the first place that sells Super Bait. But first, visit the Equipment Shop just to the west of the town entrance to buy iron/rune level equipment. Equip your characters as much as your wallet allows, and also pick up the treasure chests on the second floor of the equipment shop (**400G, Long Knife – A**).

Next, you should visit the Thieves' Guild in the southwest corner of Doria. Avoid the Annoying Woman outside the Thieves' Guild. If you talk to her twice, she'll call the city guards. Inside the Thieves' Guild a strange man will request 100G to enter. Pay him and descend the stairs into the Thieves' Guild. If you don't have a Thief in your party, you'll want to talk to Jacob the Snake – The Guild Leader who will reset your Wanted Level for a price. If you have captured Rufus, the Bandit Leader, the price will be a rather steep 5,000G; otherwise, it will only cost 1,000G.

Regardless of whether you have a Thief or not, you should talk to Ralske - The Key Maker in the lower right corner of the room. For 2,500G, you can buy a **Skeleton Key** that will open some locked doors located in the Oakwood Sewer and the Ancient Ruins. The treasures (see Section **6.1.2** and **6.1.4**) in these locked areas are definitely worth the 2,500G that you'll pay for the *Skeleton Key*, so it is strongly suggested that you buy the *Skeleton Key* and head back to Oakwood and the Ancient Ruins. For 200G, Eddy – The Sly Thief will tell give you information detailing the whereabouts of Rufus – The Bandit Leader. He tells you that Rufus hiding deep inside the Earth Cave south of Doria. Nick Richly – The Secretive Thief will tell you about the Relic Collector's secret room; however, he fails to tell you the exact location (the fireplace).

After visiting the Thieves' Guild, you can visit the Skill Shop located just to the east of the town entrance to buy some SP Orbs if you need SP to learn new skills. Also, visit the Item Shop located south of the pub in the northwest corner of town to restock on supplies. After visiting the local shops, head to the Inn north of the Equipment Shop to rest. On the second floor of the Inn, collect the treasure (**Reinforced Whip - B**) and talk to the Rested Woman. She begs you for 450G so that she can complete her journey to Alfheim. In return, she offers to give you two excellent recipes: **Recipe for Protector Whip** and **Recipe for Prickling Cloak**.

You should visit the bustling Pub to catch up on the local gossip and learn a bit more about the events that are transpiring around Terra. If you have some spare gold, buy a few Tonics from the Bartender. After visiting the Pub, head to the Church to the east of the Inn and save. Next, take the stairs to the second story of the Church and collect the two treasures (**300G, Carved Staff – C**).

Near the Doria town entrance, you'll find an unassuming well. If you investigate the well, you'll find that there is a ladder leading to the bottom. At the bottom of the well, you'll find a locked door with a 4-digit combination lock. The combination code 6754 is acquired by talking to Ahmad Khan – The Mysterious Traveler in Dry Gulch. The secret room is home to the Assassin's Guild. Visiting the Assassin's Guild is not required but you can return throughout the game to follow their stories.

After talking to the Assassins in the secret room, head back to the surface and then east to the beach. Head north until you find the harbor pier. Ignore the first eastward jutting path and keep going north until you see a man standing at the end of the pier. Here, you'll find Jadeia – The Treasure Map Collector. He's searching for the shreds of a Treasure Map which are located all around Terra. In exchange for half of the treasure, he offers to give you his Map shred. The locations of the map shreds are located in bookcases and scattered pages in the following locations:

Map Shred	Hidden Location
1	Talos Village in the house of the Frightened Miner
2	Aunlak Inn – Floor #1
3	Gaia in the house of Becky – The Arena Aficianado
4	Asgard in the house of the Dejected Man
5	Borea in the house of the Scarf Wearer

You won't be able to acquire many of these Map shreds until considerably later in the game. Once you've acquired all the Map shreds, return to Jadeia and he will construct the full map to the treasure. The treasure is located a well in Aunlak and you'll have to use the full treasure map to acquire the randomly generated combination code. Remember to return to Jadeia and give him his half of the loot because he will reward you with a very rare set of **Deserter's Boots**.

Since the Relic Collector's Mansion represents the last step toward acquiring a ship along the Elven Relics route, the Dorian Castle will first be covered to finish the Woods of Despair route. **Note: You can enter the Relic Collector's mansion to gather the four treasures (300G, Rune Robe – D, 500G and Warp Stone – D (Secret)). The "Secret" treasures are hidden in a concealed room behind the Relic Collector's fireplace. If you inspect the papers on the table in the Relic Collector's Mansion, you'll find another combination code, 030813, that will open a secret room in Rubicon.**

Lastly, you'll head toward the Dorian Castle. To start, cross the moat but then turn left and walk along the path until you see the ladder leading to the roof of the Castle. Climb the ladder and walk left to collect a treasure (**High Potion – E**). Return down the ladder and then walk left to the small western entrance to the left wing of the Castle. In the Left Wing of the Castle you'll find two more treasures (**Crescent Axe, Ring Helm – E**). Leave the Left Wing through the southern exit and then walk east along the moat, past the main gate to the far eastern entrance to the Right Wing of the Castle. Enter the Right Wing and then go up the stairs in the upper left. On the roof, walk to the left and gather the treasure (**500G – E**). Go back down the stairs and then back outside. Walk west to the main gate and enter the Castle Lobby.

You'll find three paths to the north, two sets of stairs, and a path to the left that leads to the Left Wing of the Castle. The left two paths along the northern wall are blocked and the right path leads to the kitchen. Head up the stairs to the left and you'll find yourself in the Office of the Royal Treasurer. If you talk to him, he'll tell you that the King has offered a large reward for the capture of the Bandit Leader, Rufus, whose whereabouts are unknown to the Dorian military. If you head up the set of stairs in the upper left corner of the room, you'll be on the center section of the Castle roof. Head east and gather the final treasure (**250G – E**).

Return to the Castle Lobby and go up the right set of stairs to the Office of the Royal Historian, Dr. Strand. At this point, he'll ignore you but he'll be an important point of contact in the future. If you investigate the scattered papers in the upper left corner of his desk, you'll find a combination code, 57814, for a secret room in Borea. Head back down the stairs to the Castle Lobby. The upper left path along the northern wall leads to the Treasure Room. Currently, this room is blocked and you'll only be allowed access to this room if you rescue the King of Asgard. The King will then reward you with some extremely rare treasures (**Dragon Armor, Dragon Sword, Ascendant Ring – E (Reward)**). The center path in the Castle Lobby leads to the Throne Room. Before visiting the Throne Room, you should make use of the Skeleton Key and return to Oakwood Island.

### Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SOFT	Cures stone	1,000G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2,500G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G
WARP STONE	Allows warping out of some dungeons	5,000G

### Skill Shop

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 Skill Points	100G
SMALL SP ORB	Gains 200 Skill Points	500G
MEDIUM SP ORB	Gains 500 Skill Points	1,250G

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Long Sword	2,000G	16	0	0	10	NO
Long Knife	1,600G	14	0	0	8	NO
Iron Axe	1,800G	26	0	0	21	YES
Trident	1,900G	11	0	5	4	NO
Crossbow	1,200G	11	0	5	2	NO
Chain Whip	1,800G	8	0	8	4	NO
Rune Staff	2,000G	4	16	0	2	NO



### Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Iron Breastplate	2,000G	12	4							40	
Rune Robe	2,000G	10	6								20
Iron Shield	1,400G	9							4		
Rune Cloak	1,400G	7	7								
Rune Hat	1,500G	6	9								
Iron Helm	1,500G	9	6								
Rune Gloves	1,400G	4		10							
Iron Gauntlets	1,600G	5			4			7			
Rune Shoes	1,500G	5				5	5				
Iron Boots	1,400G	6				4	4				

### Pub

ITEM NAME	SUMMARY	PRICE
BLITZ TONIC	Boosts ATK +10 & ATK +10% during battle	250G
WALL TONIC	Boosts DEF +10 & DEF +10% during battle	250G
MIND TONIC	Boosts INT +10 & INT +10% during battle	250G
WARD TONIC	Boosts MGD +10 & MGD +10% during battle	250G
JOLT TONIC	Boosts AGI +10 & AGI +10% during battle	250G
SHOCK TONIC	Boosts PRE +10 & PRE +10% during battle	250G
BUBBLE TONIC	Boosts Max HP +50% during battle	250G
SURGE TONIC	Boosts Max MP +50% during battle	250G
VIGOR TONIC	Boosts CRT +10 & CRT +10% during battle	250G
EAGLE EYE TONIC	Boosts ACC +10 & ACC +10% during battle	250G

## **6.2.16      *The Skeleton Key – Return to the Oakwood Sewer and Ancient Ruins***

### **Suggested Level: 12**

With the Skeleton Key in hand, you should leave Doria and return to Oakwood Island via your preferred route (either through the Woods of Despair or south to Alfheim and up the western half the continent). When you arrive at Oakwood Island, head to the eastern end and the Ancient Ruins (see Section **6.1.4** for a detailed map of the Ancient Ruins). Enter the Ancient Ruins. After you enter the Ancient Ruins, head north and open the first locked door. Inside, you'll find one treasure (**Sleep Ring - G**). After gathering the treasure, leave the locked room and head west ignoring the first northern path. At the north/south fork, head north and follow the passage as it turns east. Continue east and you'll come to a 4-way intersection. Head into the eastern room and you'll find the second locked door. Unlock the door and gather the two treasures inside (**Iron Boots - H, High Potion - I**). After gathering the treasures, leave the locked room and return to the 4-way intersection. Take the northern path until you find a north/west fork. Take the western fork until you come to the third locked door. Unlock the door and gather the final two Skeleton Key treasures (**1200G - J, Tent - K**). You'll have to return later with Kali's Medallion to acquire the final treasure (**Augury Ring - L**).

After clearing the Ancient Ruins, either Warp out or retrace your steps to the exit. From the Ancient Ruins, head northwest until you reach Oakwood. Enter and head west to the Sewer entrance (1). For a detailed map of the Oakwood Sewer, see Section **6.1.2**. From the entrance, cross the bridge to the south and then head east. Continue east and cross over the second bridge to the north. From here head east, north, and then west as you circle around to a bridge directly north of the previous bridge. Cross the bridge to the north and you'll be directly south of the central puzzle room. Head west and then north until you arrive at a western bridge. Cross the bridge to the west, take a few steps south, and then head west to the locked door. Unlock the door and gather the five treasures inside (**Small Cottage - E, Long Sword - F, 1,000G - G, Iron Helm - H, High Potion - I**). After acquiring the treasures, head east and recross the previous bridge to the east. Continue south and then east past the central puzzle room. Turn north and cross the bridge to the east. After crossing the bridge, head south and then east until you reach the double-doors. Unlock the double-doors with the Skeleton Key, gather the treasures inside (**500G - J, Small SP Orb - K, Crossbow - L, Iron Shield - M**), and then exit the locked room. Now that you've acquired all the treasures, Warp out or retrace your steps to the exit.

With all the Skeleton Key treasures acquired, head back to Doria via your preferred route. In Doria, return to the Castle. If you have chosen the Elven Relics route, you can now skip to Section **6.2.20** because the Throne Room will be blocked. If you've chosen the Woods of Despair route, continue on to the next section.

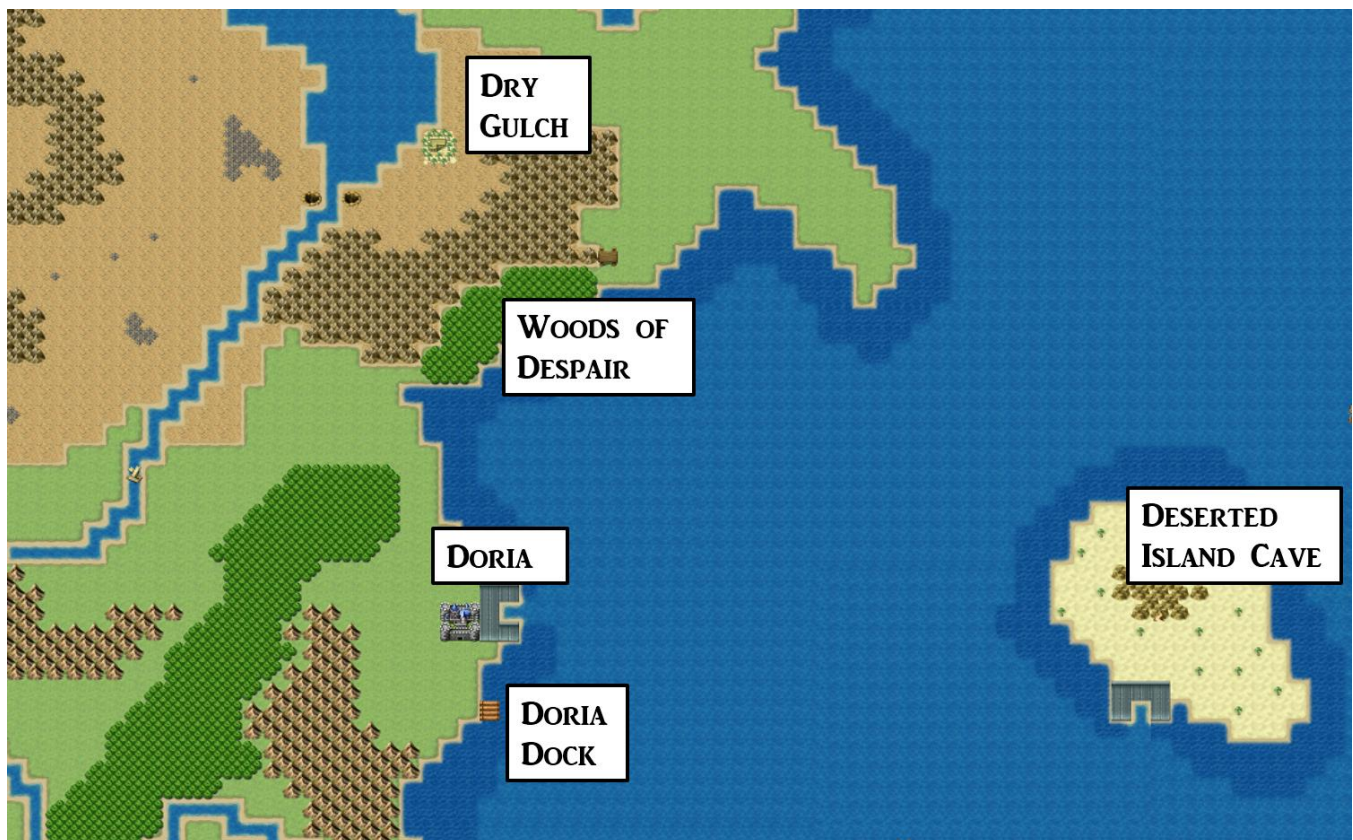
### 6.2.17 *An Offer You Can't Refuse*

#### **Suggested Level: 12**

Approach the guard who blocks the center path to the Throne Room. He'll move out of the way since he's heard that you're the mighty warrior who passed through the Woods of Despair and that the King wants to see you immediately. Walk into the Throne Room and talk to the King.

The King requests that you take a ship from the Royal Navy and travel to a small Deserted Island to the east to rescue an Ancient Hermit who was long ago imprisoned upon the island. The King believes the Ancient Hermit may have information vital to the Kingdom and yet, he doesn't believe that his own troops would be able to survive the deadly monsters that live on the island. If you complete his request, he'll grant you one request. You should make sure you are fully stocked before you agree to his request, because once you sail to the Deserted Island, you won't be able to leave until you complete the mission to rescue the Ancient Hermit. Once you are fully prepared, agree to the King's request.

A short cutscene will play showing a Royal Navy ship sailing east from Doria toward the Deserted Island Cave. The crew will drop you off on the island and then, you'll be on your own. There is nothing to explore on this small island so head straight into the Deserted Island Cave.





## 6.2.18      *The Deserted Island Cave*

### Section #1: The Outer Island Cave

**Suggested Level: 12**

**Treasures:**    None

**Enemies:**     Faceless Orc, Nymph, Succubus, Desert Phoenix

When you enter the Deserted Island Cave, you'll find a small cave with an old man in the center. The old man is the Ancient Hermit who the King has requested you rescue. At first, this seems like a simple task since he sits right in front of you. But when you talk to the Hermit, he'll tell you that he will not leave the cave without his precious necklace – Kali's Medallion which was stolen from him by a bat several weeks ago. You'll have to trek deep into the cave to find



Kali's Medallion to ensure that the Ancient Hermit will willingly come with you.

The Ancient Hermit can sell you a limited number of supplies, let you rest for free in his safe area of the cave, and also resurrect any dead party members. Once you've rested and saved, head through the cave behind the Ancient Hermit. This cave was once an ancient fortification and is therefore full of booby traps and puzzles. In the first section of the cave, immediately head left and follow the southern wall until you find a switch ( $S_1$ ). Flip the switch (which will lower the spike strip that blocks your path) and then head north, east over the lowered spike strip, and then follow the path south until it leads to the second section (1).

**Battle Notes:** For details on Faceless Orcs, see the Battle Notes for the Forest Tower (**Floor #1**). For details on Succubi, see the Battle Notes for the Forest Tower (**Floor #2**). For details on Desert Phoenixs and Nymphs, see the Battle Notes for the Forest Tower (**Floor #3**).

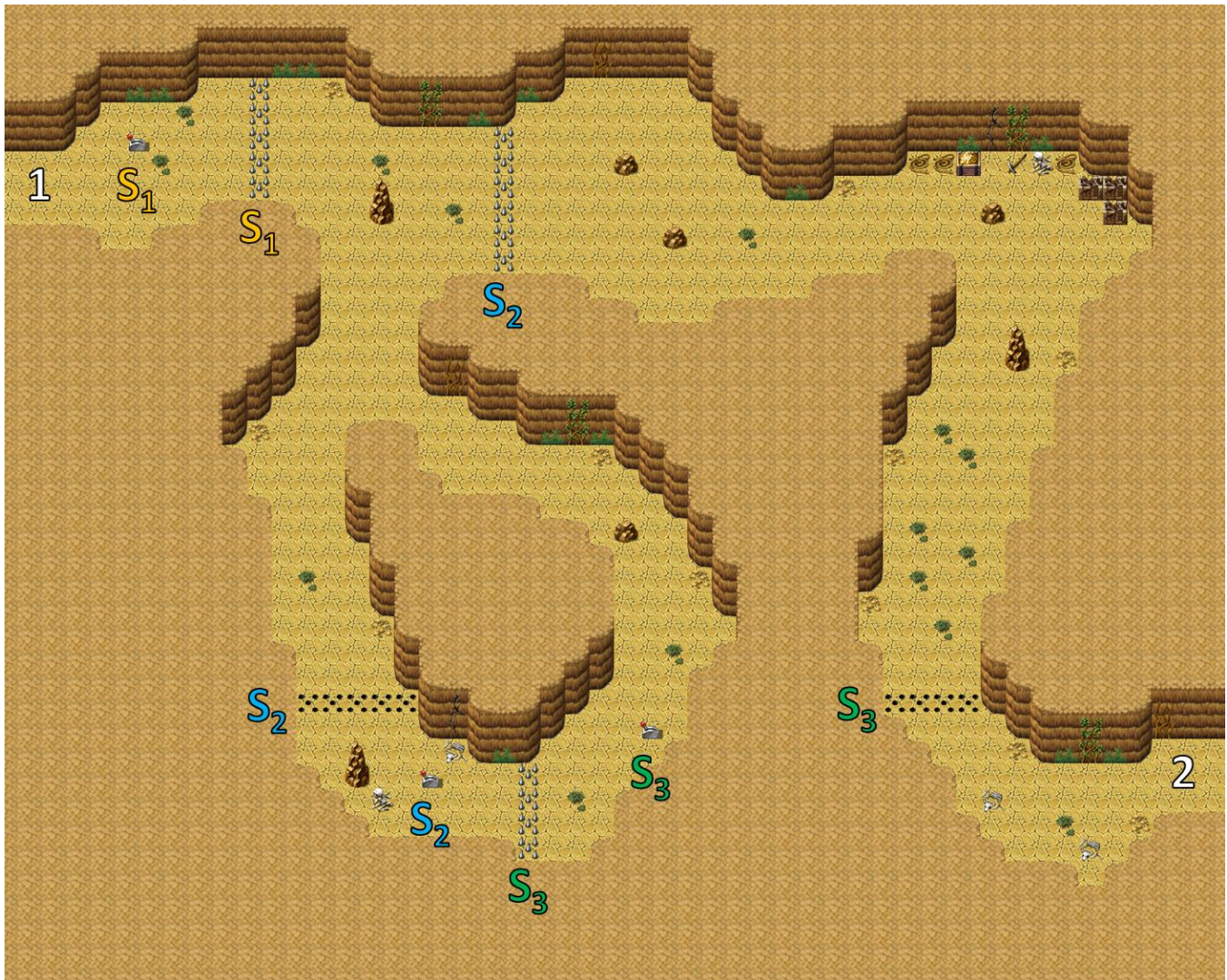


## Section #2: Middle of the Island Cave

**Suggested Level: 13**

**Treasures:** None

**Enemies:** Faceless Orc, Nymph, Succubus, Desert Phoenix, Shaman, Ghast, Widowmaker



The first section of the Deserted Island Cave was just a warm-up to introduce the idea of switches and spike strips. The switches and spike strip connections in the second section of the Deserted Island Cave are much more complicated and may trip you up if you aren't careful. Immediately upon entering the second section, you'll find a switch ( $S_1$ ) which controls a spike strip just to your right. Flip the switch ( $S_1$ ) to lower the spike strip and then proceed to the right. Just past the spike strip you'll find a south/east fork with a spike strip blocking the eastern fork. Take the southern fork and then you'll quickly find another southwest/southeast fork. Head southeast and keep walking until you find a switch ( $S_3$ ). Flip the switch to lower the spike strip just to your left and allow access to another switch ( $S_2$ ). Note that flipping



the switch labeled  $S_3$  also caused a spike strip far to the right to raise and block the path to the exit. Don't worry about that yet; instead, just head left across the newly lowered spike strip and then flip the switch ( $S_2$ ) to raise the spikes just to your northwest. Flipping switch  $S_2$  also lowers the spikes that blocked the eastern path at the first fork. Since the newly raised spikes to the northwest block your path, head back to the right and return to switch  $S_3$ . Flip it and raise the spikes just to your left but lower the spikes out of view to the far right. Head north until you reach the fork where the eastern path was blocked. Now the spikes have been lowered so you can continue along the eastern path. Follow the path east and then south. Cross the lowered spike strip and then turn east toward the third and final section of the Deserted Island Cave (2).

**Battle Notes:** *For details on Faceless Orcs, see the Battle Notes for the Forest Tower (Floor #1). For details on Succubi, see the Battle Notes for the Forest Tower (Floor #2). For details on Desert Phoenixs and Nymphs, see the Battle Notes for the Forest Tower (Floor #3). You'll also have three new enemy types: Shaman, Ghosts, and Widowmakers. Widowmakers are an especially annoying breed of spider that will almost always attack first. They also have an attack called "Deadly Poison" which can poison every member of your party. They have no elemental weaknesses and therefore should be killed with physical attacks. Ghosts are powerful undead enemies that can paralyze a party member with strong physical attacks. They are weak to fire and holy magic/bombs. Shaman are powerful support enemies that can increase their own INT, DEF, and ATK, as well as decrease your party's defense. They are slightly weak to fire but have fairly high MGD. If you have a Thief in your party, you can steal Tiny and Small Magic Potions from Shaman, Blaze Bombs, Smelling Salts, Muscle Relaxers, and Antidotes from Widowmakers, and Holy Light Bombs, Smelling Salts, and Muscle Relaxers from Ghosts.*

## Section #3: The Inner Island Cave

### Suggested Level: 13

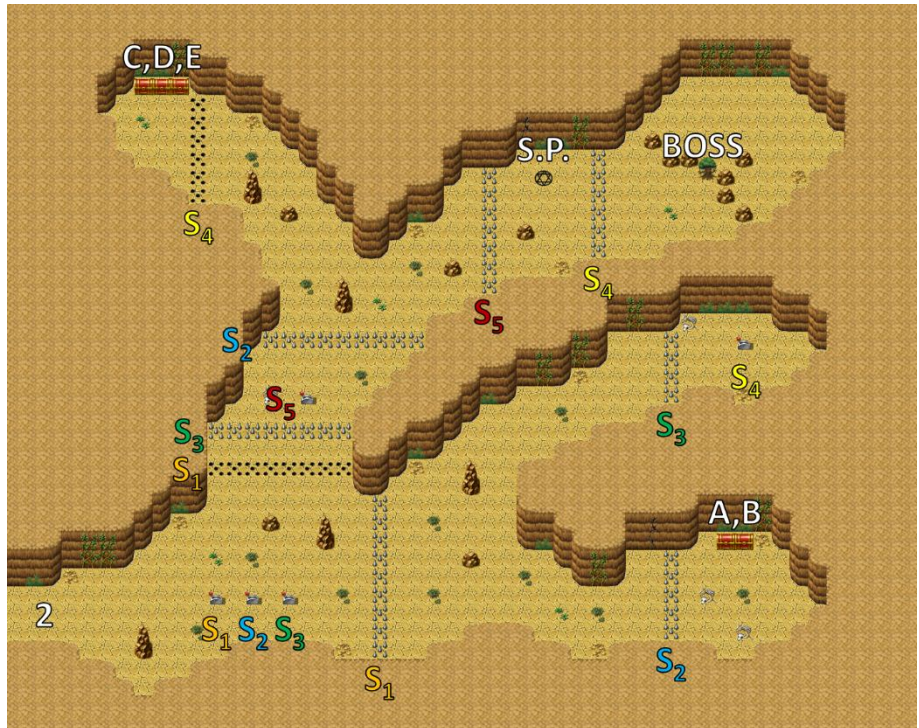
**Enemies:** Faceless Orc, Nymph, Succubus, Desert Phoenix, Shaman, Ghast, Widowmaker

Treasure Chest Legend	
<b>A</b>	Wizard's Shoes
<b>B</b>	Wizard's Hat
<b>C</b>	Steel Spear
<b>D</b>	Steel Mail
<b>E</b>	Small Cottage

In the third and final section of the Deserted Island Cave, the connections between the spike strips and switches become even more complicated. After entering the third section, head east and you'll quickly find three switches ( $S_1$ ,  $S_2$ , and  $S_3$ ). To start, flip the left ( $S_1$ ) and middle ( $S_2$ ) switches, but leave the right switch ( $S_3$ ) in its current location. Then head right across the newly lowered spike strip and at the northeast/east fork, head east. Cross a second lowered spike strip and collect the two treasures (**Wizard's Shoes – A, Wizard's Hat – B**). If you have a Mage class in your party, you'll likely want to equip both of these high level pieces of equipment. After collecting the treasure, return to the set of three switches.

Flip the left switch ( $S_1$ ) and the right switch ( $S_3$ ) but leave the middle switch  $S_2$  in its current position. Now head north across two lowered spike strips to another switch ( $S_5$ ). Flip it and then continue northwest at the northeast/northwest fork. You'll cross another set of spikes and find a set of three treasures (**Steel Spear – C, Steel Mail – D, Small Cottage – E**). Return south to the set of three switches. Flip the left switch ( $S_1$ ) but leave the middle switch ( $S_2$ ) and the right switch ( $S_3$ ) in their current locations. This should make all the switches point to the right. Head right across the lowered spike strip and at the northeast/east fork take the northeast fork. Continue along the path over another lowered spike strip and you'll find yet another switch ( $S_4$ ). Flip the switch to lower the final set of spikes that block the way to Kali's Medallion and then return to the set of three switches. Flip the left switch ( $S_1$ ) and then head north past the two lowered spike strips, a switch, and another spike strip. At the northwest/northeast fork, go northeast. Continue along the path past another two sets of spike strips. If you have "Save in designated locations", save at the Save Point. Continue to the upper right to engage the boss which blocks the way to the upper right.

The Treant is a strange tree-like creature that lives in the depths of the Deserted Island Cave. It has no quarrel with you but unfortunately, it blocks the way and therefore must die. The Treant has a



very limited number of attacks; in fact, he has only two different attacks: Normal Attack and Smite. He is deadly because of his high ATK and high HP which causes this to be a long and grueling battle. He is most dangerous because not only can he nearly kill your enemies in a single attack with Smite but, even if he doesn't, they may be stunned. Wall Tonics, DEF buffing skills, and Muscle Relaxers (or Loosen) are the key to this battle.

Physical classes (Knights and Monks) should have their ATK buffed and then continue with their most powerful skills or normal attack. At this point, the Monk may have Fists of Fury and if he has two hits with his normal attack then that is his preferred attack plan. The Knight should use Berserker and Smite. White Mages should use Tonics, DEF buffing magic, and also heal your party. Black Mages should use Fire magic since the Treant is weak to fire. Thieves should try to steal every round and, if need be, they should use AGI increasing tonics to boost their chance to steal because the Treant has a very rare Poison Ring which will come in very handy later in the game. Engineers should heal with any fish that you've caught and also support the party with Tonics or by using Fire/Blaze Bombs. Hunters should debuff the enemy with Hamstring/Slow Enemy and also buff the party with Scans. Have the Gray Mage use either the Black Mage or Knight Strategy depending on his build.

## Boss Battle: Treant



### Attacks

Normal Attack (66.6%), Smite (33.3%).

### Items to Steal

Large Potion (50%), Small SP Orb (25%), Huge Potion (5%), Poison Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
3,500	100	55	30	20	28	12	18	5	1,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	C	C	D	F	C

**Battle Notes:** For details on Faceless Orcs, see the Battle Notes for the Forest Tower (**Floor #1**). For details on Succubi, see the Battle Notes for the Forest Tower (**Floor #2**). For details on Desert Phoenixs and Nymphs, see the Battle Notes for the Forest Tower (**Floor #3**). For details on Shaman, Ghosts, and Widowmakers, see the Battle Notes for the Deserted Island Cave (**Section #2: Middle of the Island Cave**).

### **6.2.19      *The Ancient Hermit***

#### **Suggested Level: 13**

After defeating the Treant, proceed up to the lone Bat at the dead end. Approach the bat and it will drop *Kali's Medallion*. If you have a *Warp Stone* or a Black Mage with Warp, this is a great time to use it to return to the entrance of the Deserted Island Cave. Otherwise, trek back through the three sections to the Ancient Hermit. Present the Hermit with Kali's Medallion and he will agree to leave with you. Walk outside and you'll quickly see the Royal Navy ship coming to pick you up. Board the ship and sail back to Doria.

Restock your supplies in town and perhaps take a while to fish some more at the dock south of Doria. In Doria, head to the Castle to collect your reward after completing your mission. Head to the Throne Room to see the King and he will offer you a ship from the Royal Navy as a reward. Note: If you have already collected the two Elven Relics and traded them to the Relic Collector for a ship, then the King of Doria will instead offer you a large collection of fine mythril equipment and rings which you can collect from the Royal Treasurer.

Assuming that you have only done the Woods of Despair route, the King offers you a ship and tells you that it is moored in the Port to the east of the city.

### **6.2.20      *The Relic Collector***

#### **Suggested Level: 13**

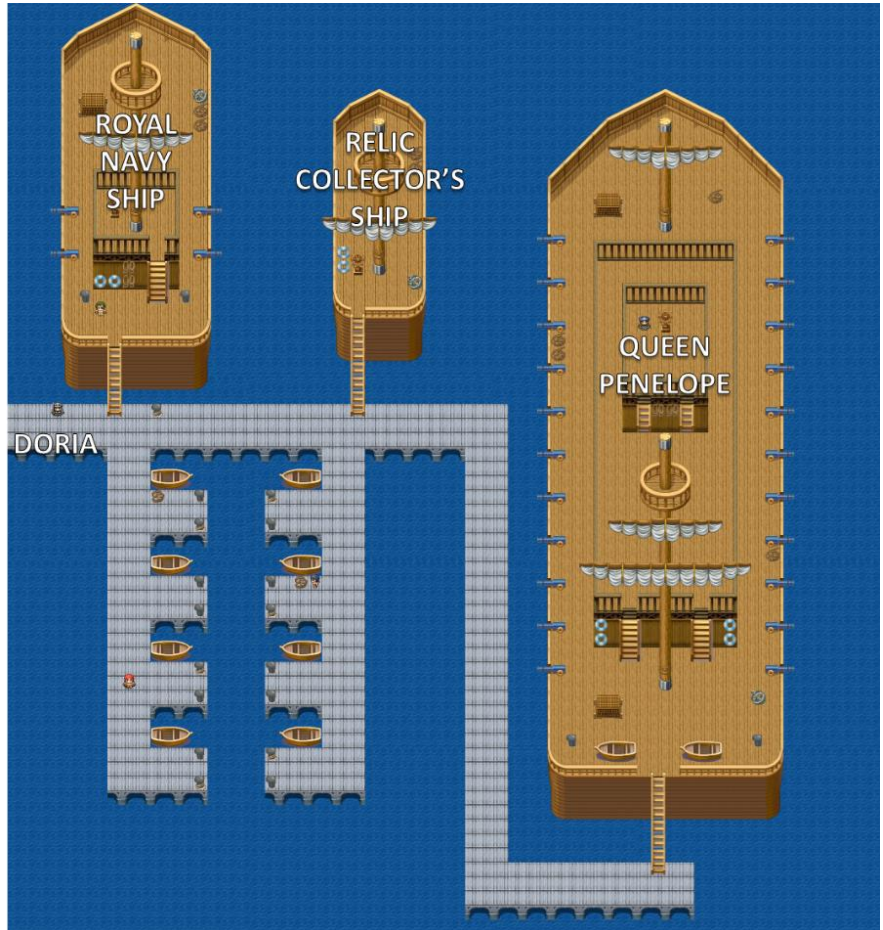
If you collected the two ancient Elven Relics, the Relic Collector will offer to trade you a ship for them. If you collected the Elven Relics, but you've already obtained a ship from the King of Doria, then he'll give you 75,000G. If you're short on cash, it may be worth it to go through both the Woods of Despair and to gather the ancient Elven Relics. Assuming that you've only collected the two Elven Relics, the Relic Collector will tell you that his ship is moored in the Port to the east of the city.

### 6.2.21 *Collecting the Ship*

#### **Suggested Level: 13**

In Doria, head east to the beach and then northeast to the Port. In the Port of Doria, you'll find three ships: a ship from the Royal Navy, the Relic Collector's ship, and the Queen Penelope. The Queen Penelope is the flagship vessel in Doria's Armada. Depending on whether you went the Woods of Despair route or the Elven Relics route, collect the proper ship by climbing on board the vessel and approaching the steering wheel. You'll be prompted to sail out of the Port and then you'll appear on the World Map in the ship. The ship gives you the extreme freedom to sail anywhere in Terra that you wish. Be careful because there are many places where powerful monsters lurk.

The next section focuses on an optional quest to capture the Bandit Leader, Rufus. You don't have to complete this sidequest and if you are uninterested, skip to Section 6.3.



### 6.2.22 *Rufus - The Bandit Leader*

#### **Suggested Level: 13**

As you have been told by the Royal Treasurer, the King of Doria is offering a 10,000G reward for anyone who captures the head of the Bandits, Rufus. Rufus' location is unknown but you can learn the truth to his location by heading to the Thieves' Guild in Doria. Eddy - The Sly Thief will tell you that Rufus is hiding in the Earth Cave for 200G.

The Earth Cave is located due south of Doria. To reach it from Doria, travel west until you reach the forest and then south through the forest until you reach the river. Cross the bridge to the east and then continue until you reach the mountain range. Follow the mountains south until you find the entrance to the Earth Cave.

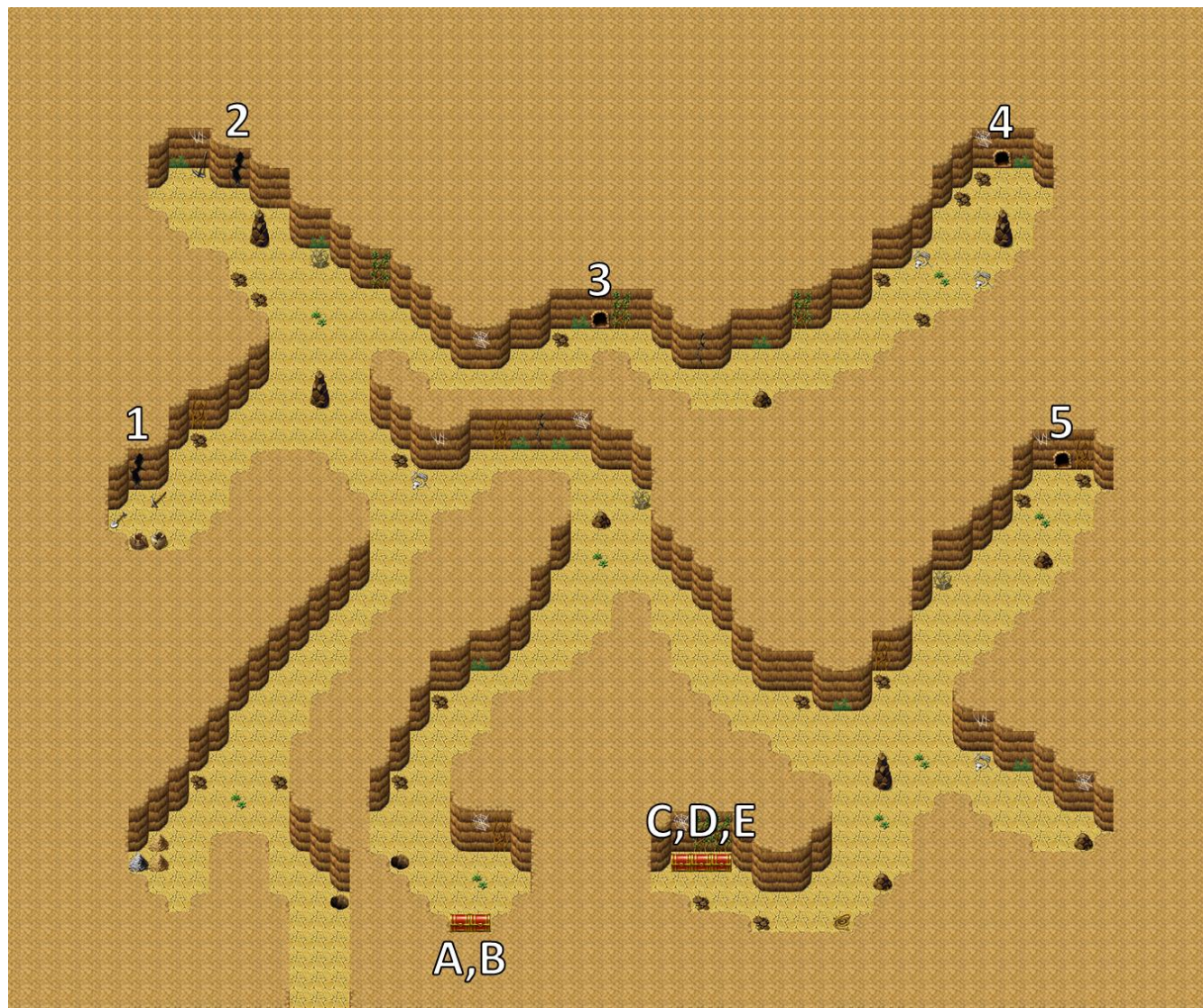


### 6.2.23      *The Earth Cave*

#### Floor #1

**Suggested Level: 11**

**Enemies: Faceless Orc, Nymph, Succubus, Desert Phoenix**



Treasure Chest Legend			
A	Long Sword	D	High Potion
B	500G	E	Iron Breastplate
C	Potion		

After entering the Earth Cave, head north and you'll quickly find a tunnel. If you have an Engineer in your party who has learned *Tunneling*, use the tunnel and gather the two treasures (**Long Sword – A, 500G – B**). After collecting the two treasures, return through the tunnel. Head north and ignore the short dead end path to the left. Keep heading north and you'll come to a northwest/east fork. Take the northwestern fork and ignore the mining crevice (1) to the southwest unless you wish to acquire the Excavator Achievements. The excavated chamber that you would open with a Mining Bomb is empty. Now you're at another fork where you can go either northwest or east. Head northwest to another mining crevice (2). Use a Mining Bomb to open the excavated chamber. Collect the treasure inside the chamber (**Blaze Bomb – 2**). Exit the chamber and return to the previous fork.

Now take the eastern fork and travel along the small corridor until you find a cave entrance along the northern wall (3). This will take you to the first puzzle area in the Earth Cave. See **Puzzle #12 – The Earth Cave A** for the puzzle solution. After completing the puzzle, you could continue east and through the cave exit to the second floor of the Earth Cave (4) but in the interest of completeness, you'll head back west to gather the last three treasures on this floor. Head west until you reach the 4-way intersection.

Head southeast and then at the next southwest/east fork, go east. Continue a few steps east and then as the path turns south you'll encounter yet another fork. If you don't have an Engineer, then you should go down the southwest fork and grab treasures A & B. After gathering the treasures, return to the fork and now head southeast. You'll reach a 4-way intersection where you should head south. Follow the path until it dead ends at three treasure chests (**Potion – C, High Potion – D, Iron Breastplate – E**). After collecting the treasure, head back to the 4-way intersection and head north toward the exit to the second floor (5).

**Battle Notes:** For details on *Facless Orcs*, see the *Battle Notes for the Forest Tower (Floor #1)*. For details on *Succubi*, see the *Battle Notes for the Forest Tower (Floor #2)*. For details on *Desert Phoenixs* and *Nymphs*, see the *Battle Notes for the Forest Tower (Floor #3)*.



## Floor #2

### Suggested Level: 12

Enemies: Faceless Orc, Nymph, Succubus, Desert Phoenix, Shaman, Ghast, Widowmaker



Treasure Chest Legend			
A	Long Knife	D	Rune Hat
B	Rune Robe	E	300G
C	450G	F	Iron Shield

The second floor of the Earth Cave is unique because there are two separate paths that both lead to the third floor. You won't be able to switch between the two paths on the second floor unless you have an Engineer so that you can use the Tunnel located midway along each path. After going through the exit to the second floor in the lower right of the first floor (5), you should head southwest until you reach an east/west fork. Take the eastern fork until you find the treasure (**Long Knife – A**). After collecting the treasure, head west and then at the previous fork, go west. Continue west until you reach a north/west fork. Go north and you'll find a pair of treasure chests (**Rune Robe – B, 450G – C**) and a *Tunnel*. If you have an Engineer, then you can travel to the northern section of the second floor and gather all the treasures. Since exploration of this section is fairly extensive and to avoid redundancy, see the starred (\*\*) section for the details on the north section of the second floor of the Earth Cave.

Without an Engineer, return south and at the fork head west. Keep going until you find the mining crevice (6). Use a Mining Bomb and enter the excavated area where you'll find two treasure chests

(**Hyper Blitz Tonic, Jolt Tonic – 6**). Leave the excavated chamber, head west, and then north to the exit to the third floor of the Earth Cave. On the third floor, travel northeast until you reach a 4-way intersection. Take the northwest path and you'll find yourself at the entrance to the northern section of the second floor of the Earth Cave (9).

(\*\*)Now you can explore the northern section of the Earth Cave if you don't have an Engineer. Head east and then south until you reach an east/west fork. Go west and gather the lone treasure chest (**Rune Hat – D**). Return to the fork and go east and then north. Keep following the path as it turns east and then south past the *Tunnel*. At the fork, you'll find another mining crevice (7). Use Mining Bomb to open the crevice and walk into the excavated chamber where you'll find a treasure chest (**750G – 7**). Outside of the excavated chamber, take the southwest fork and you'll find more treasure (**300G – E, Iron Shield – F**).

After collecting all of the treasures in the northern section of the second floor, return west along the snake-like path to the exit to the third floor (9).

**Battle Notes:** *For details on Faceless Orcs, see the Battle Notes for the Forest Tower (Floor #1). For details on Succubi, see the Battle Notes for the Forest Tower (Floor #2). For details on Desert Phoenixs and Nymphs, see the Battle Notes for the Forest Tower (Floor #3). For details on Shaman, Ghosts, and Widowmakers, see the Battle Notes for the Deserted Island Cave (Section #2: Middle of the Island Cave).*



## Floor #3

### Suggested Level: 13

**Enemies: Faceless Orc, Nymph, Succubus, Desert Phoenix, Shaman, Ghast, Widowmaker**

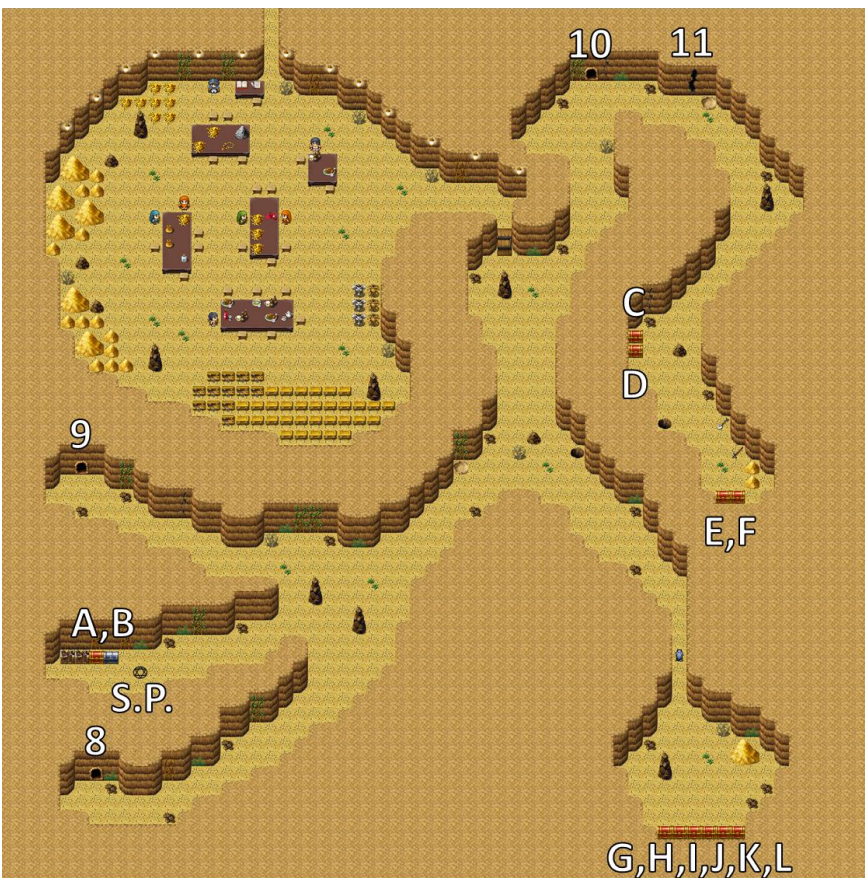
Treasure Chest Legend	
<b>A</b>	Potion
<b>B</b>	Omphalos Ring (with Kali's Medallion)
<b>C</b>	Recipe for Brute's Crossbow
<b>D</b>	Recipe for Perpetual Robe
<b>E</b>	300G
<b>F</b>	Crossbow
<b>G</b>	Recipe for Frozen Axe
<b>H</b>	1,000G
<b>I</b>	Small SP Orb
<b>J</b>	Iron Axe
<b>K</b>	Iron Helm
<b>L</b>	Recipe for Thunder Shield

Now that you've fully explored the second floor of the Earth Cave, it's time to investigate the third and final floor of the Earth Cave. Head east to the 4-way intersection and take the western path toward two treasure chests and a save point.

Save if possible and collect the one treasure chests that you can acquire at this time (**Potion – A**). To acquire the item in the Silver Chest (**Omphalos Ring – B**), you'll have to return when you have *Kali's Medallion* in your possession. *Note: Although you picked up Kali's Medallion for the Ancient Hermit, he took it from you. Later, you'll reacquire the Medallion.*

After collecting the one treasure, return east to the 4-way intersection. You should take the northeast fork and keep on that path until you reach a north/southeast fork. There is also a Tunnel at the fork. If you have an Engineer, you can take the Tunnel to quickly gather four treasures (**Recipe for Brute's Crossbow – C**, **Recipe for Perpetual Robe – D**, **300G – E**, **Crossbow – F**). If you don't have an Engineer, you'll have to take the northern fork and follow it as it turns east and then south. After collecting the treasures, return to the fork and take the southeast fork. Blocking your path you'll find the Great Bear. When you're prepared, engage him in battle.

The Great Bear is a one-dimensional boss who only has a normal attack. He is dangerous because of his high ATK and CRT meaning he may randomly kill one of your characters if he gets a critical strike. Physical classes won't have much trouble with the Great Bear but Mage Classes will have to be careful not to die and should reinforce their DEF with Tonics or skills. The Great Bear is weak to Fire so Black





Mages and Engineers should use Fire magic or Bombs. The items that you can steal from him aren't amazing so you may use your Thief as a healer, support character with Tonics, or simply as a physical damage dealer.

## Mid-Boss Battle: Great Bear



### Attacks

Normal Attack (100.0%).

### Items to Steal

Tent (50%), Tiny Magic Potion (25%), Hyper Blitz Tonic (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
3,000	100	50	30	20	25	2	8	10	900	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	C	C	C	F	C

After you've defeated the Great Bear, continue south to the treasure trove (**Recipe for Frozen Axe – G, 1,000G – H, Small SP Orb – I, Iron Axe – J, Iron Helm – K, Recipe for Thunder Shield – L**) he was guarding. Next, head back to the fork and go north. You'll find a door which you should bypass for now and continue north. As the path turns east, you'll find a cave entrance (10). This will lead you to the second puzzle in the Earth Cave. See **Puzzle #13 – The Earth Cave B** for the puzzle solution. After completing the puzzle, head east until you see the mining crevice (11). Use a Mining Bomb to open the crevice and enter the excavated chamber where you'll find two treasure chests (**Tent, Smelling Salts – 11**). Next, leave the excavated chamber, go west, and then back south to the door you bypassed earlier. You can either unlock the door if you have a Thief or knock it down. Inside, you'll find the lair of the Bandits.

**Battle Notes:** For details on Faceless Orcs, see the Battle Notes for the Forest Tower (**Floor #1**). For details on Succubi, see the Battle Notes for the Forest Tower (**Floor #2**). For details on Desert Phoenixs and Nymphs, see the Battle Notes for the Forest Tower (**Floor #3**). For details on Shaman, Ghosts, and Widowmakers, see the Battle Notes for the Deserted Island Cave (**Section #2: Middle of the Island Cave**).

## 6.2.24 *Rufus and the Bandits*

### **Suggested Level: 13**

Inside the Bandit's lair, you should talk to the Bandits sitting at the tables to learn about their exploits. Rufus is sitting at the northern edge of the room. Talk to him and he'll ask if you've come for his head. If you say yes, he'll offer you a 1,000G as a bribe to keep quiet. If you accept the bribe, you can still go back on your word and capture him. If you say no, he'll ask if you would like to join the Bandits. If you want to join, you'll have to prove yourself to him by stealing something valuable from the Relic Collector in Doria. He wants you to steal a piece of a purple crystal from the second floor of the Relic Collector's mansion.

**BECOME A BANDIT:** If you agree to steal the piece of the Purple Crystal from the Relic Collector's mansion then Rufus will let you use the secret passageway which leads from the Bandit's lair to the mountains north of the Earth Cave. Head out the secret passageway next to Rufus and trek back to Doria. In Doria, find the Relic Collector's mansion and go up the stairs to the second floor. Walk up to the Purple Crystal and take a piece of it. A button matching game models your prowess at stealthily stealing. If you perform the matching perfectly, you'll steal the crystal without contest; however, if you miss a button, the Relic Collector will catch you in the act and call the city guards. Once you've collected the piece of the Purple Crystal, return to the Earth Cave and give it to Rufus. As a sign of his seriousness, he'll give you 2,500G in return for stealing the Crystal piece.

Now that you've proved yourself as a Bandit, Rufus will let you in on four different marks you can steal from spread all over the Central Continent. The marks are:

Mark	Location	Item	Reward
Rugged Mercenary	Oakwood	Elven Armor	3,000G
Arden - Gold Hunter	Oasis	Bars of Gold	500G
Political Nut	Doria	Rare Clock	1,000G
Pub Owner	Alfheim	Magic Potions	3,000G

Once you've stolen all four of these items, your work as a Bandit is over. You can collect the bounty on Rufus head if you wish.

**BANDIT KILLER:** If you refuse Rufus' bribe (or you accept it and then still demand his head), then Rufus will call on his Bandits to defend him. You'll have to fight first 3x Bandits and then 4x Bandits. If you defeat both of these groups of Bandits, then you'll have to fight Rufus himself.

Rufus can be dangerous against physical-based classes because of his darkness and poison attacks which are debilitating if they hit. Physical classes should be ATK and CRT buffed and then use their most powerful attacks. Have the Knight use Berserker and the Monk use Double Attack unless he has two hits with Fists of Fury. Having an Engineer or Black Mage in your party can make this battle much easier since Rufus is weak to Dark Elemental skills and Bombs. The White Mage should keep the party full healed and cure the poison and blind status effects inflicted by Rufus' attacks. Similar to the Great Bear, the items that you can steal aren't amazing so the Thief may want to become a support class. The

Hunter should perform her usual debuffs to the enemy and buffs to the party with her scans. The Gray Mage should follow either the Knight or Black Mage strategy depending on his build.

## Mid-Boss Battle: Rufus



### Attacks

Normal Attack (33.3%), Darkness Attack (33.3%), Poison Attack (33.3%).

### Items to Steal

Large Potion (50%), 500G (50%), Small SP Orb (25%), Huge Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
2,500	100	55	35	10	25	20	25	10	400	1500G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	A

After defeating Rufus, you'll take him into custody and you should head to Doria. In Doria, return to the office of the Royal Treasurer. Remember, from the Castle Lobby, the Royal Treasurer's office is located up the western set of stairs. He'll congratulate you on capturing Rufus and give you the advertised reward of 10,000G. As a consequence of Rufus' capture, the King of Doria can finally have the central bridges, destroyed by the Bandits, rebuilt. Immediately after leaving Doria, you'll find that the central bridges have been rebuilt which makes travel to Oakwood and Dry Gulch much easier.

## 6.3 ATTICUS' SKEPTICISM

### 6.3.1 The Vast Ocean

**Suggested Level: 13**

**Enemies:** Sea Toad, Sea Snake, Sahagin, Jellyfish, Lobster



With the Ship at your disposal, you now have the freedom to sail around the entire world. You'll have to be careful though because even the basic Sea Monsters are dangerous. You can only make port with your ship at certain locations denoted by the "C" shaped metal ports like the one near Doria. Although, you can travel to the Cave of the Mystics, Tycho's Laboratory, or even further from the Central Continent, we'll focus on the main storyline and come upon the side quests as the opportunity for each presents itself.



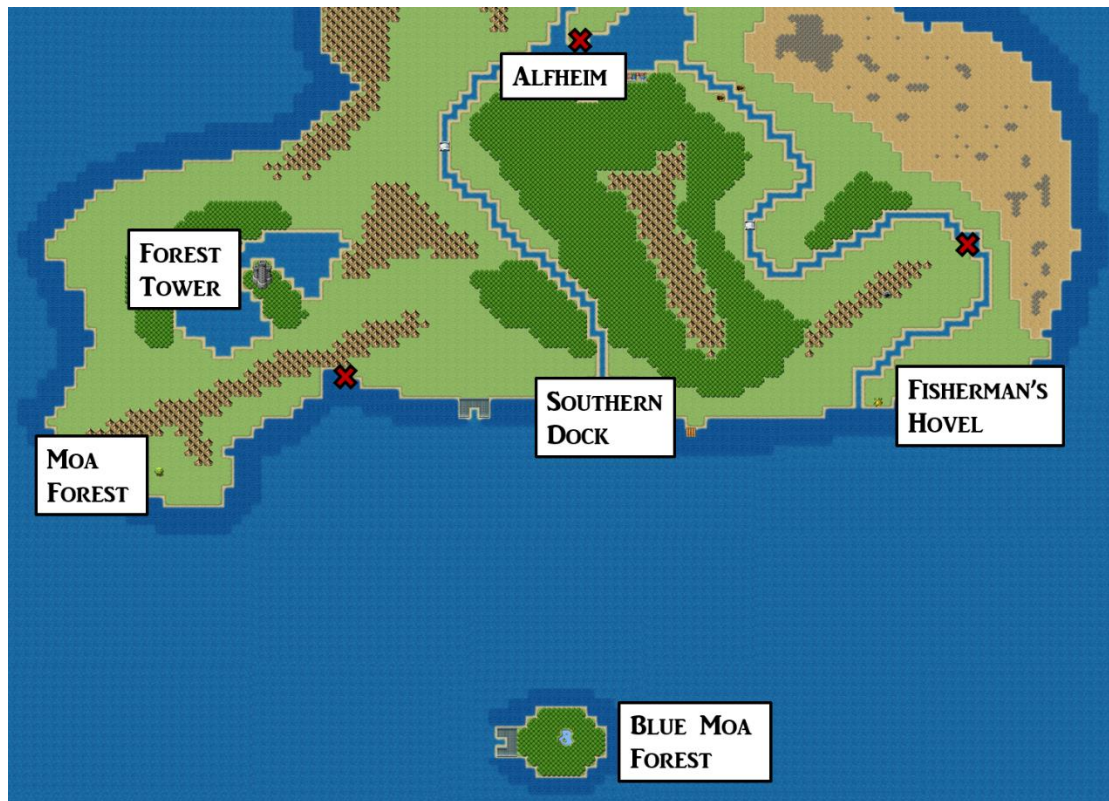
If you remember, the reason for the acquiring a Ship was so that you could sail to the Eastern Continent and find Dante's friend, Atticus. Atticus is the leader of a small military force known as the Spartans and lives in the town of Riverdale. With the ship at your command, you should sail east from Doria. Cut around the southern edge of the Deserted Island Cave and continue east until you reach the long peninsula that juts out to the southwest from the Eastern Continent. Sail south around the peninsula past the Giant Moa Forest and continue east until you find the port south of Riverdale. Dock at the port and head directly north until you reach Riverdale unless you have a Hunter in your party.

If you have a Hunter, you should head west through the desert scrub until you find the Giant Moa Forest that you passed in your ship. Enter the Giant Moa Forest and tame the Giant Moa so that you'll have it at your disposal on this continent. With the Giant Moa, return to where you docked at the port and then head north to Riverdale.

**Battle Notes:** *In your ship, you'll encounter a host of new enemies. All of these enemies live in the Ocean and weak to Thunder attacks. Sea Toads are physical-based enemies with a powerful attack called Stomp. Sea Snakes are similar to Cobras with extremely high PRE and the ability to poison your characters. They also have a weak elemental spell called Flood. In addition, Sea Snakes are resistant to Fire and Ice elemental attacks. Sahagin are most annoying due their Dissolve spell that can boost their AGI to staggering levels and lead to physical characters missing every attack. Use magic or bombs to kill Sahagin. Like Sea Snakes, they have elemental resistances to Fire and Ice elemental attacks. Jellyfish are the most powerful casters you'll find in the Ocean and they are akin to the Desert Phoenix. Their two spells Water Bubble and Tsunami can do significant damage to either a single character or your entire party. They also have elemental resistances to Fire and Ice elemental attacks. Finally, lobsters are similar to Scorpions and can either poison or paralyze a single character with their attacks. All of these enemies are most easily dispatched with Thunder Bombs or your Black Mage's most powerful Thunder elemental spell. If you have a Thief, you can steal High Potions, Thunder Bombs, and Wind Bombs from Sea Toads, Antidotes, Thunder Bombs, and Large Potions from Sea Snakes, Antidotes, Thunder Bombs, and Thunderstorm Bombs from Sahagin, Thunder Bombs, Mind Tonics, Tiny SP Orb, and Ward Tonics from Jellyfish, and Antidotes, Smelling Salts, and Large Potions from Lobsters.*

## 6.3.2 The Blue Moa Forest

**Suggested Level: 13**



**Pro Tip:** If you have a Hunter in your party, it is best to make the long trek directly south from Riverdale to the town of Aunlak on the Southern Continent. Find the Pub west of the town entrance (see Section 6.6.7 for a map of Aunlak) and obtain the **Recipe for Enigmatic Greens** from the Moa Rider. The required materials for the Enigmatic Greens are 3x Shaman Teeth, 3x Ghast Skulls, and 5x High Quality Veggie Bait. You may have already acquired the Shaman Teeth and Ghast Skulls if you went through the Deserted Island Cave or the Earth Cave. The best place to acquire the required remains is in the Deep Cave (see Section 6.3.6). You can buy the HQ Veggie Bait at any of the many docks around the world. Once you've acquired the required materials for the Enigmatic Greens, make your way to the Port on the southern coastline of the Central Continent. Make Port and then travel north to the city of Alfheim. Find the Synthesis Shop in Alfheim and synthesize the **Enigmatic Greens**. Next, trek south from Alfheim to the southern Port where you docked your Ship. Sail due south to the Blue Moa Forest. Dock at the port and walk into the Blue Moa Forest. Approach the Blue Moa and use the Enigmatic Greens to tame the Giant Blue Moa. The Blue Moa can run quickly over both land and sea and will replace your ship. It also means that you won't have to tame a new Giant Moa on each continent. After taming the Blue Moa, travel north to the southern coastline of the Central Continent. From there, follow the coastline east and then north until it starts to curve west. At that point, head east until you find the southeast peninsula of the Eastern Continent. From there, continue east along the southern coastline of the Eastern Continent until you reach the Port south of Riverdale. Finally, head north from the Port until you reach Riverdale.



### 6.3.3 Riverdale

#### Suggested Level: 13

Treasures (from NPCs): Recipe for Guardian Spear, Recipe for Lithe Hat, Recipe for Quick Cloak, Grappling Hook, Treasure Map #6, Treasure Map #7



Treasure Chest Legend	
A	High Potion, 500G
B	Small Cottage, 300G

Riverdale is a quaint town situated on the edge of the mountains. The first building you'll find when you enter town is the equipment shop directly to your north. The Riverdale armory is stocked with the finest Steel weapons made by skilled blacksmiths for the Spartans. Steel equipment is a large upgrade over Iron equipment but is also quite costly. If you traveled through the Woods of Despair, you'll find that many of the Recipes you picked up require either Iron or Steel level equipment. Buy as much Steel equipment as you can and then head to the northwest corner of town to visit the Inn and Pub. Rest at the Inn and collect the treasures (**High Potion, 500G – A**) located on the first and second floor. The Recipe Maker on the first floor will sell you a collection of three recipes (**Recipe for Guardian Spear, Recipe for Lithe Hat, and Recipe for Quick Cloak**) for 500G. You may also want to visit the Bartender who sells not only the normal Tonics that you found in Pubs on the Central Continent but also Hyper Tonics which have nearly three times the buffing effect.

After visiting the Inn & Pub, you should visit the SP Orb vendor standing in front of the Item Shop as well as the Item Shop itself. After restocking all your items, you should head over to the Church to save. While you're at the Church, head up to the second floor to gather the treasure chests (**Small Cottage, 300G – B**). Next, head over to the Wandering Salesman and pick up the **Grappling Hook** for 1,000G if you'd like to travel quickly through the Alexandrian Outpost. Otherwise, you can bypass the *Grappling Hook* if you plan to clear the dungeon. Finally, walk to Kim – The Avid Swimmer standing next to the stream between the Inn and the Item Shop. If you talk to her, she'll gift you two more Treasure Maps (**Treasure Map #6, Treasure Map #7**).

The only remaining place to visit before heading to Atticus' home is the well located to the west of the Church. If you investigate the well, you'll find that there is a ladder leading to the bottom. Descend the ladder and approach the locked door. The combination code for the door is 8273. This code will be found later when exploring Chris – The Family Man's house. Enter the code and head inside. Inside the secret room, you'll find Jadeia – The Dedicated Gamer, Jo – The Busy Wife, and Amy – The Cat Chaser. The room is completely optional and simply exists as an Easter Egg for dedicated explorers. After exploring the secret room, head in to Atticus' home.

Atticus will tell you that he is an old friend of Dante; however, he thinks Dante's behavior was strange the last time they spoke. He recounts Dante's strange story of time travel and a mysterious Pandoran General. Atticus is a pragmatic man and doesn't give much weight to Dante's story. The only doubt in Atticus' mind comes from the fact that Dante foretold the garrisoning of the Old Alexandrian Outpost along the north edge of the Eastern Continent. Dante also told him that there would be important documents inside the Outpost. Atticus tells you to investigate and return to him if there is any substance to what Dante said. If you investigate the notes on Atticus' table, you'll find another combination code, 956, that will be used to open a secret room in Asgard.

Now, it is time to set off north to investigate the Old Alexandrian Outpost.

### SP Orb Vendor

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 Skill Points	100G
SMALL SP ORB	Gains 200 Skill Points	500G
MEDIUM SP ORB	Gains 500 Skill Points	1250G

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Steel Sword	3,500G	21	0	0	13	NO
Steel Dagger	2,800G	14	0	0	10	NO
Steel Axe	3,200G	33	0	0	25	YES
Steel Spear	3,000G	14	0	7	5	NO
Steel Crossbow	2,500G	15	0	6	3	NO
Link Whip	3,300G	10	0	11	5	NO
Magic Staff	3,500G	6	21	0	2	NO



## Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Steel Mail	3,500G	18	5							50	
Wizard's Robe	3,500G	14	9								25
Steel Shield	2,500G	13							5		
Wizard's Cloak	2,500G	12	8								
Wizard's Hat	2,500G	8	12								
Steel Helm	2,500G	12	8								
Wizard's Gloves	2,250G	5		13							
Steel Gauntlets	2,500G	7			5			8			
Wizard's Shoes	2,500G	7				6	7				
Steel Boots	2,500G	9				6	5				

## Pub

ITEM NAME	SUMMARY	PRICE
BLITZ TONIC	Boosts ATK +10 & ATK +10% during battle	250G
WALL TONIC	Boosts DEF +10 & DEF +10% during battle	250G
MIND TONIC	Boosts INT +10 & INT +10% during battle	250G
WARD TONIC	Boosts MGD +10 & MGD +10% during battle	250G
JOLT TONIC	Boosts AGI +10 & AGI +10% during battle	250G
SHOCK TONIC	Boosts PRE +10 & PRE +10% during battle	250G
BUBBLE TONIC	Boosts Max HP +50% during battle	250G
SURGE TONIC	Boosts Max MP +50% during battle	250G
VIGOR TONIC	Boosts CRT +10 & CRT +10% during battle	250G
EAGLE EYE TONIC	Boosts ACC +10 & ACC +10% during battle	250G
HYPER BLITZ TONIC	Boosts ATK +30 & ATK +10% during battle	2,500G
HYPER WALL TONIC	Boosts DEF +30 & DEF +10% during battle	2,500G
HYPER MIND TONIC	Boosts INT +30 & INT +10% during battle	2,500G
HYPER WARD TONIC	Boosts MGD +30 & MGD +10% during battle	2,500G
HYPER JOLT TONIC	Boosts AGI +30 & AGI +10% during battle	2,500G
HYPER SHOCK TONIC	Boosts PRE +30 & PRE +10% during battle	2,500G
HYPER BUBBLE TONIC	Boosts Max HP +100% during battle	2,500G
HYPER SURGE TONIC	Boosts Max MP +100% during battle	2,500G
HYPER VIGOR TONIC	Boosts CRT +30 & CRT +10% during battle	2,500G
HYPER EAGLE EYE TONIC	Boosts ACC +30 & ACC +10% during battle	2,500G

## Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SOFT	Cures stone	1,000G
VOCALIZER SERUM	Cures silence	500G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2,500G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G
BLAZE BOMB	~150 HP damage with fire element to all enemies	1000G
THUNDERSTORM BOMB	~150 HP damage with thunder element to all enemies	1000G
HOLY LIGHT BOMB	~150 HP damage with holy element to all enemies	1000G
DARK STORM BOMB	~150 HP damage with dark element to all enemies	1000G
HURRICANE BOMB	~150 HP damage with wind element to all enemies	1000G
SNOWSTORM BOMB	~150 HP damage with ice element to all enemies	1000G
WARP STONE	Allows warping out of some dungeons	5,000G

### 6.3.4 The Eastern Continent

#### Suggested Level: 13

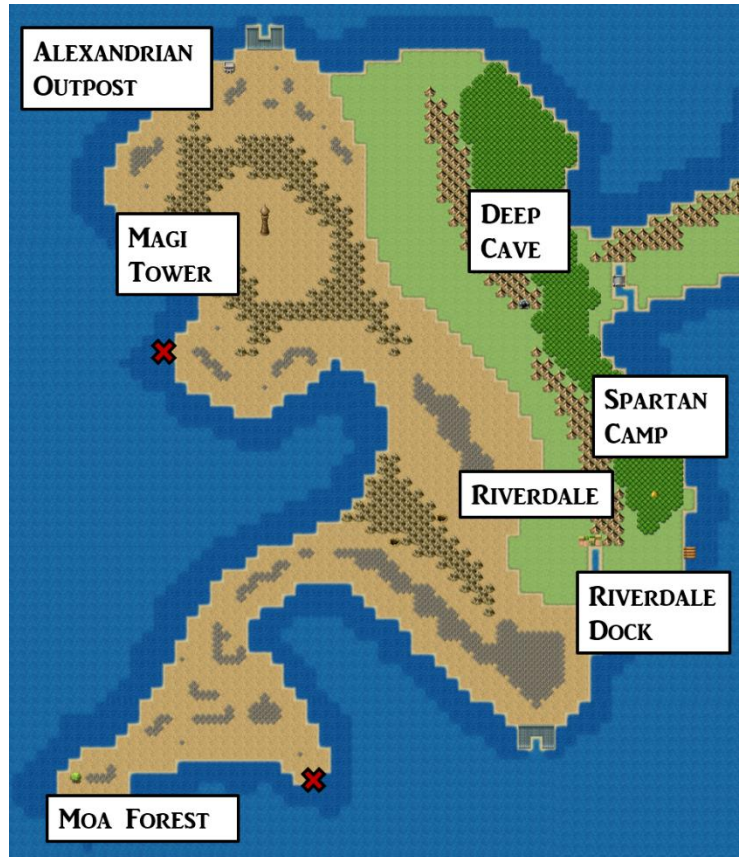
**Enemies:** (Grassland/Forest) Nymph, Desert Phoenix, Succubus, Faceless Orc; (Desert/Scrub) Shaman, Ghast, Widowmaker, Skeleton Knight, Invisible Knight, Zombie Mage, Desert Phoenix

**Treasures (from Buried Treasure):** Recipe for Bullseye Crossbow, 10x High Potions

After visiting Riverdale, you can visit the Spartan's Camp or Riverdale Dock, both located to the east. The Magi Tower to the northwest is inaccessible until you acquire the Airship but there is also the Deep Cave and the Old Alexandrian Outpost to the north.

Before visiting either location, it is an excellent time to gather both of the Buried Treasures designated by Treasure Map #6 and Treasure Map #7. To acquire the Buried Treasure for Treasure Map #6, head south until you are no longer blocked by the mountains to the west. Head west and follow the southern coastline until you reach the southeast corner of the southwest peninsula. Use the Drill at the location marked by the red 'X' to acquire **Recipe for Bullseye Crossbow**.

Next, return the way you came until you're in the grassland next to Riverdale. If you have an Engineer, you can take a small shortcut with the Tunnel underneath the mountains. From here, head west until you reach a small mountain range. Travel northwest along the mountain range and then follow the western coastline north and then west between the coastline and the mountains to the north. Continue due west and find the single westernmost square. Use the Drill and you'll find **10x High Potions**. After acquiring both the Buried Treasures, it is time to visit the Spartan's Camp. From the location of the Buried Treasure, head due east through the desert, into the grassland, and then through the gap in the mountains into the forest. When in the forest, head south until you find the Spartan's Camp.

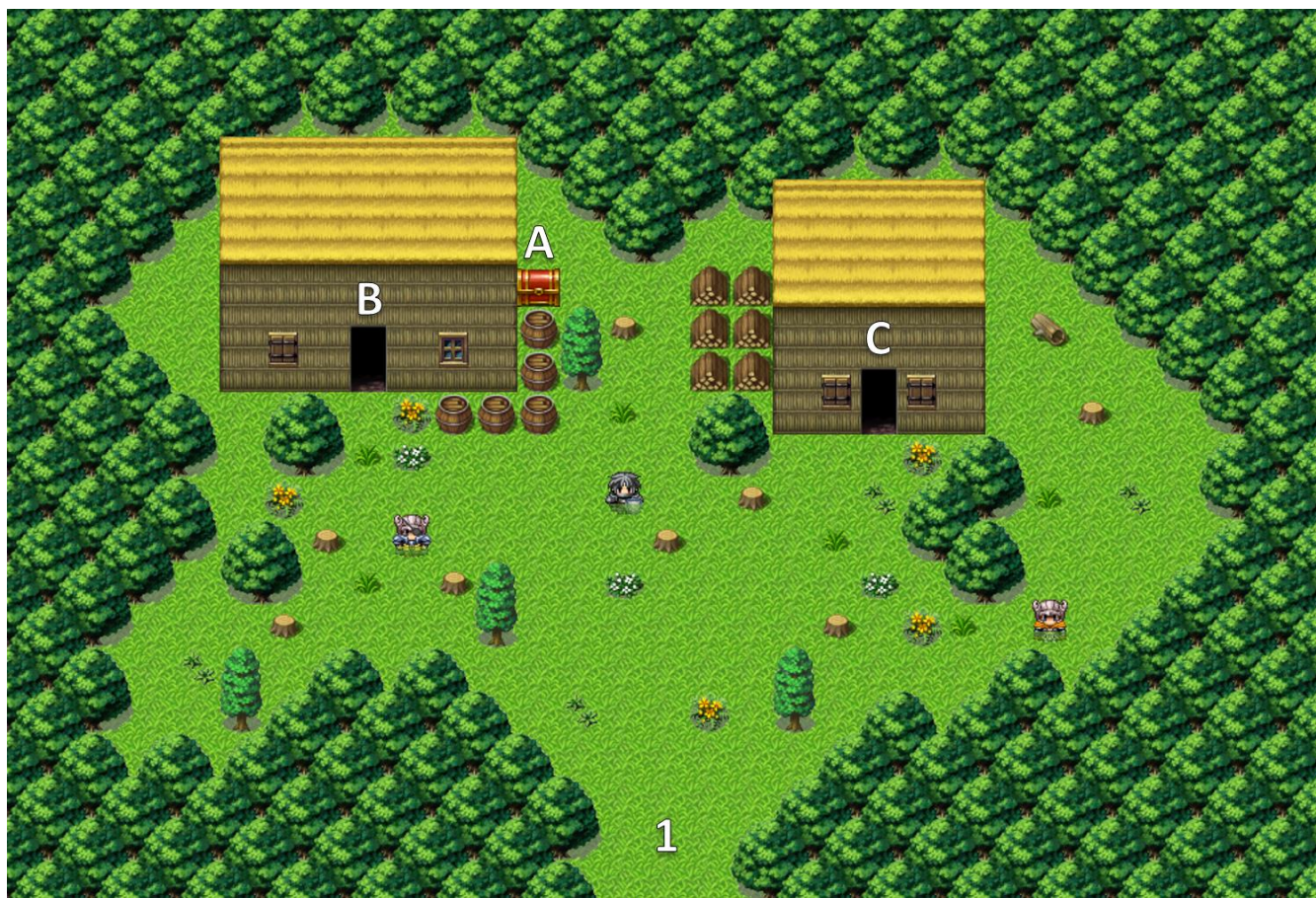


**Battle Notes:** For details on Faceless Orcs, see the Battle Notes for the Forest Tower (**Floor #1**). For details on Succubi, see the Battle Notes for the Forest Tower (**Floor #2**). For details on Desert Phoenixes and Nymphs, see the Battle Notes for the Forest Tower (**Floor #3**). For details on Shamans, Ghosts, and Widowmakers, see the Battle Notes for the Deserted Island Cave (**Section #2: Middle of the Island Cave**).



### 6.3.5 Spartan's Camp

**Suggested Level: 13**



Treasure Chest Legend	
A	Small Cottage
B	1,000G
C	Mythril Armor, Medium SP Orb

The Spartan's Camp is located in the forest to the northeast of Riverdale. Talk to the Spartans to learn a bit more about Atticus' history. Also, if you have a Thief, you can take their chests with impunity; however, without a Thief, the Spartans will catch you regardless of your Wanted Level if you try to steal something. The Spartans will engage you in battle and are quite tough but if you manage to beat them, you will gain their respect and they will let you take the rest of the chests without a fight. If you don't have a Thief, you can avoid a battle with the Spartans if you wait to open the chests until after Atticus sends the Spartans to Mt. Gerra. At that point, the Spartan's Camp will be empty and you can steal all the treasure without worry. These treasures are located outside (**Small Cottage – A**), inside the left (**1,000G – B**), and the right (**Mythril Armor, Medium SP Orb – C**) shacks. After gathering all the treasure, it is time to leave the Spartan's Camp and visit the Deep Cave.



### 6.3.6 The Deep Cave

#### Suggested Level: 14

**Enemies:** Shaman, Ghast, Widowmaker, Silver Wolf, Ninja, Gryphon

Treasure Chest Legend	
A	1,000G
B	Thunderstorm Bomb
C	Blaze Bomb
D	Medium SP Orb
E	Recipe for Constant Robe
F	Recipe for Feather Sword
G	Recipe for Lucid Armor
H	Recipe for Black Shield
I	Recipe for Confusing Axe
J	Recipe for Flame Knife
K	3x Mining Bombs
L	Large Potion

After visiting the Spartan's Camp, it is suggested that you return to Riverdale rather than traveling north through the forest because of the higher encounter rate.

From Riverdale, head north with the mountains to your east. When the mountain range breaks, you'll find the Deep Cave at the start of the northern set of mountains. The Deep Cave is a

completely optional mini-dungeon where you can find a number of unique recipes, a set of 3x Mining Bombs, and a variety of other treasures. The Deep Cave is also a great place to farm monster remains such as Ghast Skulls, Widowmaker Carapaces, Shaman Teeth, Gryphon Claws, and Silver Wolf Pelts.

From the entrance (1), head south and you'll notice a Tunnel which you can use as a shortcut after you've collected the first treasure if you have an Engineer. From the Tunnel, move left and cross the bridge. In the upper left of the cave, you'll find the first treasure (**1,000G – A**). From there, travel south past the bridge and head east, while keeping the stream to your north. Keep going until you see the rope ladder down to the lower level. Climb down the ladder and then head west until the stream turns south. Follow the stream south until you run into the cliff and then head left. Find the second rope ladder and climb down it to the lower level. Head due south and you'll find three treasure chests (**Thunderstorm Bomb – B, Blaze Bomb – C, Medium SP Orb – D**). After collecting the treasures, head



east until you find a path south (2), taking you to the lone puzzle in the Deep Cave. See **Puzzle #14 – The Deep Cave** for the puzzle solution.

After completing the puzzle, return to the main area of the cave and keep heading east until you find another collection of three treasure chests (**Recipe for Constant Robe – E, Recipe for Feather Sword – F, Recipe for Lucid Armor – G**). Return west along the stream until you find a bridge that crosses across the stream to the east. Cross the bridge and then head northeast until you find a rope ladder to the upper level. Climb the ladder and you'll find a Tunnel and four treasure chests (**Recipe for Black Shield – H, Recipe for Confusing Axe – I, Recipe for Flame Knife – J, 3x Mining Bombs – K**).

After collecting the treasure, you should head back down the rope ladder unless you have an Engineer, in which case, you should use the Tunnel to take a shortcut to the next treasure. Without an Engineer, head east across the bridge and then up the rope ladder to the upper level. Continue north and you'll find a treasure chest along the eastern wall (**Large Potion – L**). Go up the rope ladder to the top level and then head northwest until you reach the exit.

From the Deep Cave, you should assess party's status. If you're feeling weak, you should return south to Riverdale to replenish your stock of items and to rest at the Inn. If you're feeling strong, you should head north with the mountains to your east. Continue north until you reach the northern coast. Turn west and you'll eventually find the Old Alexandrian Outpost and your first encounter with the Pandoran Empire.

**Battle Notes:** *For details on Shaman, Ghosts, and Widowmakers, see the Battle Notes for the Deserted Island Cave (Section #2: Middle of the Island Cave). You'll also encounter some new enemies that are largely found on the eastern half the Eastern Continent: Silver Wolves, Ninjas, and Gryphons. Silver Wolves are fairly ordinary enemies that only use normal attacks. Their base stats are moderate in all respects and they have no elemental weaknesses. Gryphons are a bit nastier with a physical attack that can poison as well as a moderate strength Wind elemental spell. Gryphons also have no elemental weaknesses. Ninjas are probably the toughest of the three types of enemies, especially for physical classes. They have a skill that can blind your entire party as well as another attack that does non-elemental damage to your entire party called Grenade. They are also incredibly quick and will probably strike first. They are weak to Darkness. If you have a Thief in your party, you can steal Small Cottages, High Potions, and 100G from Ninjas, Hyper Ward Tonics, Ward Tonics, and Antidotes from Gryphons, and Ice and Snowstorm Bombs from Silver Wolves.*

### 6.3.7 The Old Alexandrian Outpost

#### Section #1: Outside the Outpost

**Suggested Level: 14**

**Treasure: None**

**Enemies: Outpost Guard**



When you approach the Old Alexandrian Outpost, you may notice that there are three entrances. On the left, you can take a slight shortcut through the *Tunnel* if you have an Engineer. In the center, a bridge crosses the moat which is guarded by a lone guard. On the right, there are two trees which can be used with the *Grappling Hook* that you could have bought in Riverdale. The Grappling Hook route is the quickest through the Outpost but since we're focusing on gathering all the treasures and full completion, you'll take the center route and battle the guard. After defeating the Outpost Guard on the bridge, head north and enter the Outpost.

Two things to note about the Outpost: First, there are no random encounters in the Alexandrian Outpost. All of the enemies are visible as pacing soldiers and once defeated, they don't respawn even if you leave the Outpost. Second, there are many locked doors in the Outpost. If you have a Thief in your party, you can quietly pick the locks and proceed without alerting the guards. Without a Thief, you'll have to break down these doors and that will alert the guards to your location. Each broken door will mean battle with a pair of Outpost Guards.

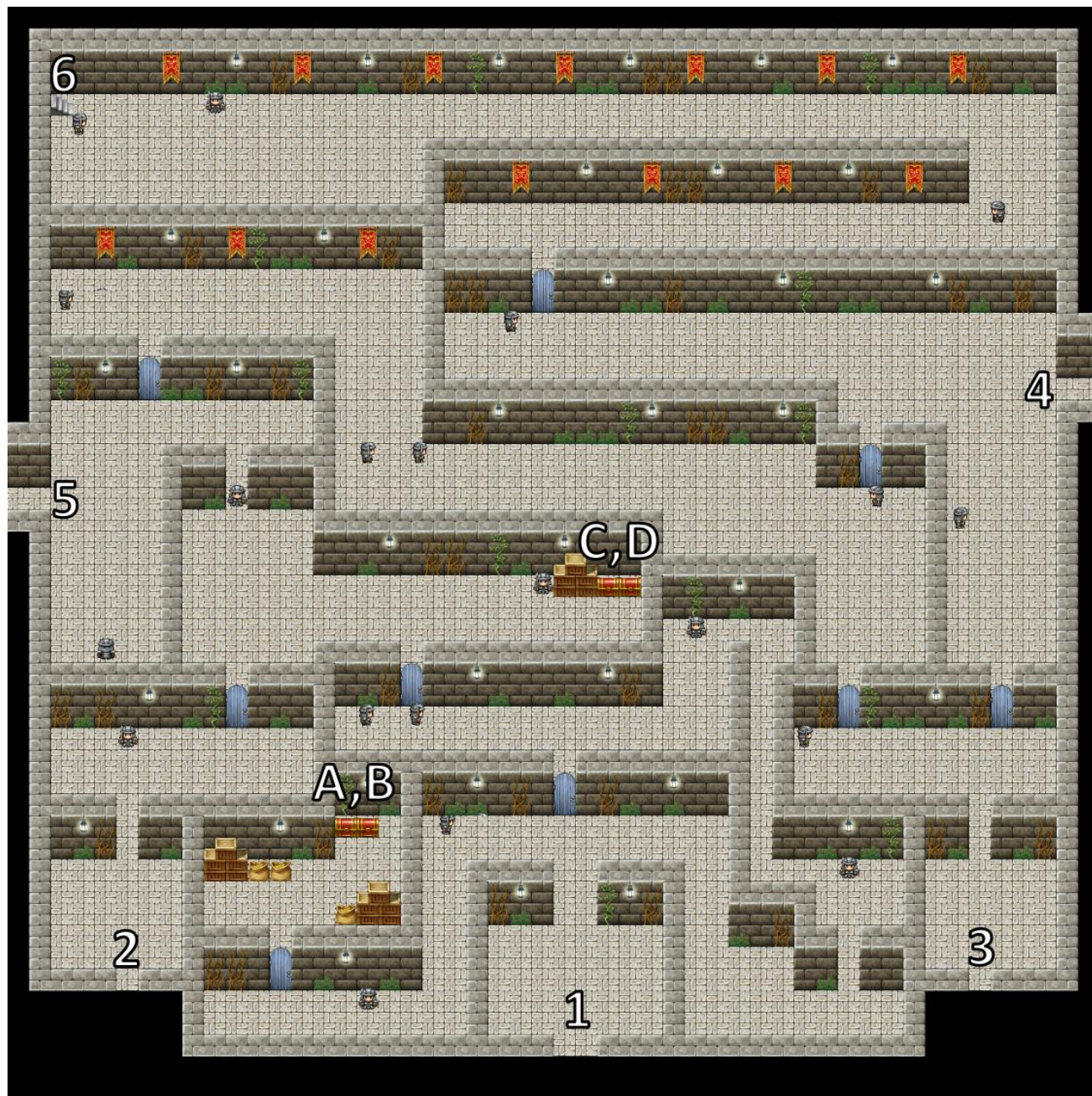
**Battle Notes:** *In this section, the only enemy type you'll encounter is the Outpost Guard. Outpost Guards will usually use a normal physical attack but also have the ability to boost ATK and DEF. Their most powerful attack is Grenade which deals non-elemental damage to your entire party. They are slightly weak to Thunder and fully weak to Darkness. Dark elemental magic and bombs will make short work of these enemies. With a Thief in your party, you can steal Large Potions and 100G from them.*



## Section #2: Outpost Floor #1

**Suggested Level: 14**

**Enemies: Outpost Guard**



Treasure Chest Legend			
A	Steel Mail	C	Steel Spear
B	Steel Gauntlets	D	Small Cottage



After entering the Outpost, you'll find yourself in a small room (1) with a gap to the north. Head north and battle the pacing Outpost Guard. Ignore the door just to your north for now and instead turn left and proceed down the hall as it turns down and then left again. Fight the guard and head to the door at the end of the hall. Pick the lock or break the door down, enter the room, and gather the two treasures (**Steel Mail – A, Steel Gauntlets – B**).

After collecting the treasure, leave the room and return to the door that you ignored earlier (directly above the entrance to the Outpost). Go through the door and fight the pacing Outpost Guard. Near the western end of the hallway, there is a door along the northern wall. Go through the door, turn right and fight the Outpost Guard near the treasure. Collect the two treasures (**Steel Spear – C, Small Cottage – D**) and then head west until you reach a wall blocking your way. At this point, go north and fight Outpost Guard. Go through the gap in the wall and then turn left. Ignore the door to your north and instead go through the gap in the wall along the western wall (5). This leads to the first puzzle in the Old Alexandrian Outpost. See **Puzzle #15 – The Old Alexandrian Outpost A** for the puzzle solution.

After completing the puzzle, return main area and walk to the door just to the northeast. Go through and fight the pacing guard. Follow the corridor east (fighting guards as you go) until it dead ends with doors to the north and south. Go through the door to the north and fight the two guards in the next room. Go to the eastern wall and through the gap in the wall (4). This will take you to the second puzzle hidden in the Old Alexandrian Outpost. See **Puzzle #16 – The Old Alexandrian Outpost B** for the puzzle solution.

After completing the puzzle, return to the main area and then head west until the corridor dead ends with a door to your north. Go through the door and then follow the tight corridor first east and then west when it reverses. Continue west and fight the two pacing guards. In the upper left corner of the floor, you'll find the stairs to the second floor (6). This is an excellent point to evaluate the status of your party. Since the Outpost Guards don't respawn when you leave the Outpost, you can quickly recover your progress if you decide to visit Riverdale to allow your party to rest and restock on items. If you're feeling strong, go up the stairs (6) and prepare to face the Outpost Sergeants on the second floor.

**Battle Notes:** *For details on Outpost Guards, see the Battle Notes for the Old Alexandrian Outpost (Section #1: Outside the Outpost).*

## Section #2: Outpost Floor #1

**Suggested Level: 14**

**Enemies: Outpost Guard, Outpost Sergeant**



Treasure Chest Legend			
A	Wizard's Robe	F	Steel Crossbow
B	Steel Axe	G	Steel Shield
C	High Potion	H	Steel Helm
D	Wizard's Shoes	I	Top Secret Documents
E	1,500G		

The second floor of the Outpost is guarded by stronger Outpost Sergeants. The exception to this is when you break down a door, you'll still fight Outpost Guards.

From the staircase, head right until you're forced to turn south. Fight the two Outpost Sergeants that guard the area and then head west. Turn south when you find the western wall and then open the door south of you. Go through and fight the two Outpost Sergeants. Continue south and collect the four treasure chests (**Wizard's Robe – A**, **Steel Axe – B**, **High Potion – C**, **Wizard's Shoes – D**). The three pieces of Steel-level equipment you've collected should all be equipped if you haven't yet bought equipment from Riverdale for all your characters.

Head back north and go through the gap where the door once stood. Head up, right, and then down to the other door. Go through the door and fight the Outpost Sergeant to your right. Go through the gap in the wall to your north and fight two more Outpost Sergeants. Keep heading north until you reach the northern wall and then head east until you find a gap. This gap leads to the third and final puzzle hidden in the Old Alexandrian Outpost (7). See **Puzzle #17 – The Old Alexandrian Outpost C** for the puzzle solution.

After completing the puzzle, return to the main area where you'll head south to the door and go through. Continue south and fight the three Outpost Sergeants in the corridor. Once the corridor opens up, head east and fight three more Outpost Sergeants. Keep going east and collect the two treasure chests (**1,500G – E**, **Steel Crossbow – F**). Open the door to the north and enter the next room. Fight the three Outpost Sergeants and proceed north to the next door. Go through the door and enter the Office of the Outpost Captain. Before engaging him in battle, explore the room. You'll notice a save point to your right. If you can, save, and then head to the northwest corner of the room and collect two more treasure chests (**Steel Shield – G**, **Steel Helm – H**). Make sure you are fully healed and then walk over to the Outpost Captain guarding the wooden chest. Speak to him to start the battle.

## Boss Battle: Outpost Captain



### Attacks

Normal Attack (28%), Grenade (9%), Powerhouse (9%), Null Thunder (9%), Null Dark (9%), Weaken (9%), Paralyze (9%), Sleep (9%), Guard (9%).

### Items to Steal

Large Potion (50%), Medium Magic Potion (25%), Warp Stone (25%), Titanium Armor (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
4,000	500	60	50	20	50	40	40	8	2,000	1,000G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	B	C	F	A

The Outpost Captain has very high HP along with high ATK and DEF. He is slightly weak to Thunder and fully weak to Dark elemental spells/bombs. He has the ability to massively boost his own ATK with Powerhouse and reduce your entire party's DEF with Weaken. He also has the powerful Grenade attack used by the Outpost Guards and Sergeants. He possesses both Null Thunder and Null Dark so he can protect his own elemental weaknesses. Perhaps his most devastating skills do no physical damage; both paralyze and sleep can cripple your party and allow the Outpost Captain to slowly pick off your party members. He sometimes also Guards, reducing your damage by half.

Knights should use their most powerful skills (Berserker, Smite) or normal attack after being buffed with Blitz or Hyper Blitz Tonics. Monks should have Fists of Fury and pound away with their powerful normal attack. Black Mages should buff Knights and Monks and use Dark elemental spells if the Outpost Captain hasn't cast Null Dark. Otherwise, use Thunder elemental spells unless he has used Null Thunder. If he has used both, you may choose any other elemental spell or have your Black Mage become a support character. Engineers should use Dark or Dark Storm Bombs unless the Outpost Captain has used Null Dark; otherwise, use Thunder or Thunderstorm Bombs until he uses Null Thunder. If the Outpost Captain has blocked his elemental weaknesses, then have the Engineer become a healer with whatever fish you've caught. White Mages should heal and use DEF buffing spells to protect your party. She'll also likely be busy curing status effects like sleep and paralysis. Hunters should debuff with Hamstring/Slow Enemy and buff the party with Scans. Thieves should use a Jolt or preferably Hyper Jolt Tonic and try to steal from the Outpost Captain who has a very rare piece of Titanium Armor that you won't be able to buy until after you complete Mt. Gerra and head to the Outer Continents.

After defeating the Outpost Captain, open the chest behind him and take the treasure (**Top Secret Documents – I**). You can either use a Warp Stone or Warp spell to leave but since you've already killed all the enemies it doesn't take long to back track to the exit. Outside the Old Alexandrian Outpost, head south to Riverdale and go to Atticus' home. When you show him the *Top Secret Documents* he'll be dismayed with what he finds. The Pandoran Empire is planning to plant an explosive device in the caldera of Mt. Gerra, the giant Volcano near Rubicon, far to the east. He vows to send his Spartan troops to clear any Pandoran troops guarding the entrance of the Volcano but won't risk sending them any further. He pleads with you to travel to Mt. Gerra and save the city of Rubicon. After accepting the mission, you should restock on supplies in Riverdale and then set out for Rubicon.

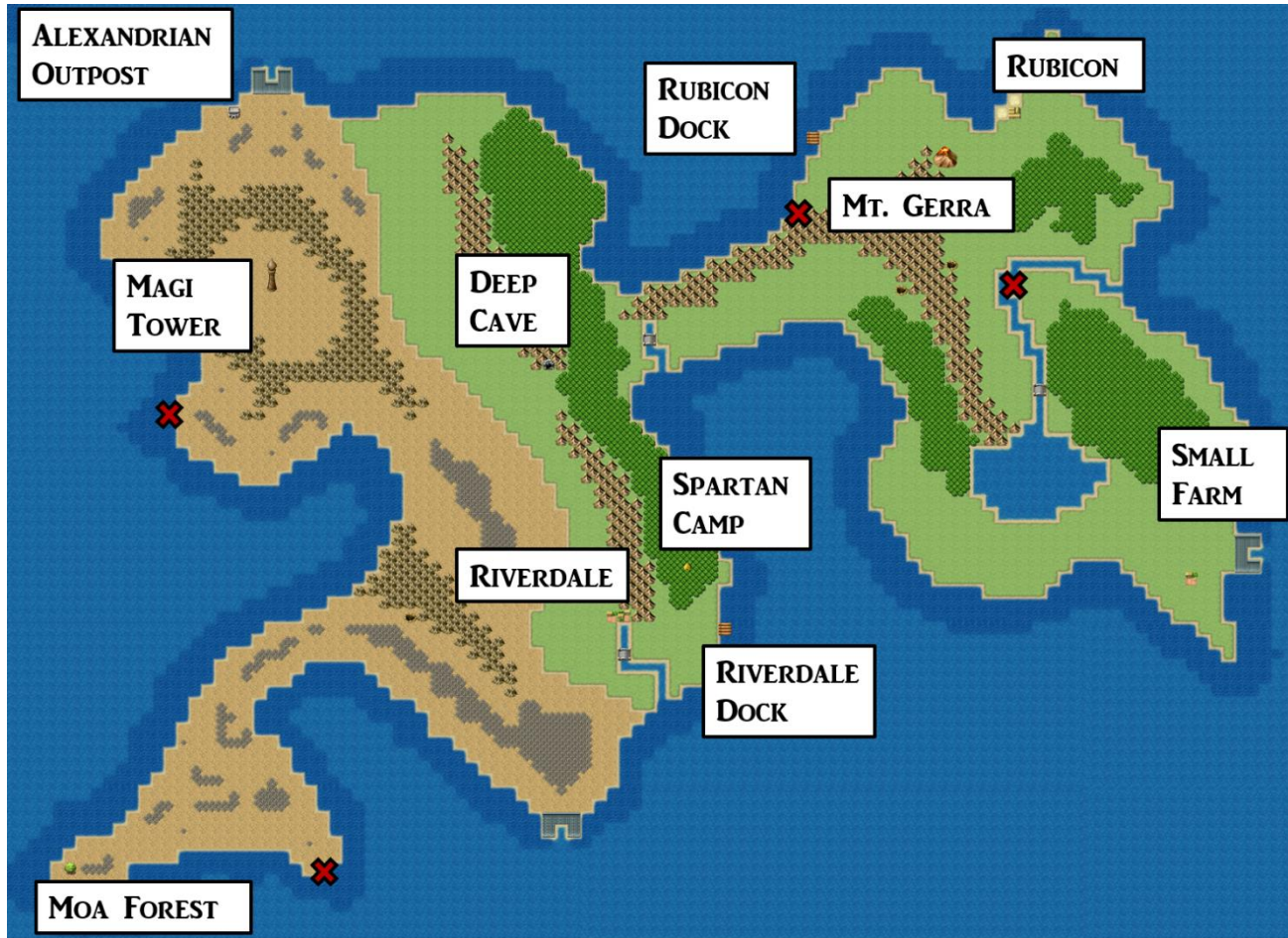
**Battle Notes:** *For details on Outpost Guards, see the Battle Notes for the Old Alexandrian Outpost (Section #1: Outside the Outpost). In this section, you'll also encounter Outpost Sergeants. Outpost Sergeants are upgraded versions of Outpost Guards but have all the same attacks/skills and elemental weaknesses. You can steal 200G, High Potions, Hurricane Bombs, Dark Storm Bombs, and Small SP Orbs from them.*



### 6.3.8 The Trek to Rubicon

**Suggested Level: 14**

**Enemies: (Eastern Half) Gryphon, Silver Wolf, Ninja**



After restocking in Riverdale, you should head to the Spartan's Camp to collect all of the treasures if you didn't do this earlier. The Spartans have all left to dispatch the Pandoran soldiers at Mt. Gerra. See Section **6.3.5** for details on the treasures. Regardless of whether you go the the Spartan's Camp or not, you should head north to the Deep Cave and then turn east and cross the bridge across the tiny river that splits the Eastern Continent in half. Keep heading east and you'll eventually find a Tunnel under the mountains. If you have an Engineer, you can use this to take a shortcut to Rubicon although you'll miss the Small Farm.

If you don't have an Engineer or you want to visit the Small Farm, you should head south through the forest. You'll pass a lake to the east. Follow its southern edge as you head east until you reach a grassland near the Port, therein lies the Small Farm.

**Battles Notes:** *For details on Gryphons, Silver Wolves, and Ninjas, see the Battle Notes for **The Deep Cave**.*

### 6.3.9 The Small Farm

#### Suggested Level: 14

**Treasures (from Chests):** Recipe for Fortify Staff

**Treasures (from NPCs):** 3x Mining Bombs, 25,000G

On the Small Farm, you'll find a farmer beset by troubling noises coming from his well. First, he'll offer to sell you **3x Mining Bombs** for 500G. Buy the Mining Bombs and then he'll tell you about his troubles with the well. He'll reward you with his life savings, 2,500G, if you'll take care of whatever is hiding in his well. Make sure you're fully healed and then descend into the well. You'll find a Merman hiding there. Approach him to engage in battle. The Merman has a powerful single target magic spell called Water Bubble which is boosted by his high INT. He is weak to Thunder, so Black Mages and Engineers should use their Thunder elemental spells and Bombs. Watch out for Smite and its ability to stun your characters. He has a variety of items that you can steal, including a Large Magic Potion.

#### Mid-Boss Battle: Merman



##### Attacks

Normal Attack (33.3%), Water Bubble (33.3%), Smite (33.3%)

##### Items to Steal

Large Potion (50%), Hyper Bubble Tonic (50%), Hyper Surge Tonic (50%), Huge Potion (25%), Large Magic Potion (5%)

##### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
3,000	100	60	40	45	40	30	26	3	2,000	0G

##### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	D	A	C	F	C

After defeating the Merman, climb out of the Well and collect your reward (**2,500G**) from the farmer. Enter the farmer's house and collect the treasure from the chest (**Recipe for Fortify Staff**). The Fortify Staff is an excellent piece of equipment for any Mage that gives a huge boost to their DEF. Talk to the farmer's wife and rest for free. Fully refreshed, hit the road and head north to Rubicon.

From the Small Farm, head north through the forest while following the northern edge of the lake. Follow the river leading north from the lake until you find the bridge. Cross the bridge to the western bank of the river. Head north and you'll pass Mt. Gerra on your left. Continue north and you'll find Rubicon on the northern coast.



## 6.4 THE VOLCANO

### 6.4.1 Rubicon

**Suggested Level: 15**

**Treasures (from NPCs):** Treasure Map #8, Treasure Map #9, Recipe for Deluxe Rod, Recipe for Magic Jumping Potion, Sonar



Treasure Chest Legend	
A	Small SP Orb
B	Large Potion, Mystic Hat
C	Recipe for Thick Helm, Tent
D	Hurricane Bomb, Small Magic Potion
E	Small Cottage, 2,000G, Recipe for Calm Cloak

The town of Rubicon sits near the slopes of the mighty Mt. Gerra, a quiescent volcano. Rubicon is home to the world famous Mr. Cope, an avid weapon and potion collector. His home sits in the upper left of Rubicon and is built on pylons in the Ocean. You'll make your way to his home after visiting the rest of Rubicon.

When you enter Rubicon, you'll find the Mayor's office directly to your north. Enter and gather the treasure chest (**Small SP Orb - A**). The Mayor admits that the true power in Rubicon lies in the hands of Mr. Cope; the Mayor is simply a figurehead. After visiting the Mayor's office, walk to the private residence to the east. On the second story, you'll find two more treasures (**Large Potion, Mystic Hat - B**). The Mystic Hat is likely an upgrade and should be equipped to any Mage class character.

Next, head north to the Church and save. Go up the stairs to the second floor and grab the two treasures (**Recipe for Thick Helm, Tent - C**). Leave the Church, head south, and stop by the outdoor emporium of Gary - The Hardworking Merchant. If you're behind on equipment, you can buy it here for a discount. After perusing Gary - The Hardworking Merchant's merchandise, head to the southwest corner of town and enter the Inn. The Inn in Rubicon doubles as a Pub and you can buy Tonics from the Bartender on the first floor. Rest at the Inn and then head up to the second floor to open the two treasure chests (**Hurricane Bomb, Small Magic Potion - D**).

Be sure to talk to the Treasure Hunter in the room on the right. He will sell you a **Sonar** device for 5,000G which is a bargain considering all the free loot you can find hidden all over Terra using *Sonar*. If you don't buy it now, you'll end up paying 20,000G if Mt. Gerra erupts. *Sonar* is used on the World Map by using the "dash" button to emit a sonar pulse. If an item is hidden on the screen, it will emit a reflected pulse. Sonar treasures are omnipresent on Terra with 50 treasures in total. See the Sonar Map in Section **6.19** for a complete listing (with locations) of all the Sonar treasures.

After buying the Sonar device, you should head back down stairs and talk to the Wayward Traveler who will sell you **Treasure Map #8** and **Treasure Map #9** for 500G apiece. The location of these two buried treasures are denoted by the two easternmost red X's on the previous map of the Eastern Continent. After leaving Rubicon, the acquisition of the final two Buried Treasures will be discussed. Now, head to the Synthesis Shop just to the northwest to synthesize any equipment that you can. Next, head north along the coastline and find the Expert Fisherman. Talk to him and he'll give you the **Recipe for Deluxe Rod**. Fishing gives small rewards at first but if you manage to synthesize the *Deluxe Rod*, the restorative properties of the larger fish you can catch grows rapidly.

Lastly, head back south along the coastline until you reach the bridge leading to Mr. Cope's oceanfront mansion. Before talking to Mr. Cope, gather the treasures on the first and second floors (**Small Cottage, 2,000G, Recipe for Calm Cloak - E**). After gathering all the treasures, it is time to talk to Mr. Cope. He'll challenge you to a vertical leap competition with his prized sword, the *Masamune*, as the spoils for the victor. He'll beat you, of course, because, as the Morose Drunk in the Beach Shack will tell you, Mr. Cope cheats. You'll have to synthesize a *Magic Jumping Potion* to beat Mr. Cope and win the *Masamune*.

The *Masamune* is truly a marvelous sword which should not be overlooked. It is third only to the *Vanir Sword* and *Excalibur*. The *Vanir Sword* can only be gained by defeating the Vanir Golem, an end game Super Boss. *Excalibur* is a synthesized Adamantium Sword which grants a huge boost to ATK. Both swords are much more difficult to get than the *Masamune*. After losing the vertical leap competition, Mr. Cope will offer to sell you some of his many wares. Be sure to buy a few Vocalizer Serums because the boss of Mt. Gerra, Ifrit, can silence your Mages.

When you've finished restocking your supplies and buying new equipment from Mr. Cope, you should head to the fireplace in Mr. Cope's mansion. The fireplace is the entrance to a secret room where you'll find baby Noah. The secret room is guarded by a locked door with a combination code (030813) that you found in the Relic Collector's Mansion. The secret room is completely optional and after you've



explored the room, you should head to the Beach Shack (just right of the bridge to Mr. Cope's mansion) and talk to the Morose Drunk to gather the **Recipe for Magic Jumping Potion**.

There is one final secret hidden in Rubicon. Along the coastline just north of the Inn, you'll find a small sandcastle. If you investigate the sandcastle, you'll find that there is a small hole leading down below that leads to a secret area. The secret chamber houses the practitioners of an ancient Martial Arts philosophy. Like previous secret rooms, this chamber is completely optional. After having explored the secret chamber, it is time to set out for Mt. Gerra. Mt. Gerra is located just a few paces to the west of Rubicon and is nearly impossible to miss. If you wish to fish before heading out for the Volcano, head west past Mt. Gerra and you'll eventually run into the Rubicon Dock.

### Inn/Pub

ITEM NAME	SUMMARY	PRICE
<b>BLITZ TONIC</b>	Boosts ATK +10 & ATK +10% during battle	250G
<b>WALL TONIC</b>	Boosts DEF +10 & DEF +10% during battle	250G
<b>MIND TONIC</b>	Boosts INT +10 & INT +10% during battle	250G
<b>WARD TONIC</b>	Boosts MGD +10 & MGD +10% during battle	250G
<b>JOLT TONIC</b>	Boosts AGI +10 & AGI +10% during battle	250G
<b>SHOCK TONIC</b>	Boosts PRE +10 & PRE +10% during battle	250G
<b>BUBBLE TONIC</b>	Boosts Max HP +50% during battle	250G
<b>SURGE TONIC</b>	Boosts Max MP +50% during battle	250G
<b>VIGOR TONIC</b>	Boosts CRT +10 & CRT +10% during battle	250G
<b>EAGLE EYE TONIC</b>	Boosts ACC +10 & ACC +10% during battle	250G
<b>HYPER BLITZ TONIC</b>	Boosts ATK +30 & ATK +10% during battle	2,500G
<b>HYPER WALL TONIC</b>	Boosts DEF +30 & DEF +10% during battle	2,500G
<b>HYPER MIND TONIC</b>	Boosts INT +30 & INT +10% during battle	2,500G
<b>HYPER WARD TONIC</b>	Boosts MGD +30 & MGD +10% during battle	2,500G
<b>HYPER JOLT TONIC</b>	Boosts AGI +30 & AGI +10% during battle	2,500G
<b>HYPER SHOCK TONIC</b>	Boosts PRE +30 & PRE +10% during battle	2,500G
<b>HYPER BUBBLE TONIC</b>	Boosts Max HP +100% during battle	2,500G
<b>HYPER SURGE TONIC</b>	Boosts Max MP +100% during battle	2,500G
<b>HYPER VIGOR TONIC</b>	Boosts CRT +30 & CRT +10% during battle	2,500G
<b>HYPER EAGLE EYE TONIC</b>	Boosts ACC +30 & ACC +10% during battle	2,500G

### Mr. Cope's SP Orb Collection

ITEM NAME	SUMMARY	PRICE
<b>TINY SP ORB</b>	Gains 40 Skill Points	100G
<b>SMALL SP ORB</b>	Gains 200 Skill Points	500G
<b>MEDIUM SP ORB</b>	Gains 500 Skill Points	1,250G

### Mr. Cope's Item Collection

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
LARGE POTION	Restores 250 HP for one ally	1,000G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SOFT	Cures stone	1,000G
VOCALIZER SERUM	Cures silence	500G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2,500G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G
BLAZE BOMB	~150 HP damage with fire element to all enemies	1000G
THUNDERSTORM BOMB	~150 HP damage with thunder element to all enemies	1000G
HOLY LIGHT BOMB	~150 HP damage with holy element to all enemies	1000G
DARK STORM BOMB	~150 HP damage with dark element to all enemies	1000G
HURRICANE BOMB	~150 HP damage with wind element to all enemies	1000G
SNOWSTORM BOMB	~150 HP damage with ice element to all enemies	1000G
WARP STONE	Allows warping out of some dungeons	5,000G

### Mr. Cope's Weapon Collection

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Mythril Sword	5,500G	27	0	0	16	NO
Mythril Knife	4,700G	23	0	0	12	NO
Mythril Axe	5,200G	41	0	0	30	YES
Mythril Spear	4,800G	17	0	10	6	NO
Quick Crossbow	4,200G	20	0	7	3	NO
Mythril Whip	4,300G	13	0	14	6	NO
Mythril Staff	4,000G	8	27	0	2	NO

**Mr. Cope's Armor Collection**

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Mythril Armor	5,100G	22	6							60	
Mystic Robe	5,100G	17	11								30
Mythril Shield	3,750G	16							6		
Mystic Cloak	3,750G	15	10								
Mystic Hat	3,750G	10	15								
Mythril Helm	3,750G	15	10								
Mystic Gloves	3,600G	6		18							
Mythril Gauntlets	3,750G	8			6			11			
Mystic Shoes	3,750G	9				8	8				
Mythril Boots	3,900G	12				7	7				

## 6.4.2 The Final Buried Treasures

### Suggested Level: 15

**Enemies:** Gryphon, Silver Wolf, Ninja

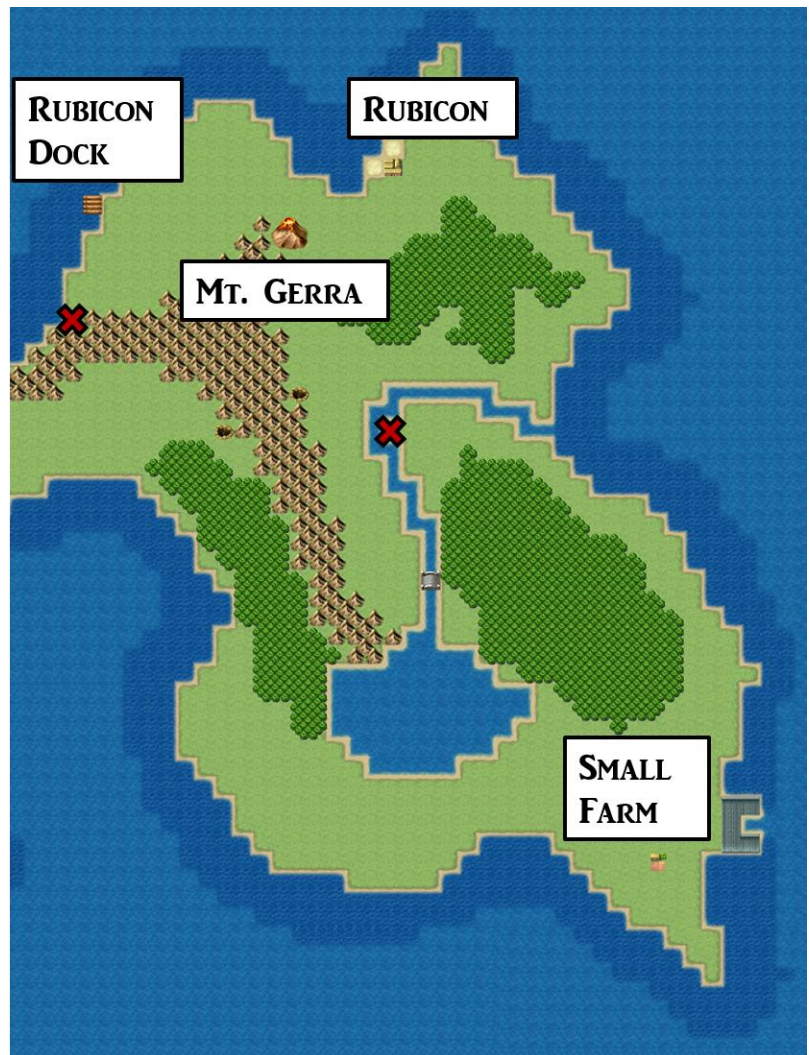
**Treasures (from Buried Treasure):** 10x Muscle Relaxers, Recipe for Preemptive Whip

After leaving Rubicon, head due south until you find the river. Head west and then south between the river and the mountains until you find a bridge to the east. Cross the bridge and then follow the river north until you find the westernmost square near where the river turns east. Use the drill on that square and you'll find the Buried Treasure (**10x Antidotes, 10x Smelling Salts, 10x Muscle Relaxers**). If you're having trouble finding the treasure, you can buy *Treasure Map #8* from the Wayward Traveler in Rubicon.

After acquiring the Buried Treasure, return south to the bridge. Cross to the west and continue north until you see meet the northern coastline near Mt. Gerra. When you reach the northern coastline, head west until you find Rubicon Dock. Follow the coastline south until you find the southernmost square. Use the Drill there and you'll find the Buried Treasure (**Recipe for Preemptive Whip**). If you're having trouble finding the treasure, you can buy *Treasure Map #9* from the Wayward Traveler in Rubicon.

With both the Buried Treasures acquired, it's time to head to Mt. Gerra. Follow the mountain range northeast until you find the giant volcano. If you're not 100% ready, return to Rubicon to regroup and restock; otherwise, enter and prepare for the fiery journey through Mt. Gerra.

**Battles Notes:** For details on Gryphons, Silver Wolves, and Ninjas, see the Battle Notes for *The Deep Cave*.



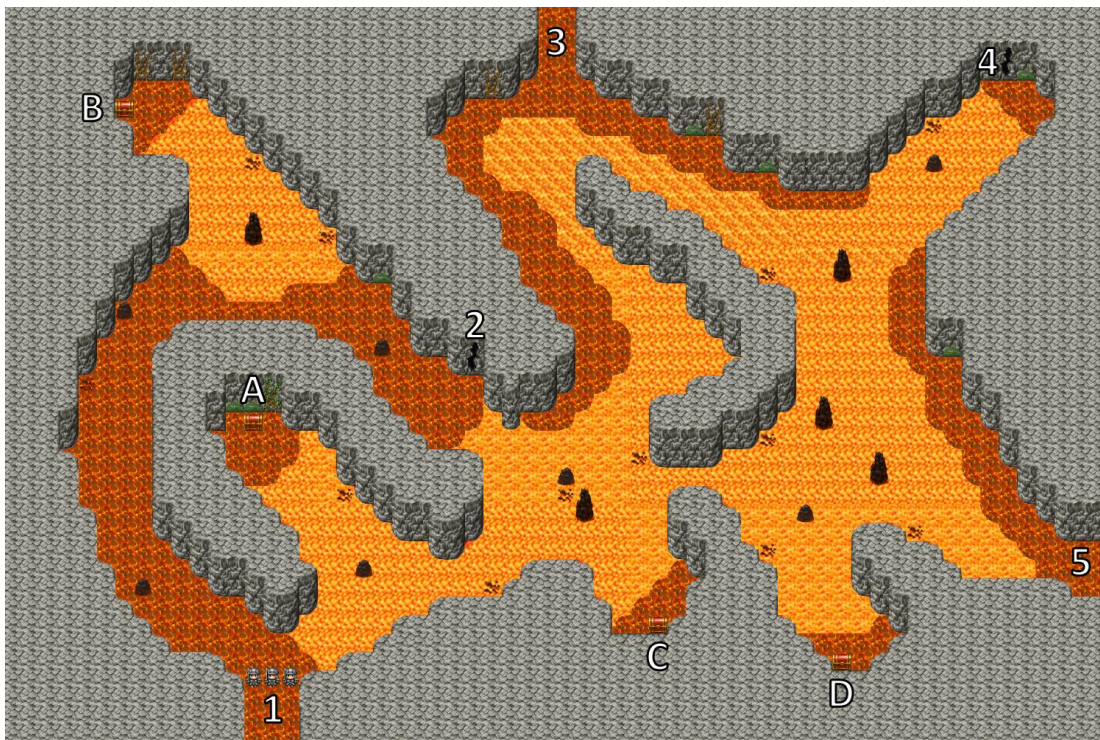


### 6.4.3 Mt. Gerra

#### Section #1: The Outer Caldera

**Suggested Level: 16**

**Enemies: Fire Spirit, Fire Bat, Red Slime, Specter**



Treasure Chest Legend	
A	Mythril Knife
B	Fire Whip
C	High Potion
D	Fire Gloves

Mt. Gerra is one of the most dangerous dungeons in all of Terra. Not only are there very strong enemies but the lava, which is unavoidable, does percentage damage based on your current HP. Each step will deal damage equal to 2% of your current HP meaning that it is very difficult to maintain 75% or greater HP in Mt. Gerra. The lava will severely tax your healing stocks and it is highly suggested that if you don't have a White Mage, that you head to the Rubicon Dock to stock up on fish. This is especially true if you have an Engineer with Item Boost. Be prepared to make many trips into Mt. Gerra because you will likely have to restock supplies along the way.

That said, it is time to explore the first section of the Volcano. Note, if you tried to visit Mt. Gerra prior to presenting the *Top Secret Documents* to Atticus, Pandoran guards would block your way. The Spartans have cleared the Pandoran guards so you don't have to worry. From the entrance (1), head

north and you'll quickly find yourself at a northwest/northeast fork. Take the northeast fork into the lava and then head north at the north/east fork. At the dead end, you'll find a treasure chest (**Mythril Knife – A**). After collecting the treasure, head back south and head west until you're back on land. If you haven't already healed, you should at this point since your HP is likely depleted.

Head north along the rock floor until you reach a north/east fork with lava to the north. Go north through the lava to collect another treasure (**Fire Whip – B**). If you have an Engineer or Thief in your party, the Fire Whip is an excellent weapon. Now head south through the lava and at the previous fork, head east until you're back on the rock floor. Keep trekking east until you reach a mining crevice on the northern wall (2). Use a *Mining Bomb* and enter the excavated chamber to collect more treasure (**1,500G – 2**). Leave the chamber and then head southeast through the lava until you find a small alcove with another treasure chest (**High Potion – C**). Next, head north until you reach the rock floor just east of the mining crevice you entered earlier. When you're back on the rock floor, head north while keeping out of the lava. The path will turn east and you'll find a corridor to the north (3). This leads to the first puzzle hidden in the caldera of Mt. Gerra. See **Puzzle #18 – Mt. Gerra A** for the puzzle solution

After completing the puzzle, leave the puzzle area and return to the main area of the Outer Caldera. Head east while staying on the rock floor. When the rock floor ends, you'll find a northeast/south fork. The northeast fork leads to a mining crevice (4); however, you should ignore it because it is empty unless you're trying to acquire the Excavator Achievements. Instead, head south while getting back on the rock floor as quickly as possible. You should likely heal again at this point to keep your HP above 50%. Continue south, following the rock floor, until you find the entrance the Inner Caldera of Mt. Gerra (5). Don't proceed to the next area, yet. Instead, head left into the lava and turn south after you pass the rock peninsula jutting up into the lava. You'll find the final treasure of the first section (**Fire Gloves – D**). The Fire Gloves should be equipped immediately to your most important character (excepting the Knight who can only use gauntlets). All fire armor will halve the amount of fire damage taken in battle. After collecting the treasure, head back to the east and enter the Inner Caldera (5).

**Battles Notes:** *You'll encounter four new enemy types in the Outer Caldera of Mt. Gerra: Fire Spirits, Fire Bats, Red Slimes, and Specters. Only Specters are not fire elemental enemies; instead, they are undead enemies that mysteriously inhabit Mt. Gerra. Fire Bats are perhaps the most dangerous of the four enemy types because they have incredibly high PRE and therefore will also attack first. On top of that, they have a Fire elemental spell called "Blaze" which damages your entire party. If you encounter a large group of Fire Bats, they can nearly kill you before you even have a chance to respond. Therefore, it is vital to gather all of the defensive Fire equipment in Mt. Gerra so that you cut the Fire elemental damage in half.*

*Red Slimes are much more resilient than the normal Slimes you encountered outside Oakwood. They only have a normal physical attack but their ATK is high so you'll have to watch out for them. Fire Spirits have more powerful Fire magic than Fire Bats; however, they have much lower PRE and therefore you may be able to kill them before they cast "Bonfire" or "Blaze". They also have the ability to boost their or one of their ally's INT. All three of these enemy types are fully weak to Ice elemental. Black Mages and Engineers can make short work of these enemies with either Ice 3 / 4 or Snowstorm Bombs.*

*Lastly, Specters are undead enemies which are weak to Fire and Holy elements. White Mages can make quick work of them with Holy Light or Holy Fire; however, you'll have to be careful not to cast Holy on other enemies. Specters are very dangerous with their ability to blind or put to sleep your entire party. This can be especially debilitating for a physical-based party.*

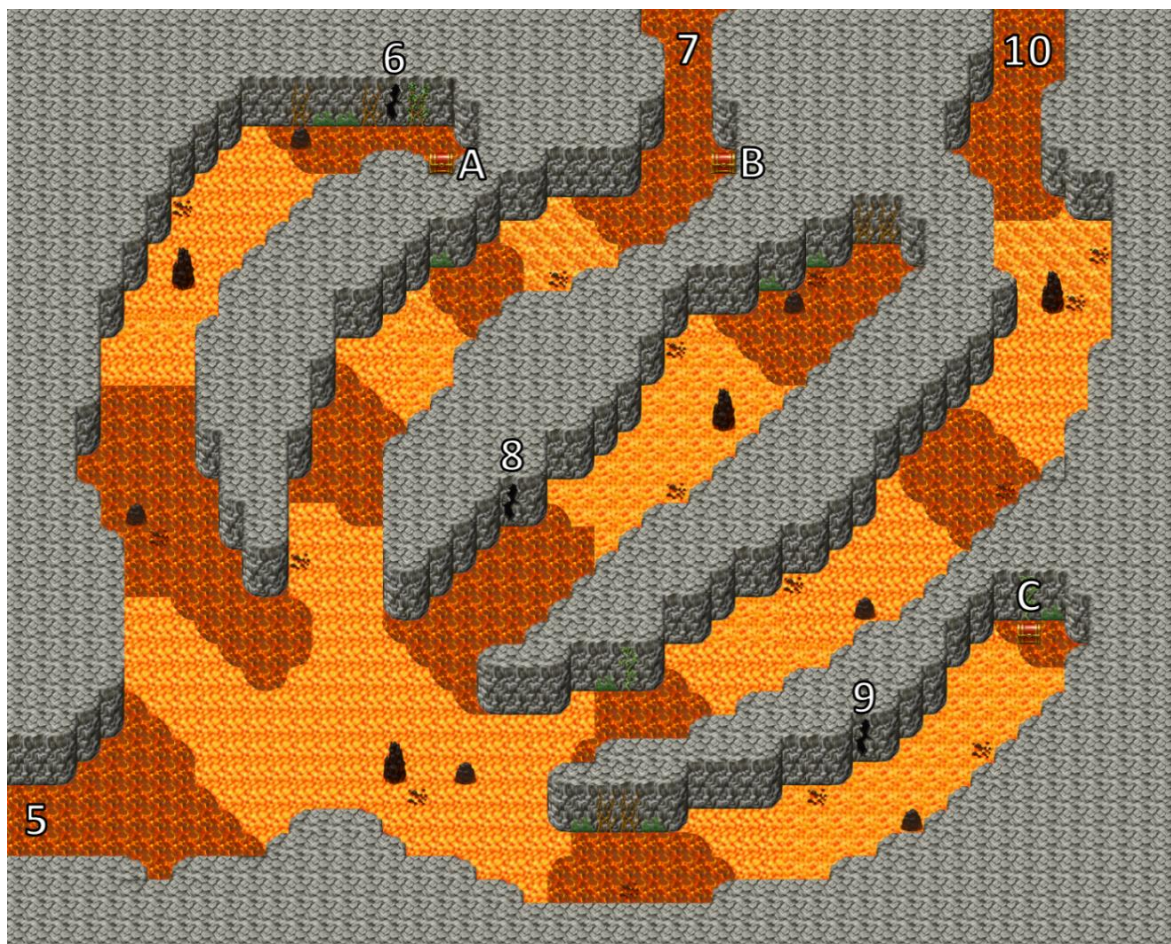


If you have a Thief in your party, you can steal Sleeping Bags, Ice Bombs, and Snowstorm Bombs from Fire Bats, High Potions, Sleeping Bags, and Large Potions from Red Slimes, Tiny SP Orbs, Tiny Magic Potions, and Small Magic Potions from Fire Spirits, and Holy Bombs, Eye Drops, Tiny SP Orbs, and Holy Light Bombs from Specters.

## Section #2: The Inner Caldera

**Suggested Level: 16**

**Enemies: Fire Spirit, Fire Bat, Red Slime, Specter, Fire Demon**



Treasure Chest Legend	
<b>A</b>	Fire Staff
<b>B</b>	Fire Spear
<b>C</b>	Fire Crossbow

When you enter the Inner Caldera, you should head east until you reach the lava. Immediately, head north and cross the lava to the rock floor. Follow the corridor until it dead ends. You'll find a treasure chest (**Fire Staff – A**) and a mining crevice (6). Equip the Fire Staff to any Mage character since it gives a larger INT boost than the Wizard's Staff. Next, use a *Mining Bomb* on the mining crevice (6) and

enter the excavated chamber to gather the treasure (**Warp Stone – 6**). You may want to heal at this point to recover from the devastating lava.

Return south along the corridor until you reach the large lava area near the entrance. Don't head south into the lava, instead turn east and go up the corridor that runs north just to the east of the one which you just explored. Keep heading north over the alternating lava and rock floor. The corridor slowly curves northeast and eventually you'll find another treasure (**Fire Spear – B**). If you're having trouble attacking before enemies with your Knight or physically-built Gray Mage, the Fire Spear would be a good item to equip. It will give a huge PRE boost at the cost of ATK. The Fire Spear will also be a huge boost in the next dungeon (the Forest Tower Basement) where the enemies are undead and therefore weak to Fire. After collecting the treasure, head north and you'll find a path to another area (7). This leads to the second puzzle hidden in Mt. Gerra. See **Puzzle #19 – Mt. Gerra B** for the puzzle solution.

After completing the puzzle, leave the puzzle area and return to the main area of the Inner Caldera. Head south through the corridor until it opens up to the large lava area near the entrance. Head east and go down the corridor just to your east which leads northeast. When you enter the corridor, you switch from lava to rock floor. Just to the north, you'll find another mining crevice (8). Using a Mining Bomb on the crevice, enter the excavated chamber, and collect the treasure (**Medium SP Orb – 8**). Leave the chamber and ignore the rest of the corridor to the north because it's empty.

Head south into the lava until you reach the southern wall. Follow the wall east until you're back on the rock floor. Keep heading east and you'll find yourself on lava again. Along the northern wall, you'll notice another mining crevice (9). Use a *Mining Bomb* to open the excavated chamber and collect the treasure (**Large Potion – 9**). Exit the chamber and keep heading east along the corridor until it dead ends at another treasure (**Fire Crossbow – C**). This would be an excellent weapon to equip for either an Engineer or Hunter.

After collecting the final treasure in this section, head back west along the corridor until it opens up. Turn north and then go east down the corridor just to the north of the one you just explored. You may want to heal again at this point. If your healing stocks are running low, you should consider Warping out and returning to Rubicon because there is still an entire area to explore. If you're feeling strong, travel northeast and then north along the corridor until you reach the entrance to Ifrit's Lair (10).

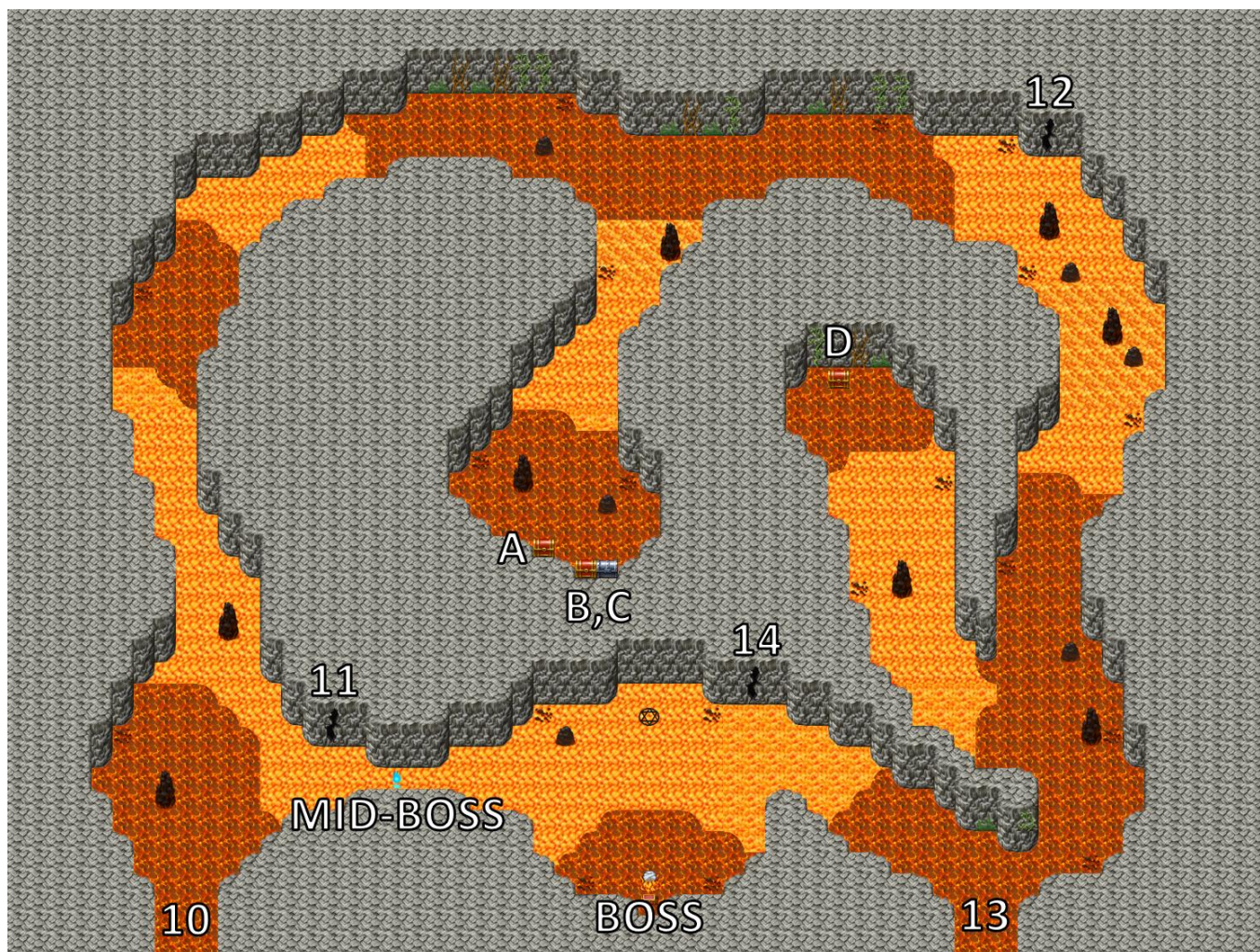
**Battles Notes:** *For details on Fire Bats, Red Slimes, Fire Spirits, and Specters, see the Battle Notes for Mt. Gerra (Section #1: The Outer Caldera). One new enemy type that you'll encounter is the Fire Demon. Fire Demons are truly brutish enemies. They have a fearsome physical attack with the ability to boost their physical ATK to much higher levels with "Powerhouse". They are weak to Ice and also have low PRE so you will generally attack before them. Try to kill them with Snowstorm Bombs and Ice elemental spells before they can attack. You can steal High Potions, Small SP Orbs, and Tents from them.*



### Section #3: Ifrit's Lair

**Suggested Level: 17**

**Enemies: Fire Spirit, Fire Bat, Red Slime, Specter, Fire Demon**



Treasure Chest Legend	
A	Fire Boots
B	Fire Ring
C	Expansion Ring
D	Fire Sword

After entering Ifrit's Lair (10), you'll want to head north until you reach a north/east fork with a mining crevice (11) just to the northeast. Ignore the mining crevice since the excavated chamber that it leads to is empty (unless you wish to acquire the Excavator Achievements). Head north and follow the corridor through the lava. Continue along the alternating lava and rock floor as the corridor turns east.

Eventually, you'll find a south/east fork. Head south through the lava and you'll reach a dead end and two treasure chests (**Fire Boots – A**, **Fire Ring – B**) that you can acquire now. The third treasure chest (**Expansion Ring – C**) is sealed and can only be opened once you are in possession of Kali's Medallion.

After collecting the two treasures, head north along the corridor and take the east path at the previous fork. Just after the path turns to lava, you'll find another mining crevice (12). Use a Mining Bomb to open the excavated chamber and gather the treasure (**Remedy – 12**). Leave the chamber and head south through the lava and then back onto the rock floor. You may want to heal again at this point. Keep heading south along the rock floor until you reach a northwest/south fork. Go northwest and then follow the corridor as it turns north through the lava. At the dead end, you'll find another treasure chest (**Fire Sword – D**). If you need some extra firepower from your Knight, equip the Fire Sword.

Head south from the dead end along the corridor until you reach the previous fork. Go south and then west as the path curves. Keep going west and you'll find a path heading south (13). This path leads to the third and final puzzle hidden in Mt. Gerra. See **Puzzle #20 – Mt. Gerra C** for the puzzle solution. After completing the puzzle, leave the puzzle area and return to the main area of Ifrit's Lair. Head west and just after you enter the lava, you'll find another mining crevice (14) along the northern wall. Use a Mining Bomb to open the excavated chamber and collect the treasure (**Blizzard Bomb – 14**). Just west of the mining crevice, you'll find the save point. Save, if you can, then proceed west to fight the Mid-Boss, the Flame Goddess.

The Flame Goddess is a powerful Fire Deity, only slightly weaker than Ifrit himself. Be sure you are fully healed before you engage the Flame Goddess. If you're in doubt, it is best to Warp out and restock your items before fighting her. When you're ready, approach her and begin the battle.

## Mid-Boss Battle: Flame Goddess



### Attacks

Normal Attack (42.8%), Sleep Attack (14.3%), Darkness Attack (14.3%), Paralysis Attack (14.3%), Firestorm (14.3%)

### Items to Steal

Large Potion (50%), Tiny Magic Potion (25%), Huge Potion (5%), Small Magic Potion (5%), Small SP Orb (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
4,000	500	70	40	40	45	50	75	8	3,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
F	A	C	C	F	C



The Flame Goddess has a powerful normal attack as well as three other physical attacks that add either paralysis, sleep, or blind. Her most powerful attack is Firestorm which does Fire elemental damage to your entire party. If you have a White Mage, you should first cast Null Fire to protect yourself from Firestorm. After that, your White Mage will likely be busy curing status effects inflicted by the Flame Goddess' three status attacks. The Flame Goddess is weak to Ice and therefore Black Mages and Engineers should use Ice elemental spells or Snowstorm Bombs. A great opening for an Engineer would be to use the Blizzard Bomb that you picked up earlier from the excavated chamber. Its base damage is 300 HP but it will be quadrupled to 1,200 HP with the Engineer's Grenadier skill and the Flame Goddess' weakness. It is up to you whether or not to keep this for the showdown with Ifrit. Knights should use their most powerful skills like Berserker and Smite after using a Blitz or Hyper Blitz Tonic to improve their ATK. Being buffed by a Black Mage with Powerhouse is also a good strategy. Monks should pound away with their normal physical attack which should have 2-3 hits per attack at this point. Hunters should debuff with Hamstring/Slow Enemy and buff with Scans. The Gray Mage, as usual, should follow either the Knight or Black Mage strategy depending on their build. Finally, Thieves can steal some decent items with the best perhaps being the Huge Potion.

After finishing off the Flame Goddess, all that remains is Ifrit. Head southeast and you'll find the master of Mt. Gerra. The Pandora Empire somehow planted the explosive device deep in Ifrit's Lair and it is impossible to reach it without fighting him. Furthermore, Ifrit is angered by the Pandorans defiling his home and he'll take the brunt of his wrath out on you. When you're fully prepared, engage him in battle.

## Boss Battle: Ifrit



### Attacks

Normal Attack (40%), Firestorm (20%), Sleep (20%), Silence (20%)

### Items to Steal

Large Potion (50%), Huge Potion (25%), Small Magic Potion (5%), Full Potion (5%), Medium SP Orb (5%), Illusion Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
5,000	500	80	50	45	55	55	90	10	4,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
F	A	C	C	F	C

Ifrit is slightly more powerful than the Flame Goddess and that much more dangerous because you are likely depleted after your battle with her. He also possesses the powerful Firestorm attack that deals Fire elemental damage to your entire party. Instead of the three status inflicting attacks that the Flame Goddess possessed, Ifrit has the ability to silence or put to sleep your entire party. His silence skill is especially deadly since it is rare to pick up any Vocalizer Serums up to this point in the game; therefore, if you didn't buy any in Rubicon, your Black, White, and Gray Mages will be crippled. Besides these differences, the strategy to defeat Ifrit is largely the same as the Flame Goddess. One exception is that Thieves should do everything they can to boost their own AGI so that they can steal the very rare Illusion Ring (+30 INT) that Ifrit possesses. If you happen to steal this, equip it immediately after the battle to your Black or White Mage.

When you defeat Ifrit, you'll get to inspect the explosive device more closely. It appears that the explosive device has a tamperproof mechanism and only the Engineer has the skill to defuse it. If you have an Engineer, defuse the bomb. After you've defused it, you can Warp out and head back to Rubicon, which you've saved from near certain doom (skip to Section **6.4.5** if you defused the bomb).

If you don't have an Engineer, you won't be able to defuse the bomb and you'll have to flee Mt. Gerra. Furthermore, the explosive device emits a disrupting field that won't allow you to use a Warp Stone or Warp spell. You'll have five minutes to flee. Flee quickly because time in battles does count toward the five minutes; however, time in the menu does not. The quickest route to the exit of Mt. Gerra is to head west while following the southern wall until you reach the exit to the Inner Caldera (10). Be sure to heal every ~50 steps on the lava to keep yourself prepared for the intermittent battles. Next, head due south along the corridor until it opens up and then head west until you reach the exit to the Outer Caldera (5). In the Outer Caldera, head due west and ignore the first two paths south since they lead to short dead ends. After the second path south, keep heading west while sticking to the southern wall. Eventually, you'll reach the exit from Mt. Gerra. Upon leaving, a short cutscene will play. Mt. Gerra erupts and the lava flow completely destroys Rubicon.

**Battles Notes:** *For details on Fire Bats, Red Slimes, Fire Spirits, and Specters, see the Battle Notes for Mt. Gerra (Section #1: The Outer Caldera). For details on Fire Demons, see the Battle Notes for Mt. Gerra (Section #2: The Inner Caldera).*

#### **6.4.4 Mr. Cope's Tent**

##### **Suggested Level: 16**

If you don't have an Engineer and Mt. Gerra erupts, then Rubicon is wiped off the face of Terra. You'll find some of the survivors from the eruption scattered across the Eastern Continent. The only new location is Mr. Cope's Tent which is due south of Rubicon in the forest. Head to Mr. Cope's Tent and talk to him. He's dismayed that Rubicon has been destroyed but is still up for a Vertical Leap competition. Also, he somehow escaped with nearly all of his goods. He will sell you the exact same wares that he sold in Rubicon (see Section **6.4.1**). One new addition is that he will let you rest for free in his tent. Lastly, if you didn't buy the Sonar from the Treasure Hunter on the second floor of the Inn in Rubicon, you can buy it from Mr. Cope for 20,000G. Sonar is still worth the price but it isn't nearly as good of a deal as in Rubicon.



### 6.4.5 Report to Atticus

**Suggested Level: 16**



It is time to return to Atticus in Riverdale. If you have an Engineer, you can use the Tunnel through the mountains to the west as a shortcut; otherwise, head south across the river and past the lake and then loop back up north on the western side of the mountains. Head west through the forest until you reach the bridge across the small river that leads to the western half of the Eastern Continent. Head west through the gap in the mountains and then south along the western edge of the southern mountain range until you reach Riverdale.

Atticus is waiting in his home. If you defused the bomb, he praises your abilities at stopping an awful massacre. If bomb exploded, he grieves for all the lives lost in the eruption. After discussing Mt. Gerra, he tells you that the King of Doria has announced a Call to Arms to combat the aggression of the Pandoran Empire. Pandora has already conquered Asgard and has now invaded the Old Alexandrian Outpost on the Eastern Continent. The King of Doria feels that they are reaching too close to his homeland and therefore has made a Call to Arms to the Royal Military as well as all military forces. Atticus states that he will be leaving with the Spartans to join the fight against the Pandorans and suggests that you do the same.

### 6.4.6 *The Call to Arms*

#### **Suggested Level: 16**

#### **Treasure: Upgraded Skeleton Key**

After stocking up on supplies in Riverdale, you'll head west across the Ocean back to Doria. Assuming you're docked at the Port south of Riverdale, you should board your Ship and set sail west. Follow the southern coastline of the Eastern Continent until you reach the southwest tip. From the southwest tip, continue east until you reach the eastern coastline of the Central Continent. Follow the eastern coastline north until you reach the Port next to Doria. Disembark and enter Doria. Before heading to Doria Castle, make a detour to visit the Thieves' Guild. Talk to the Ralske – The Key Maker and purchase his **Upgraded Skeleton Key** for 10,000G (or 20,000G if you collected the bounty on Rufus). The Upgraded Skeleton Key will allow you to access several otherwise inaccessible treasures that you'll encounter later in your travels. After purchasing the key, head to the Castle and, if you went through the Woods of Despair, the Throne Room will already be open to you. If you went the Elven Relics route, then a soldier will be guarding the room. Approach him and he will let you pass. Enter the Throne Room and speak to the King who is now accompanied by the Ancient Hermit. Again, if you went the Woods of Despair route, you were the one who saved him; otherwise, he was saved by another mercenary troop hired by the King of Doria.

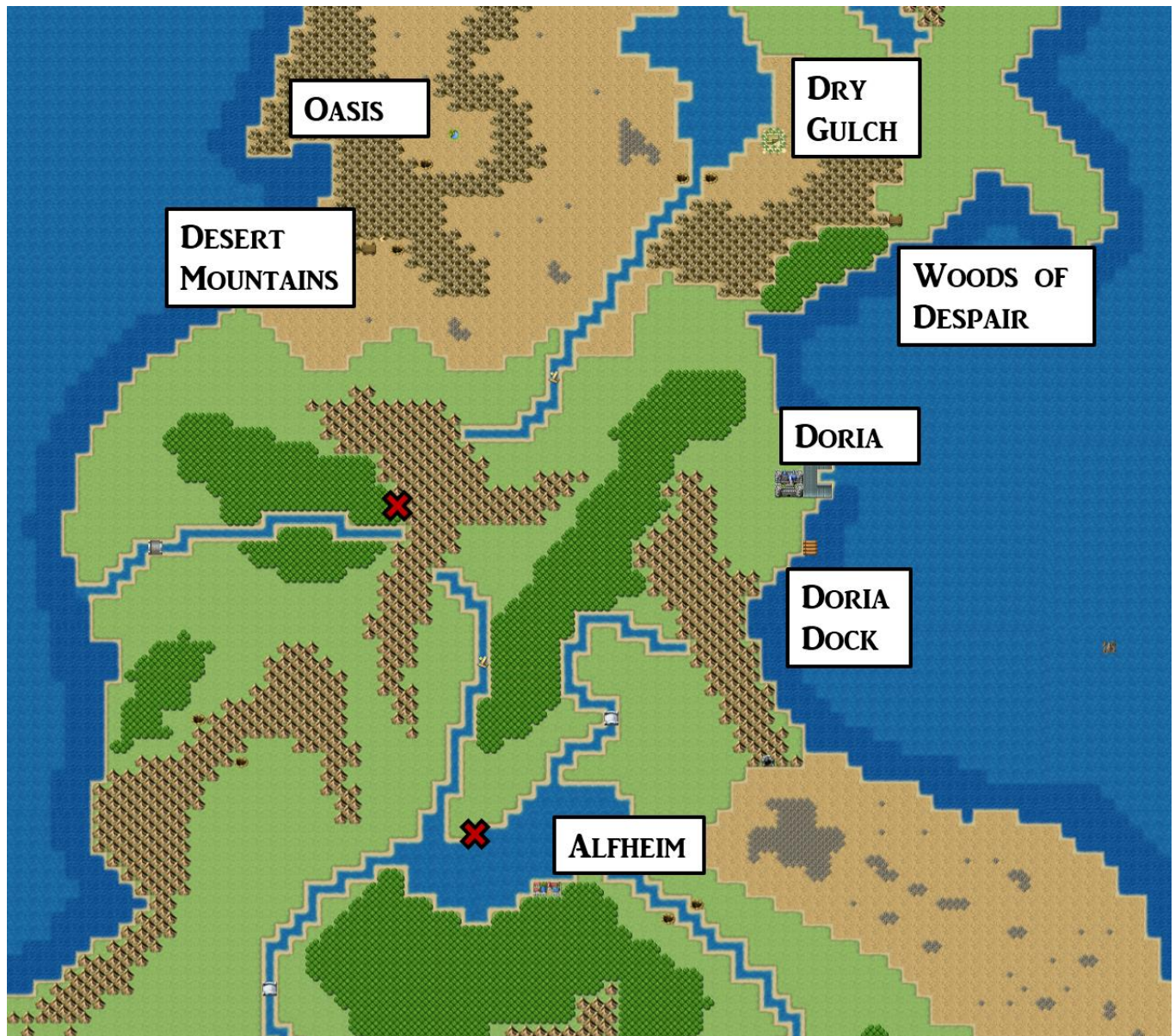
The King states that he has made a Call to Arms to combat the aggression of the Pandoran Empire. He believes the omens of the Ancient Hermit are now coming true and fears some of the more cryptic omens regarding a growing darkness consuming Terra. He therefore has had the Royal Historian, Dr. Strand, hunt through the Royal Archives for the recorded omens of the Ancient Hermit. In his search, Dr. Strand, stumbled across an ancient text predating the Kingdom of Doria which tells of the ancient Ultima Crystal. It is said to lay waste to armies in an instant. The King wants to send you on the (longshot) quest to recover the shards of the Ultima Crystal that were shattered so long ago. Meanwhile, the King will lead the armies of Doria and recruited mercenaries to war against the Pandoran Empire. The first step in your quest to regain the Ultima Crystal shards is to recover the Magic Pendant of the Elven Caretaker, Helios, which allows you to pass through the barriers that protect each Crystal Shard. The King directs you to talk to the Royal Historian, Dr. Strand, for more information.

Leaving the Throne Room, you should head up the right set of stairs to Dr. Strand's office in the Royal Archives. He tells you that ~900 years ago there was a gigantic explosion that destroyed the Elven civilization at the present day location of the Forest Tower. He also correlates sightings of an Elf with the locations of the Ultima Crystal Shards. He suggests that you travel to the Forest Tower to find the Magic Pendant.



## 6.5 THE MAGIC PENDANT

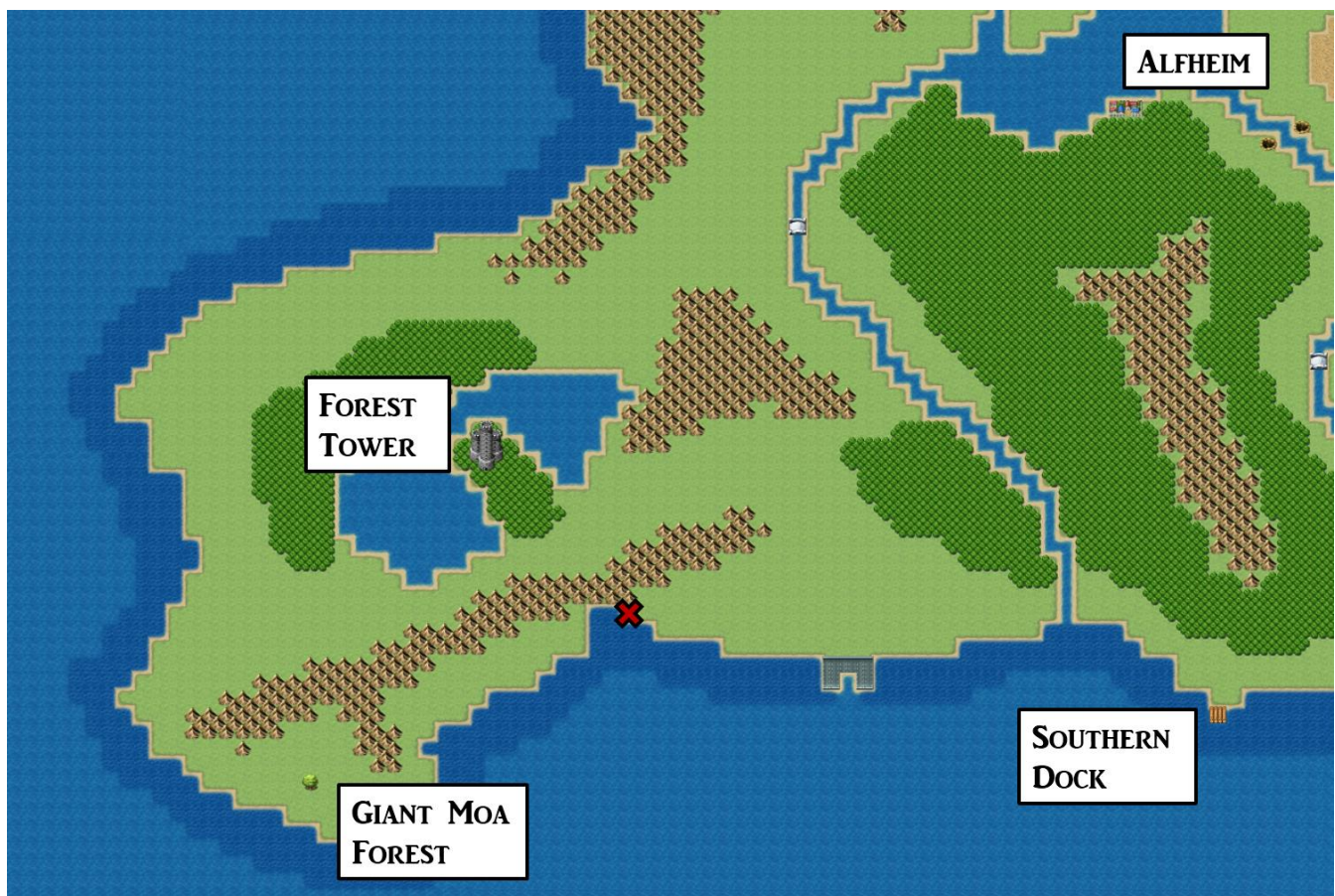
Suggested Level: 16



Since you've already fully explored Doria, there isn't much to do except restock your supplies and then head south to Alfheim and the Forest Tower. If you captured Rufus, the central bridges will be rebuilt and you can take a shortcut to the Forest Tower. To take the shortcut, head west from Doria into the forest and then south into the forest until you find a bridge to the west. Cross the bridge and then follow the west bank of the river south past the bridge to the east leading to Alfheim. Continue south until you pass mountains to the west. Head west along the southern edge of the mountains to the Forest Tower.



If you didn't capture Rufus or if you want to visit Alfheim, then follow these instructions: If you went through the Woods of Despair, then you may not have explored Alfheim. To reach Alfheim from Doria, head west until you reach the forest and then head south through the forest. When you reach the river, follow it south until the forest breaks and you find a bridge to your east. Cross the bridge and then head south along the lake and river. If you have an Engineer, you can take a shortcut to Alfheim through the Tunnel; otherwise, continue south along the river until you reach a bridge to the west. Head west across the bridge and then north along the west bank of the river until you reach Alfheim. See Section **6.2.6** for information on the layout and treasures in Alfheim. If you went the Elven Relics route, you're well acquainted with Alfheim. Even if you've already visited Alfheim, you may want to head to the Synthesis Shop to create any new recipes you've acquired. If you want to become a talented Hunter, you should revisit the Hunter's Guild and dispatch a few more targets (see Section **6.18** for the Hunter's Guild targets).



From Alfheim, head west to the Forest Tower. Again, if you didn't collect the Elven Relics, you may not be acquainted with the geography of the southern section of the Central Continent. From Alfheim, head west through the forest until you reach the bridge. Cross the bridge to the west and then head south along the river until you reach the forest. From the forest, head west following the southern edge of the mountains. A bit further and you'll reach the Forest Tower. Use a sleeping bag (or something better) to heal and save before entering.



### 6.5.1 Forest Tower Basement

#### The Quick Route to the 4<sup>th</sup> Floor

##### Suggested Level: 16

For maps of the Forest Tower, see Section **6.2.9**. The quickest route to the Forest Tower basement is summarized here, especially for those players who went through the Woods of Despair. Upon entering, head east down the corridor and follow it as it turns north to the first warp (1). In the next area, head east until you reach the T-junction along with the warp (3). Ignore this warp and instead head south to the warp at the southern end of the corridor (4). Go through the warp and head west in the next area. Follow the corridor as it turns south and ignore the corridor to your east. Keep heading south until the corridor turns east. Trek east until you reach a north/east fork. Head north and follow the corridor when it turns west to the next warp (10). In the next area, head north from the warp and at the east/west fork, go west. Follow the corridor as it turns north until you reach the warp (14). In the next area, head north and then west to the next warp (15). Go through the warp and you'll find yourself on the 4<sup>th</sup> floor where you met Helios if you collected the *Rune of Deimos*. You should use the save point on the right if you have the option; otherwise, head west to the previously inoperable warp (16). Go through the warp and you'll find yourself on Floor #5.

**Battle Notes:** *For details on Scorpions see the Battles Notes for the Miner's Cave in Section 6.2.3. For details on Grey Bears, see the Battle Notes for the Desert Mountains (Section #2: 1st Cave). For details on Imps and Cobras, see the Battle Notes for the Desert Mountains (Section #5: 2nd Cave). For details on Mummies, Venus Fly Traps, and Faceless Orcs, see the Battle Notes for the Forest Tower (Floor #1). For details on Succubi, see the Battle Notes for the Forest Tower (Floor #2). For details on Desert Phoenixs and Nymphs, see the Battle Notes for the Forest Tower (Floor #3).*

## Floor #5

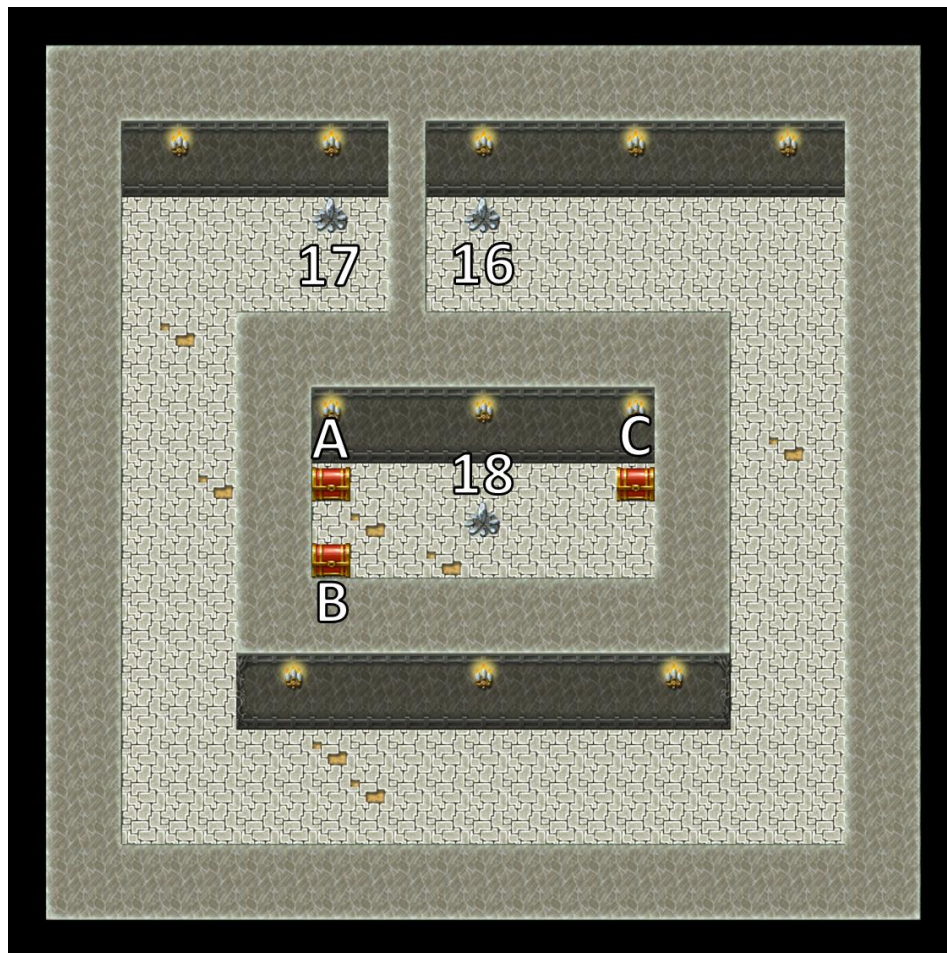
### Suggested Level: 16

**Enemies:** Dark Wizard, Mummy Prince, Undead Warrior, Evil Reflection

Treasure Chest Legend	
A	Thunderstorm Bomb
B	Blaze Bomb
C	Snowstorm Bomb

As you rise in the Forest Tower, the size of each room tapers off. The fifth floor is quite small and your only option is to travel around the outside corridor in the clock-wise direction to the next warp (17). Warp (17) will take you to Floor #6.

On Floor #6, you'll find two warps to the northwest and northeast. Take the warp to the northwest (18). This returns you to Floor #5 to gather the three treasures in the inner room (**Thunderstorm Bomb** – **A**, **Blaze Bomb** – **B**, **Snowstorm Bomb** – **C**). After collecting the treasures, head back through the warp (18) to Floor #6. Head east and go through the warp in the northeast corner (19) to enter the Forest Tower Basement.



**Battles Notes:** See the next section for the details on the enemies on Floor #5 and #6.

## Floor #6

### Suggested Level: 16

**Enemies:** Dark Wizard, Mummy Prince, Undead Warrior, Evil Reflection



**Battles Notes:** You'll encounter four new enemy types on Floors #5 and #6: Dark Wizards, Mummy Princes, Undead Warriors, and Evil Reflections. These enemies are all Undead and therefore weak to both Holy and Fire elemental attacks. Dark Wizards have four powerful magic attacks: Freeze, Blaze, Bonfire, and Void. Undead Warriors have a physical attack that can poison a single party member; furthermore, they have extremely high PRE and therefore will almost always attack first. Mummy Princes are stronger versions of the Mummies you fought on the lower floors of the Forest Tower. They have a physical attack that puts a single character to sleep. Finally, the Evil Reflection is a support character for the other undead enemies that can wreak havoc on any party, be it magic- or physical-heavy, with its Temptation Song and Uncanny Fog which can confuse your entire party or Silence Song which can silence your entire party. It's easiest to kill these enemies with powerful Holy or Fire elemental spells from the Black Mage or Bombs used by an Engineer (double exploit the double-damage Grenadier spell). If you don't have the luxury of using Bombs or Black Mage spells, you should try to kill the Evil Reflections first because they can wreak status effect atrocities upon your party. If you have a Thief in your party, you can steal Holy Light Bombs, Large Potions, Small Magic Potions, and Holy Fire Bombs from Dark Wizards. Undead Warriors possess Holy Light Bombs and Hyper Blitz and Wall Tonics. You can steal Holy Bombs, Tiny SP Orbs, Holy Light Bombs, Softs, and Vocalizer Serums from Mummy princes. Finally, you can steal Large Potions, Vocalizer Serums, and Huge Potions from Evil Reflections.

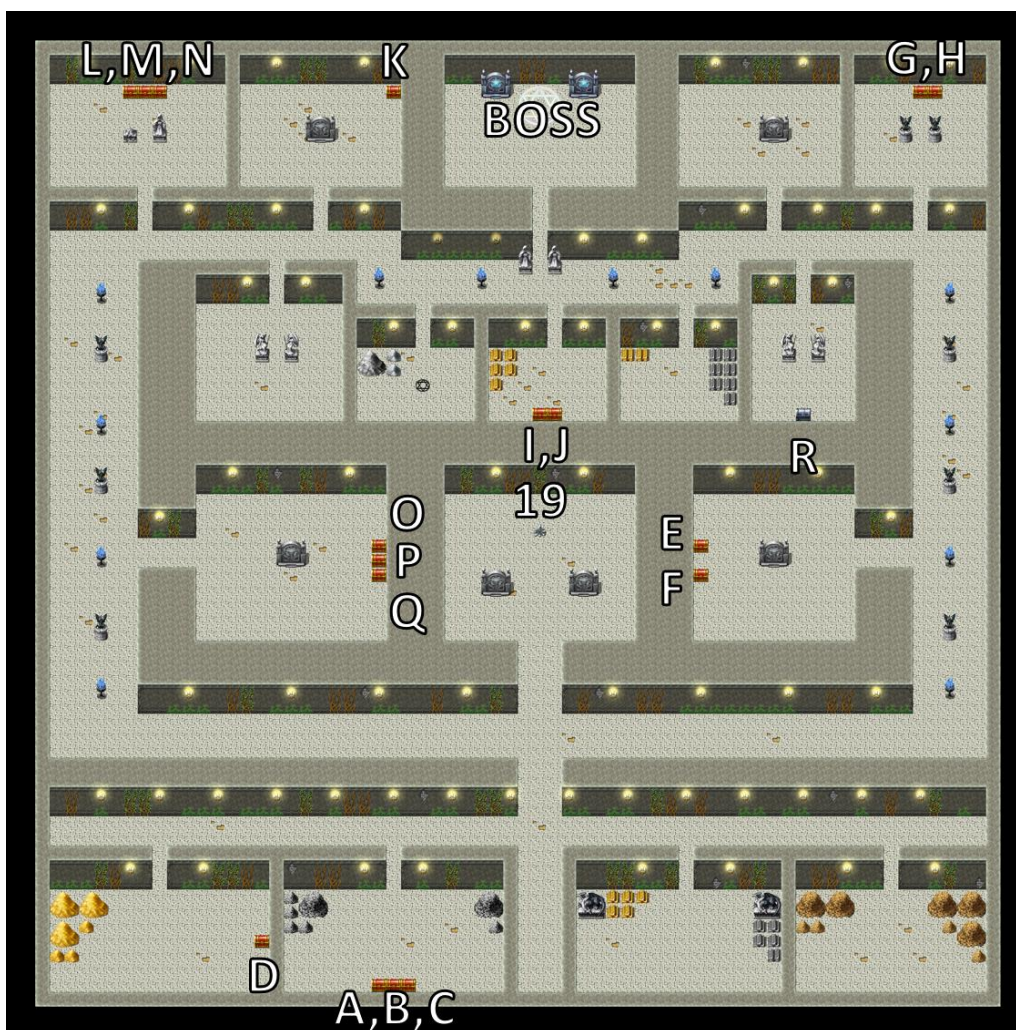


## The Forest Tower Basement

**Suggested Level: 17**

**Treasure (from Boss): Magic Pendant, Dragon Robe, Dragon Whip, Dragon Hat**

**Enemies: Dark Wizard, Mummy Prince, Undead Warrior, Evil Reflection, Silver Wolf, Ninja, Gryphon, Archfiend, Wolf Man, Medusa, Death Shaman, Giant Satyr, Tentacled Beast**



Treasure Chest Legend					
A	1,000G	G	2,000G	M	Quick Crossbow
B	High Potion	H	High Potion	N	Tent
C	Small Cottage	I	Mythril Spear	O	Mythril Knife
D	2,500G	J	Mythril Whip	P	Holy Light Bomb
E	Warp Stone	K	Mythril Axe	Q	Dark Storm Bomb
F	Mystic Hat	L	500G	R	Mugging Ring (with Kali's Medallion)



The Forest Tower Basement is deep under the ground and therefore receives little light from Terra's suns. It is dark and only lit by mysterious torches. Upon warping to the Forest Tower Basement, you should head south until you reach a 4-way intersection. Continue south until you reach yet another 4-way intersection. At this point, head west and at the first gap along the southern wall, enter the room. Along the southern wall you'll find three treasures (**1,000G – A, High Potion – B, Small Cottage – C**). Leave the room via the northern exit and then head further west down the corridor. You'll encounter another gap along the southern wall. Go through it and collect the treasure on the eastern wall (**2,500G – D**). Leave the room and head back east along the corridor until you reach the 4-way intersection.

Head north until you reach another 4-way intersection. Take the eastern path and continue along it until it turns north. Follow the corridor north until you reach a west/north fork. Go west and collect the two treasures along the western wall (**Warp Stone – E, Mystic Hat – F**). Head east back to the corridor and then continue north. At the end of hallway, you'll reach a north/west fork. Take the north fork through the small gap and open the two treasure chests (**2,000G – G, High Potion – H**). Leave the room and take the west fork. Ignore the small gaps in the wall to the north and south as you head west. The first small gap in the southern wall leads to a silver chest (**Mugging Ring – R**) sealed by *Kali's Medallion*. You'll have to return later with the Medallion in your possession to open the chest.

You'll pass a second small gap in the southern wall but you should continue until you reach the third small gap along the southern wall. Enter the room to the south and collect the two treasures (**Mythril Spear – I, Mythril Whip – J**). Go back to the main corridor and continue west. The small gap along the southern wall leads to a room with a save point. Save if you can and then continue further west along the main corridor. Enter the next small gap along the northern wall and collect the treasure in the upper right (**Mythril Axe – K**). Head back to the main corridor and continue west. Ignore the next small gap in the southern wall. Instead, go through the next small gap in the northern wall and open the three treasure chests (**500G – L, Quick Crossbow – M, Tent – N**). Leave the room and head south along the main corridor until you reach a gap in the eastern wall. Enter the room and collect the three treasures (**Mythril Knife – O, Holy Light Bomb – P, Dark Storm Bomb – Q**).

You've now collected all the treasure and it is time to engage the boss. Leave the room you were in and head back to the main corridor. Head north and then east along the main corridor. Halfway down the main corridor you'll find two statues and a gap in between. Enter the room and you'll find Helios. If you collected the *Rune of Deimos*, then you've met him before; otherwise, this is your first encounter with him.

Helios will tell you the truth of why he scattered the Ultima Crystal that has already been revealed to you in flashback cutscenes. Helios feared that the same feat that befell his people would also cause the extinction of humans. He couldn't risk another catastrophic explosion and therefore he hid the Crystal Shards from human hands, and erected impenetrable barriers around them. He cannot and *will not* give you the Ultima Crystal. At this point, you have the false choice of whether or not to fight Helios. If you decline to fight him, you'll simply have to talk to him again and choose to fight him. When you're fully prepared, you'll engage Helios in battle.

Note: You are not expected to win this battle, but you will be handsomely rewarded if you do.

## Boss Battle: Helios



### Attacks

Normal Attack (16.6%), Ice 5 (16.6%), Fire 5 (16.6%), Wind 6 (16.6%), Darkness 6 (16.6%), Genius (16.6%)

### Items to Steal

Large Potion (50%), Medium Magic Potion (50%), Protect Ring (50%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
10,000	1,000	150	60	50	100	60	120	15	10,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

If you want to have any chance in this battle, you need to be near level 20 or higher. Helios is substantially stronger than any of the previous bosses and can probably wipe your entire party out with a single magic spell if you aren't careful. Helios is a master Black Mage and has a varied arsenal: Ice 5, Fire 5, Wind 6, and Darkness 6. He is extremely lethal after he casts Genius and thereby boosts his own INT. You'll count yourself as lucky if he uses a normal physical attack.

White Mages are extremely handy in this battle because of their Null spells. You'll want to cast Null Ice, Null Fire, Null Wind, and Null Dark, in no particular order. If you've learned Bubble, you may want to cast that before anything else since it doubles the amount of damage you can take (after you fully heal). This will be a long battle if you manage to survive the first few rounds, and an Engineer can help a great deal if you have a large stock of fish. It can even pay to use your most powerful healing fish every round to hedge against the chance that Helios casts a powerful spell twice in a row.

Black Mages should buff the physical characters with Powerhouse and Tonics because Helios has such high MGD that their elemental spells won't do much damage. After your physical characters have been ATK buffed, Black Mages should use their most powerful elemental magic. All elemental attacks are equal since Helios isn't weak to any elements. Thieves should try very hard to steal the Protect Ring that Helios possesses. Use a Jolt or Hyper Jolt Tonic to increase your AGI, if necessary. After stealing the Protect Ring (which makes the equipped character immune to instant death), you'll want to either use the Thief as a normal attacker or use him as a support character. The Hunter's role is the same as usual: debuff with Slow Enemy/Hamstring and then buff the party with your most powerful scan abilities.

Knights should use their most powerful physical skills like Berserker and Smite. If you've reached level 18, you may have learned Destroy Armor. This can be very handy to weaken Helios' defense. The Monk should pound Helios with his normal attack that is hopefully doing at least 3 hits by this time. The Monk should also definitely be buffed with some type of Blitz Tonic or ATK spell. Finally, have the Gray Mage use either the Knight or Black Mage strategy depending on his build.

If you manage to defeat Helios, you'll be rewarded with a set of very rare Dragon equipment (**Dragon Whip, Dragon Robe, and Dragon Hat**). The Dragon Robe and Dragon Hat should be immediately equipped to your Black or White Mage because they are a massive boost over the Fire or lower level equipment you may have. You'll also gain the invaluable **Magic Pendant** which allows access through the barriers which protect the Ultima Crystal Shards.

If you are defeated by Helios (which will likely be the case), something strange occurs before Helios is about to strike you down. Just before you see your life flash before your eyes, a mysterious hooded figure enters and murders Helios before he is able to take your life. With only a single word, "Farewell", the hooded figure is gone as strangely as he came. Where Helios stood, the **Magic Pendant** lies among a pile of ashes.

Whether you defeated Helios or not, you now have the *Magic Pendant* and you are ready to return to Doria and find out more about the locations of the Ultima Crystal Shards from the Royal Historian, Dr. Strand.

**Battles Notes:** *For details on Dark Wizards, Mummy Princes, Undead Warriors, and Evil Reflections, see the Battle Notes for the Forest Tower (Floor #6). For details on Gryphons, Silver Wolves, and Ninjas, see the Battle Notes for The Deep Cave. Death Shamans, Medusas, and Archfiends are new enemy types; however, they are properly located later on the Far Eastern Continent. For details on Death Shamans, Medusa, and Archfiends, see the Battle Notes for The Far Eastern Continent. The same is true of the Wolf Men, Giant Satyrs, and Tentacled Beasts. For details on Wolf Men, see the Battle Notes for The Underground Cave. For details on Giant Satyrs and Tentacled Beasts, see the Battle Notes for The Hunt for the Submersible Schematics.*

## 6.5.2 Return to Doria

### **Suggested Level: 17**

With the *Magic Pendant* in hand, you should warp out of the Forest Tower Basement using either a Warp Stone or the Black Mage's Warp spell. If you don't have either of those, you'll have to backtrack through the Basement and all six floors of the Forest Tower. When you exit, use a sleeping bag (or something stronger) to save and heal. Travel back to Doria exactly the way you came. See Section **6.2.15** for a detailed map of Doria. Heal at the Inn and save at the Church before heading to the Castle.

When you take the Magic Pendant to the King of Doria, he'll congratulate you and tell you to see the Royal Historian for more information on the locations of the Ultima Crystals. Head to the Royal Archives and talk to Dr. Strand. He'll tell you that the locations of the Ultima Crystal Shards are the Dread Woods, Crescent Canyon, the Babel Citadel, and the Ice Cave. You can do these four "Crystal Dungeons" in any order that you like.

This point marks a transition point in the game. Previously, you have traveled only to the Central and Eastern Continents. Now, you will have the opportunity to explore a much larger world from quaint Talos Village on the Far Eastern Continent to the Great Southern Marsh on the Southwest Continent, and from The Abyss on the Southern Continent to the snowbound town of Borea on the Northern Continent.

This point also marks an excellent breaking point for you to explore all that Terra has to offer. There are a variety of places surrounding the Central and Eastern Continents that we have thus far ignored. We will now take a break and explore Terra before gathering the Ultima Crystal Shards. *If you aren't interested in exploring Terra, skip to Section 6.8.*

**Pro Tip:** *If you have a Knight in your party, you can take this opportunity to make a quick trip north to Asgard (see Section 6.8.14 and Section 6.8.15). Although the Pandoran guards are quite formidable at this point in your quest, you will be rewarded with a piece of Dragon Armor, a Dragon Sword, and an Ascendant Ring (+50 ATK) if you manage to rescue the King of Asgard and return him to Doria. These three pieces of equipment would serve you well for the next third of the game.*



## 6.6 THE SUBMERSIBLE DEVICE

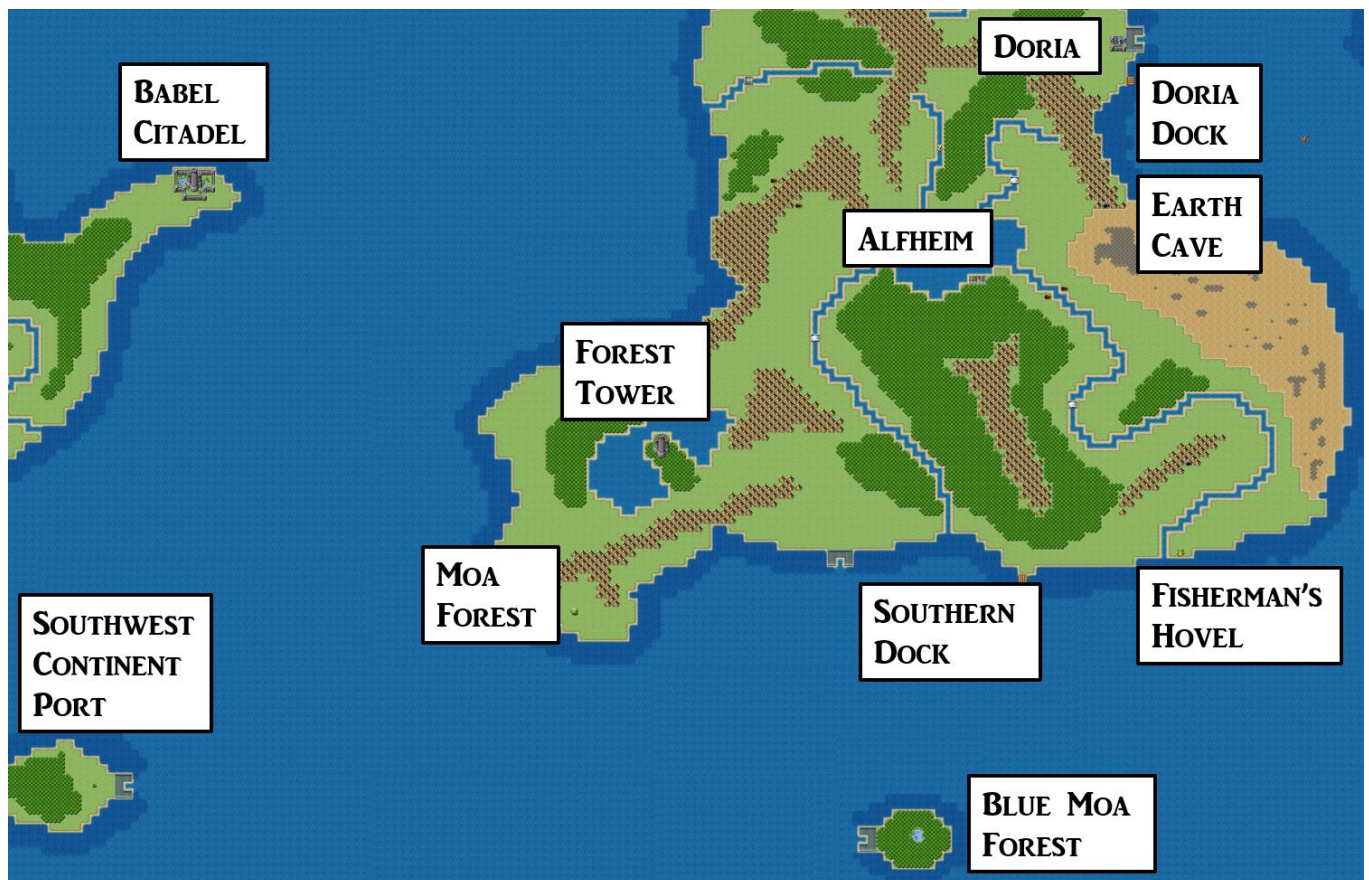
### 6.6.1 The Hunt for the Submersible Schematics

**Suggested Level: 17**

**Enemies:** (Ocean) Sea Toad, Sea Snake, Sahagin, Jellyfish, Lobster  
(Southwest Continent) Giant Satyr, Lizard Warrior, Tentacled Beast

Terra's oceans are vast and a long voyage from continent to continent can be taxing, especially considering the unending hordes of sea monsters. Luckily, there is a way to avoid battles on your ship. The answer is the Submersible Device designed by the ancient Elves and long thought lost. In fact, all working models of the Submersible were destroyed long ago; however, the plans for the device do exist in an Abandoned Laboratory on the Southwest Continent.

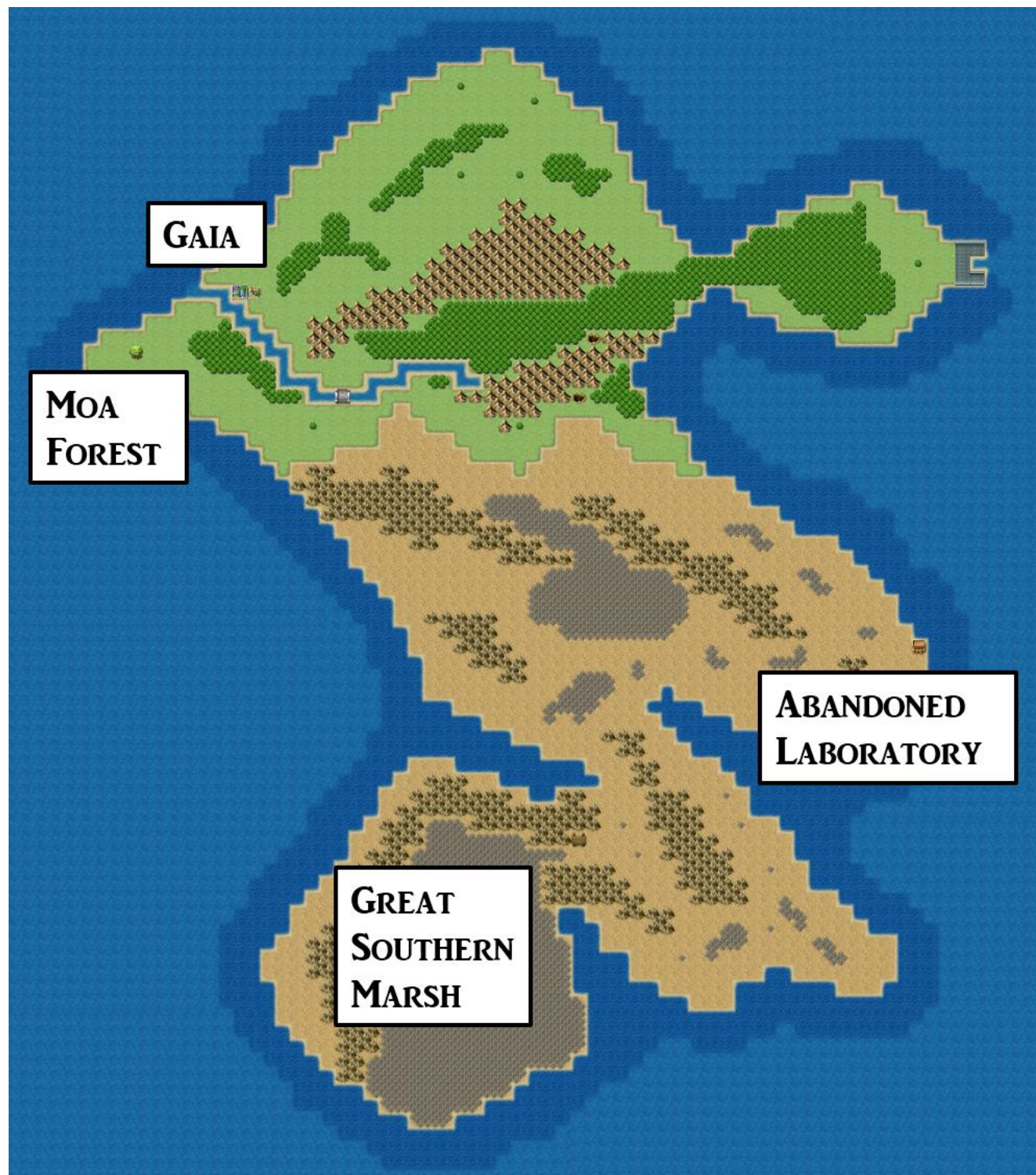
**Note:** If you have acquired a Blue Moa with your Hunter, you should skip to Section **6.6.6** to search for Liquid Oxygen.



Assuming you are in Doria, you should board your ship and sail south along the eastern coast of the Central Continent until you reach the southern edge. Follow the southern coastline west until you reach the Southern Dock that juts out from the southern coastline of the Central Continent. Sail a bit

farther and you'll see a river that heads north toward Alfheim. When you reach the river, head due south until you find the Blue Moa Forest island. From there, head due west for what will feel like an eternity. Eventually, you'll see land and the Southwest Continent port.

Make landfall at the port and immediately use a sleeping bag (or something stronger) to heal and save. This is important because the monsters that inhabit the Southwest Continent are quite formidable.





From the port, head west through the forest until you come to a mountain range running east and west. You can either go through the forest to the south of the mountains or go through the grassland to the north. The path through the forest is slightly shorter; however, since it is through the forest, you'll likely have more encounters. The northern path is therefore suggested unless you have an Engineer, in which case you can use the *Tunnel* as a sizable shortcut to the Abandoned Laboratory. Keep heading west while keeping the mountain range to your south. Eventually, you'll reach the western coast and the river city of Gaia.

**Battle Notes:** *For details on Sea Toads, Sea Snakes, Sahagins, Jellyfish, and Lobster, see the Battle Notes for **The Vast Ocean**. When you disembark on the Southwest Continent, you'll encounter three new enemy types: Giant Satyrs, Lizard Warriors, and Tentacled Beasts.*

*Giant Satyrs are powerful enemies that can confuse or paralyze a single character with their physical attack; however, they are slow so you should be able to attack before them if you boost your PRE a bit. They are weak to Ice elemental attacks.*

*Lizard Warriors have comparable strength to Giant Satyrs but they are much quicker due to their high PRE. You won't be able to attack before these quick lizards but luckily they only have a normal physical attack. Lizard Warriors are weak to Thunder elemental attacks and resistant to Fire elemental attacks.*

*Tentacled Beasts act as support characters for the Lizard Warriors and Giant Satyrs. Tentacled Beasts are very similar in nature to the Evil Reflections that you fought in the Forest Tower Basement. They can cast Sweet Breath, Silence Song, and Uncanny Fog to inflict silence or confusion upon your entire party. Luckily, they aren't too fast so you should be able to dispatch them first if you have moderately high PRE. Like Lizard Warriors, Tentacled Beasts are weak to Thunder elemental attacks and resistant to Fire elemental attacks. A combination of Ice elemental and Thunder elemental attacks can wipe out these enemy groups.*

*If you have a Thief in your party, you can steal Smelling Salts, Muscle Relaxers, Hyper Blitz Tonics, Hyper Vigor Tonics, and Remedies from Giant Satyrs. You can steal Large Potions, Hurricane Bombs, Thunderstorm Bombs, and Small SP Orbs from Lizard Warriors. Finally, you can steal Vocalizer Serums, Dark Storm Bombs, and Remedies from Tentacled Beasts.*

## 6.6.2 Gaia

### Suggested Level: 18

Treasures (from NPCs): **Recipe for Luring Rod, Map Shred #3**

Treasures (from Chests): **None**



Gaia is unique among the towns of Terra because it is built completely on the water. It sits in the center of the large river that winds through the northern section of the Southwest Continent. Therefore, the dock in the southwest corner of town yields freshwater fish.

Head north from the entrance until you reach the Inn. Before resting at the Inn, talk to the Rod Maker on the Inn's first floor. He'll give you the **Recipe for Luring Rod**. The Luring Rod is an elegant instrument, second only to the Master Rod in its effectiveness at catching large game, and with it you can catch fish worth nearly 5,000G apiece. After collecting the recipe, rest at the Inn. Next, leave the Inn and then head south to the junction near the entrance. Take the eastern walkway until you reach the Church. Save and then return to the junction near the entrance.

Head west and take the first walkway north to the Synthesis Shop. Synthesize any items that you have the remains for and then leave the Synthesis Shop. Head a few steps south and then head west to the end of the walkway and the Freshwater Dock. If you have the Deluxe Rod, you can catch the



freshwater fish that inhabit these waters. These fish have special Tonic-like properties; however, they are a *massive* improvement on Tonics because they give the boosting effect to the entire party. After fishing, head back east to the previous walkway and go north. You'll pass by the Pub to the west where you can buy some discounted equipment from the Hardworking Merchant, or Tonics from the Bartender. Next, head north and ignore the walkway to the west. Continue north and then east until you reach the Equipment Shop.

The Gaia Equipment Shop sells some very fine Titanium equipment which is a large upgrade on the Mythrill equipment that you bought in Rubicon. Buy as much Titanium Equipment as your funds allow. After you've acquired two of the Ultimate Crystal shards, you can return to Gaia and buy Crystal equipment which is the finest equipment that Human blacksmiths can craft. Leave the equipment shop and continue east along the walkway until you reach the Item & Skill Shop. Stock up on supplies and perhaps buy some SP Orbs to learn those skills you've just unlocked.

Before leaving, head to the private household in the northeast corner of town and visit the house of Becky – The Arena Aficianado. Investigate the left bookcase along the northern wall and you'll find **Map Shred #3**. Now, it's time to leave town and head south to the Abandoned Laboratory.

### Pub

ITEM NAME	SUMMARY	PRICE
<b>BLITZ TONIC</b>	Boosts ATK +10 & ATK +10% during battle	250G
<b>WALL TONIC</b>	Boosts DEF +10 & DEF +10% during battle	250G
<b>MIND TONIC</b>	Boosts INT +10 & INT +10% during battle	250G
<b>WARD TONIC</b>	Boosts MGD +10 & MGD +10% during battle	250G
<b>JOLT TONIC</b>	Boosts AGI +10 & AGI +10% during battle	250G
<b>SHOCK TONIC</b>	Boosts PRE +10 & PRE +10% during battle	250G
<b>BUBBLE TONIC</b>	Boosts Max HP +50% during battle	250G
<b>SURGE TONIC</b>	Boosts Max MP +50% during battle	250G
<b>VIGOR TONIC</b>	Boosts CRT +10 & CRT +10% during battle	250G
<b>EAGLE EYE TONIC</b>	Boosts ACC +10 & ACC +10% during battle	250G
<b>HYPER BLITZ TONIC</b>	Boosts ATK +30 & ATK +10% during battle	2,500G
<b>HYPER WALL TONIC</b>	Boosts DEF +30 & DEF +10% during battle	2,500G
<b>HYPER MIND TONIC</b>	Boosts INT +30 & INT +10% during battle	2,500G
<b>HYPER WARD TONIC</b>	Boosts MGD +30 & MGD +10% during battle	2,500G
<b>HYPER JOLT TONIC</b>	Boosts AGI +30 & AGI +10% during battle	2,500G
<b>HYPER SHOCK TONIC</b>	Boosts PRE +30 & PRE +10% during battle	2,500G
<b>HYPER BUBBLE TONIC</b>	Boosts Max HP +100% during battle	2,500G
<b>HYPER SURGE TONIC</b>	Boosts Max MP +100% during battle	2,500G
<b>HYPER VIGOR TONIC</b>	Boosts CRT +30 & CRT +10% during battle	2,500G
<b>HYPER EAGLE EYE TONIC</b>	Boosts ACC +30 & ACC +10% during battle	2,500G

### Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
LARGE POTION	Restores 250 HP for one ally	1,000G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SOFT	Cures stone	1,000G
VOCALIZER SERUM	Cures silence	500G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2,500G
MEDIUM COTTAGE	Recovers 1,000 HP & 500 MP for party	5,000G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G
BLAZE BOMB	~150 HP damage with fire element to all enemies	1,000G
THUNDERSTORM BOMB	~150 HP damage with thunder element to all enemies	1,000G
HOLY LIGHT BOMB	~150 HP damage with holy element to all enemies	1,000G
DARK STORM BOMB	~150 HP damage with dark element to all enemies	1,000G
HURRICANE BOMB	~150 HP damage with wind element to all enemies	1,000G
SNOWSTORM BOMB	~150 HP damage with ice element to all enemies	1,000G
WARP STONE	Allows warping out of some dungeons	5,000G

### Skill Shop

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 Skill Points	100G
SMALL SP ORB	Gains 200 Skill Points	500G
MEDIUM SP ORB	Gains 500 Skill Points	1,250G
LARGE SP ORB	Gains 1,000 Skill Points	2,500G

**Armor Shop – Titan Equipment (*PRIOR* to acquiring two Ultima Crystal shards)**

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Titanium Armor	7,700G	29	8							70	
Elven Robe	7,700G	22	15								35
Titanium Shield	5,600G	21							8		
Elven Cloak	5,600G	18	14								
Elven Hat	5,600G	14	18								
Titanium Helm	5,600G	18	14								
Elven Gloves	5,600G	8		24							
Titanium Gauntlets	5,600G	10			8			14			
Elven Shoes	5,600G	12				10	10				
Titanium Boots	5,600G	16				8	8				

**Armor Shop - Crystal Equipment (*AFTER* to acquiring two Ultima Crystal shards)**

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Crystal Armor	11,200G	37	11							80	
Crystal Robe	11,200G	28	20								40
Crystal Shield	8,800G	30							10		
Crystal Cloak	8,800G	24	20								
Crystal Hat	8,800G	18	26								
Crystal Helm	8,800G	26	18								
Crystal Gloves	8,800G	13		31							
Crystal Gauntlets	8,800G	15			11			18			
Crystal Shoes	8,800G	16				14	14				
Crystal Boots	8,800G	22				11	11				

**Weapon Shop – Titan Equipment (*PRIOR* to acquiring two Ultima Crystal shards)**

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Claymore	7,500G	34	0	0	19	NO
Assassin's Knife	6,500G	29	0	0	14	NO
Great Axe	7,000G	50	0	0	37	YES
Great Spear	6,000G	21	0	13	7	NO
Rapidfire Crossbow	5,500G	26	0	8	4	NO
Power Whip	5,700G	17	0	17	7	NO
Wizard's Staff	7,500G	10	34	0	3	NO

**Weapon Shop – Crystal Equipment (AFTER to acquiring two Ultima Crystal shards)**

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Crystal Sword	10,000G	44	0	0	22	NO
Crystal Dagger	8,500G	36	0	0	16	NO
Crystal Axe	9,500G	64	0	0	44	YES
Crystal Spear	9,000G	26	0	18	8	NO
Crystal Bow	8,000G	32	0	12	4	NO
Crystal Whip	8,200G	22	0	22	8	NO
Crystal Staff	10,000G	12	44	0	4	NO



### 6.6.3 The Abandoned Laboratory

#### Suggested Level: 18

**Enemies:** Brute, Wooden Prisoner, Dark Pixie, Siren, Giant Cobra

Treasure Chest Legend	
A	Super Bait
B	3x Mining Bombs
C	Medium Magic Potion
D	Submersible Schematic

From Gaia, head southeast along the river until you reach a bridge. Cross the bridge and then head due east with the river and then mountains to your north unless you have a party and you haven't acquired the Blue Moa. In that case, you'll want to head west to the Moa Forest to tame a Giant Moa. After acquiring the Moa, head east along the southern bank of the river. You'll reach the eastern coastline and then head southeast. After a trek through the desert, you'll find the Abandoned Laboratory. Head north, take the



first left, and gather two treasures (**Super Bait - A**, **3x Mining Bombs - B**). Head back into the main corridor and head northeast and enter the room marked by the cracked tablet. Inside, you'll find another treasure (**Medium Magic Potion - C**). Head south to the main corridor and continue south until the first gap along the eastern wall. You'll find the final treasure inside (**Submersible Schematic - D**).

**Battle Notes:** When you cross the bridge across the river south of Gaia, you'll encounter five new enemy types: Brutes, Wooden Prisoners, Dark Pixies, Sirens, and Giant Cobras. Brutes are simple yet powerful enemies that will beat you into submission with their normal physical attack. They are slow and weak to Wind elemental attacks. Wooden Prisoners are weaker version of Brutes but do tend to show up in larger groups. Unlike Brutes, Wooden Prisoners are weak are Fire and Holy Elemental attacks because they are reanimated by the Dark Arts. Dark Pixies are powerful magic casters with very high PRE so they will always attack first. Dark Pixies have a large variety of magic spells: Stiff Breeze, Shock, Bonfire, Blaze. They can also use Silence Song your silence your entire party. Because of the variety of spells, Null Elemental spells don't work that well to protect against the Dark Pixies attacks. Dark Pixies are weak to

*Fire and Thunder elemental attacks. Sirens are similar to the Succubi that you fought on the Central Continent. The main danger of Sirens is their ability to confuse your characters with Temptation song and Confusion Attack. Sirens are weak to Ice elemental attacks. Finally, Giant Cobras are only in the desert areas of the Southwest Continent but are the strongest new enemy type you'll encounter. They can boost their own attack with Powerhouse, as well as use a physical attack that inflict paralysis and poison. Lastly, they have an attack that can hit twice. They have moderately high PRE so it will be difficult to attack before these enemies. Giant Cobras are weak to Thunder elemental attacks. Because of the wide range of elemental weaknesses, it can be easier to defeat these enemy groups with powerful physical attacks. You can steal four different varieties of Hyper Tonics from Brutes while possess Holy Light, Hellfire, and Holy Fire Bombs. Dark Pixies have Tiny Magic Potions and Small SP Orbs to steal. You can steal Huge Potions from Sirens and Giant Cobras.*

### **6.6.4 The Long Voyage to Tycho**

**Suggested Level: 18**

**Enemies: Sea Toad, Sea Snake, Sahagin, Jellyfish, Lobster**



With the Submersible Schematic in hand, now you must find someone who can construct such an amazing feat of engineering. The answer is Tycho, an eccentric scientist living on a small island south of the Eastern Continent.

From the Abandoned Laboratory, head back to the Southwest Continent Port where you originally landed. Don't forget about the Tunnel shortcut if you have an Engineer. Board your Ship and set sail eastward until you reach the Blue Moa Forest island. Head north from the island until you reach the southern coastline of the Central Continent. Follow the coastline east until you reach the transition between grassland and desert. Now, head east and pass just south of the Well of Souls. You should sail a few squares up the eastern side of the Well of Souls island so that you'll see Tycho's Laboratory when you reach that longitude. Sail east and you'll reach the island where Tycho's Laboratory resides. Make port, head north, and enter Tycho's Laboratory.

**Battle Notes:** *For details on Sea Toads, Sea Snakes, Sahagins, Jellyfish, and Lobster, see the Battle Notes for **The Vast Ocean**.*



## 6.6.5 Tycho's Laboratory

**Suggested Level: 18**

**Treasures (from NPCs): Submersible Device**

Treasure Chest Legend	
A	3x Mining Bombs
B	Large Potion
C	Recipe for Blocking Staff

Before talking to Tycho – The Inspired Inventor, who is standing at the top of the stairs, you should collect the three treasures in the northwest corner (**3x Mining Bombs – A, Large Potion – B, Recipe for Blocking Staff - C**). Next, go talk to Tycho. He sees the strange schematics and quickly realizes they are the designs for the Ancient Elven Submersible Device. He asks if he may have them so he can construct the Submersible. When you give him the plans, a short cutscene will play while he builds it. In no time at all, Tycho has modified your ship to transform into the Submersible Device. While you're in your ship, you can now press "L" on your gamepad or "Q" on the keyboard to transform into the Submersible and dive beneath the waves. The same button will also revert the Submersible to the ship.

It is time to leave Tycho's Laboratory and test out the Submersible device. You can use the Submersible everywhere that you sail your ship. As stated earlier, you won't encounter any battles when you're traveling in the Submersible device. Furthermore, you can also explore a large number of Underwater Caves scattered across the Terran ocean floor. There is also the Underwater Labyrinth; however, it contains some extremely strong ocean monsters (Narwhales, Gargantuan Crabs, and Poison Sharks), so it is best left for later. Last but not least, you have the critical means of reaching the underwater city of Atlantis, inhabited by Mermaids. Unfortunately, the entrance to Atlantis is currently blocked by a gigantic boulder.

You are safe inside your Submersible Device but if you wish to explore these Underwater locations, you'll have to find some way to breathe underwater. The answer is Liquid Oxygen and the only man alive who knows how to create it is the eccentric Hermit who lives on the Southern Continent. Therefore, that will be your next destination.



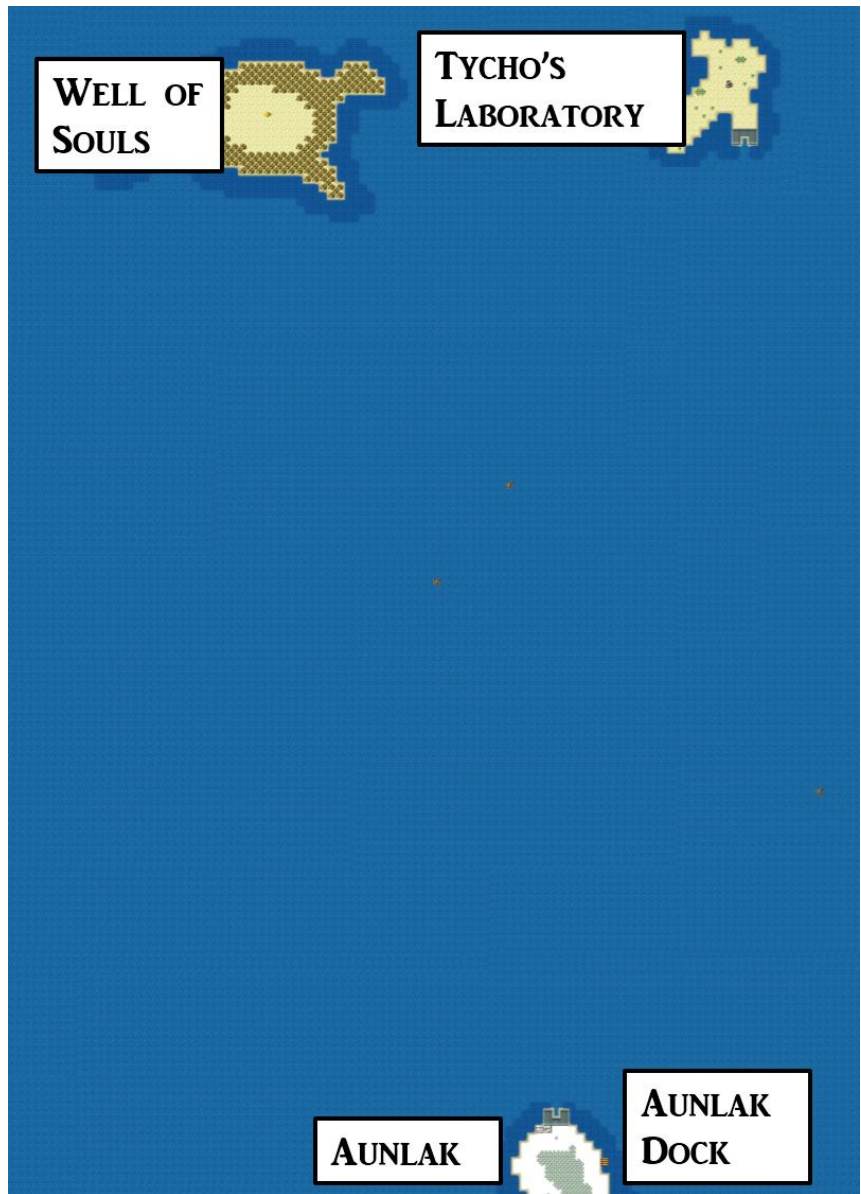
### 6.6.6 The Search for Liquid Oxygen

#### **Suggested Level: 18**

**Enemies:** Sea Toad, Sea Snake, Sahagin, Jellyfish, Lobster

From the port near Tycho's Laboratory, you should head west until you can just barely see the island that houses Tycho's Laboratory to your east. At this point, head due south and prepare for a long journey. Remember, you should do all of this in the Submersible Device to avoid battles, unless you are under-leveled. After sailing south for a while, you'll run into an underwater area (Atlantis) that you'll have to circle around. Be sure to maintain your east/west position. Continue south from the boulder blocking Atlantis. The Southern Continent is remote and receives few travelers because it is so isolated from the rest of the world. It is also covered in snow year round.

After a long journey, you'll arrive at the lone port on the Southern Continent. Next to the port sits the lone city on the Southern Continent, Aunlak. You'll find a few other Outposts on the Southern Continent that serve intrepid travelers, such as the Southern Oasis near Crescent Canyon, or the Igloo inhabited by an experienced Monster Hunter. Make port and head to Aunlak.



**Battle Notes:** For details on Sea Toads, Sea Snakes, Sahagins, Jellyfish, and Lobster, see the Battle Notes for *The Vast Ocean*.



## 6.6.7 Aunlak

### Suggested Level: 18

**Treasures (from NPCs):** Recipe for Crimson Cloak, Recipe for Enigmatic Greens, Map Shred #2, 60,000G (Secret Room Treasure)



Treasure Chest Legend	
A	Large Potion, 1,500G, Small SP Orb
B	Vocalizer Serum, Soft, Smelling Salts
C	Snowstorm Bomb
D	2,500G

Your first stop after entering Aunlak should be to the Pub down the western path. You can catch up on the local gossip and learn a bit more about locations you haven't explored yet, as well as how the War between Pandora and the Dorian Alliance is faring. At the second table from the left, you'll find Mr. Madisun – The Sloppy Drunk. He's waving around a piece of paper, which if you take, you'll find it to be the **Recipe for Crimson Cloak**. Also, if you didn't visit Aunlak earlier to acquire the **Recipe for Enigmatic Greens** from the Moa Rider at the easternmost table, you should gather it now. Next, head west and then follow the path northwest to the Skill Shop. Buy some SP Orbs to learn a few more skills. Head a

bit more north from the Skill Shop and then take the stone path east to the Inn at the center of town. Rest at the Inn and then head up the left set of stairs. Gather the two treasures (**Large Potion, 1,500G – A**) and then head back down to the first floor. Go up the right set of stairs and collect another treasure (**Small SP Orb – A**). After collecting the treasures, return to the first floor, investigate the easternmost bookshelf along the northern wall, and you'll find **Map Shred #2**.

Leave the Inn and then head south to the Item Shop. Restock your items because the trek to the Hermit's Tower is quite long unless you happen to have a Blue Moa. Next, head southeast to the Church and save. Then head up to the second floor and open the treasure chests (**Vocalizer Serum, Soft, Smelling Salts – B**). Now, head to the northwest corner of town and enter the house on the northern side of that corner. Collect the treasure (**Snowstorm Bomb – C**) and then head east to the Synthesis Shop. Synthesize what you can based on the remains you possess, and then head east to the Equipment Shop. The Equipment shop in Aunlak sells Titanium equipment which you may have already bought if you explored Gaia on your quest to gather the Submersible Schematic; however, if you have a Blue Moa, then this is your first chance to buy Titanium equipment. Buy what you can and then head upstairs to collect the treasure (**2,500G – D**).

Before you leave Aunlak, there is one final place to explore. If you head to the Inn at the center of town, you can see a Well to the southwest. Investigate the well and you'll find that there is a ladder leading to the bottom. Descend the Well and head northwest to the locked door at the end of the room. The combination code for the door is randomly generated in the game and you must acquire the five map shreds for Jadeia – The Treasure Map Collector in Doria before you can unlock the door. See Section for the locations of the five map shreds. If you have the completed map, enter the combination code, enter the locked room, and gather the treasure (**60,000G**). Now, you've seen everything in Aunlak and it's time to prepare yourself for the long journey westward to the Hermit's Tower.

### Skill Shop

ITEM NAME	SUMMARY	PRICE
<b>TINY SP ORB</b>	Gains 40 Skill Points	100G
<b>SMALL SP ORB</b>	Gains 200 Skill Points	500G
<b>MEDIUM SP ORB</b>	Gains 500 Skill Points	1,250G
<b>LARGE SP ORB</b>	Gains 1,000 Skill Points	2,500G

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
<b>Claymore</b>	7,500G	34	0	0	19	NO
<b>Assassin's Knife</b>	6,500G	29	0	0	14	NO
<b>Great Axe</b>	7,000G	50	0	0	37	YES
<b>Great Spear</b>	6,000G	21	0	13	7	NO
<b>Rapidfire Crossbow</b>	5,500G	26	0	8	4	NO
<b>Power Whip</b>	5,700G	17	0	17	7	NO
<b>Wizard's Staff</b>	7,500G	10	34	0	3	NO

## Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Titanium Armor	7,700G	29	8							70	
Elven Robe	7,700G	22	15								35
Titanium Shield	5,600G	21							8		
Elven Cloak	5,600G	18	14								
Elven Hat	5,600G	14	18								
Titanium Helm	5,600G	18	14								
Elven Gloves	5,600G	8		24							
Titanium Gauntlets	5,600G	10			8			14			
Elven Shoes	5,600G	12				10	10				
Titanium Boots	5,600G	16				8	8				

## Pub

ITEM NAME	SUMMARY	PRICE
BLITZ TONIC	Boosts ATK +10 & ATK +10% during battle	250G
WALL TONIC	Boosts DEF +10 & DEF +10% during battle	250G
MIND TONIC	Boosts INT +10 & INT +10% during battle	250G
WARD TONIC	Boosts MGD +10 & MGD +10% during battle	250G
JOLT TONIC	Boosts AGI +10 & AGI +10% during battle	250G
SHOCK TONIC	Boosts PRE +10 & PRE +10% during battle	250G
BUBBLE TONIC	Boosts Max HP +50% during battle	250G
SURGE TONIC	Boosts Max MP +50% during battle	250G
VIGOR TONIC	Boosts CRT +10 & CRT +10% during battle	250G
EAGLE EYE TONIC	Boosts ACC +10 & ACC +10% during battle	250G
HYPER BLITZ TONIC	Boosts ATK +30 & ATK +10% during battle	2,500G
HYPER WALL TONIC	Boosts DEF +30 & DEF +10% during battle	2,500G
HYPER MIND TONIC	Boosts INT +30 & INT +10% during battle	2,500G
HYPER WARD TONIC	Boosts MGD +30 & MGD +10% during battle	2,500G
HYPER JOLT TONIC	Boosts AGI +30 & AGI +10% during battle	2,500G
HYPER SHOCK TONIC	Boosts PRE +30 & PRE +10% during battle	2,500G
HYPER BUBBLE TONIC	Boosts Max HP +100% during battle	2,500G
HYPER SURGE TONIC	Boosts Max MP +100% during battle	2,500G
HYPER VIGOR TONIC	Boosts CRT +30 & CRT +10% during battle	2,500G
HYPER EAGLE EYE TONIC	Boosts ACC +30 & ACC +10% during battle	2,500G

## Item Shop

ITEM NAME	SUMMARY	PRICE
<b>POTION</b>	Restores 30 HP for one ally	50G
<b>HIGH POTION</b>	Restores 100 HP for one ally	300G
<b>LARGE POTION</b>	Restores 250 HP for one ally	1,000G
<b>ANTIDOTE</b>	Cures poison	75G
<b>EYE DROPS</b>	Cures blindness	60G
<b>MUSCLE RELAXER</b>	Cures paralysis and stun	120G
<b>SMELLING SALTS</b>	Cures confusion	150G
<b>SOFT</b>	Cures stone	1,000G
<b>VOCALIZER SERUM</b>	Cures silence	500G
<b>SLEEPING BAG</b>	Recovers 30 HP for party	75G
<b>TENT</b>	Recovers 100 HP for party	300G
<b>SMALL COTTAGE</b>	Recovers 300 HP & 300 MP for party	2,500G
<b>MEDIUM COTTAGE</b>	Recovers 1,000 HP & 500 MP for party	5,000G
<b>FIRE BOMB</b>	~50 HP damage with fire element to all enemies	250G
<b>THUNDER BOMB</b>	~50 HP damage with thunder element to all enemies	250G
<b>HOLY BOMB</b>	~50 HP damage with holy element to all enemies	250G
<b>DARK BOMB</b>	~50 HP damage with dark element to all enemies	250G
<b>WIND BOMB</b>	~50 HP damage with wind element to all enemies	250G
<b>ICE BOMB</b>	~50 HP damage with ice element to all enemies	250G
<b>BLAZE BOMB</b>	~150 HP damage with fire element to all enemies	1,000G
<b>THUNDERSTORM BOMB</b>	~150 HP damage with thunder element to all enemies	1,000G
<b>HOLY LIGHT BOMB</b>	~150 HP damage with holy element to all enemies	1,000G
<b>DARK STORM BOMB</b>	~150 HP damage with dark element to all enemies	1,000G
<b>HURRICANE BOMB</b>	~150 HP damage with wind element to all enemies	1,000G
<b>SNOWSTORM BOMB</b>	~150 HP damage with ice element to all enemies	1,000G
<b>WARP STONE</b>	Allows warping out of some dungeons	5,000G



### 6.6.8 The Southern Continent

#### Suggested Level: 18

**Enemies:** (Eastern Portion) Snow Golem, Polar Bear, Frozen Slime, Ice Sprite  
(Central) Troll, Winter Wolf, Ice Spirit, Ice Hellion  
(Western Portion) Catoblepas, Desert Ghost, Sand Gremlin, Green Slime



The Southern Continent is the largest of Terra's continents; however, it is also the most sparsely populated. The only major town is Aunlak at the northeast tip of a peninsula jutting out from the Southern Continent. Just to the east of Aunlak is a dock. Because of the frigid temperatures off the coast of the Southern Continent, you'll catch different fish than in either Freshwater or Saltwater regions. The Icewater fish that you can catch require an expert fisherman in possession of a Deluxe Rod; however, the fish have spectacular explosive properties similar to the bombs you can buy in Item Shops around the world. They differ because they target only a single enemy but they do far more damage than regular bombs.

Far to the south, protected by the mountains and rocky cliffs on the shore is the Southern Magi Tower. Near the midpoint of the Southern Continent, there are two cave systems: The Abyss (near the southern coastline) and the Frozen Cave (along the northern coastline). The Frozen Cave is an optional mini-dungeon similar to the Deep Cave on the Eastern Continent. You'll find a small collection of treasure

there while The Abyss is a monstrous cave system that has never been fully explored. Many who enter are never seen again. The Abyss remains a mystery to Terra's residents but you can't enter until you possess Kali's Medallion. To the northwest of the Frozen Cave, you'll find the Igloo and the Igloo Dock. Similar to the Aunlak Dock the Igloo Dock yields Icewater fish. In the Igloo, you'll find Cloversong, the hardy Monster Hunter who treks throughout the frozen tundra of the Southern Continent hunting rare monsters and selling their remains for a massive profit. He's kind enough to let you rest for free.

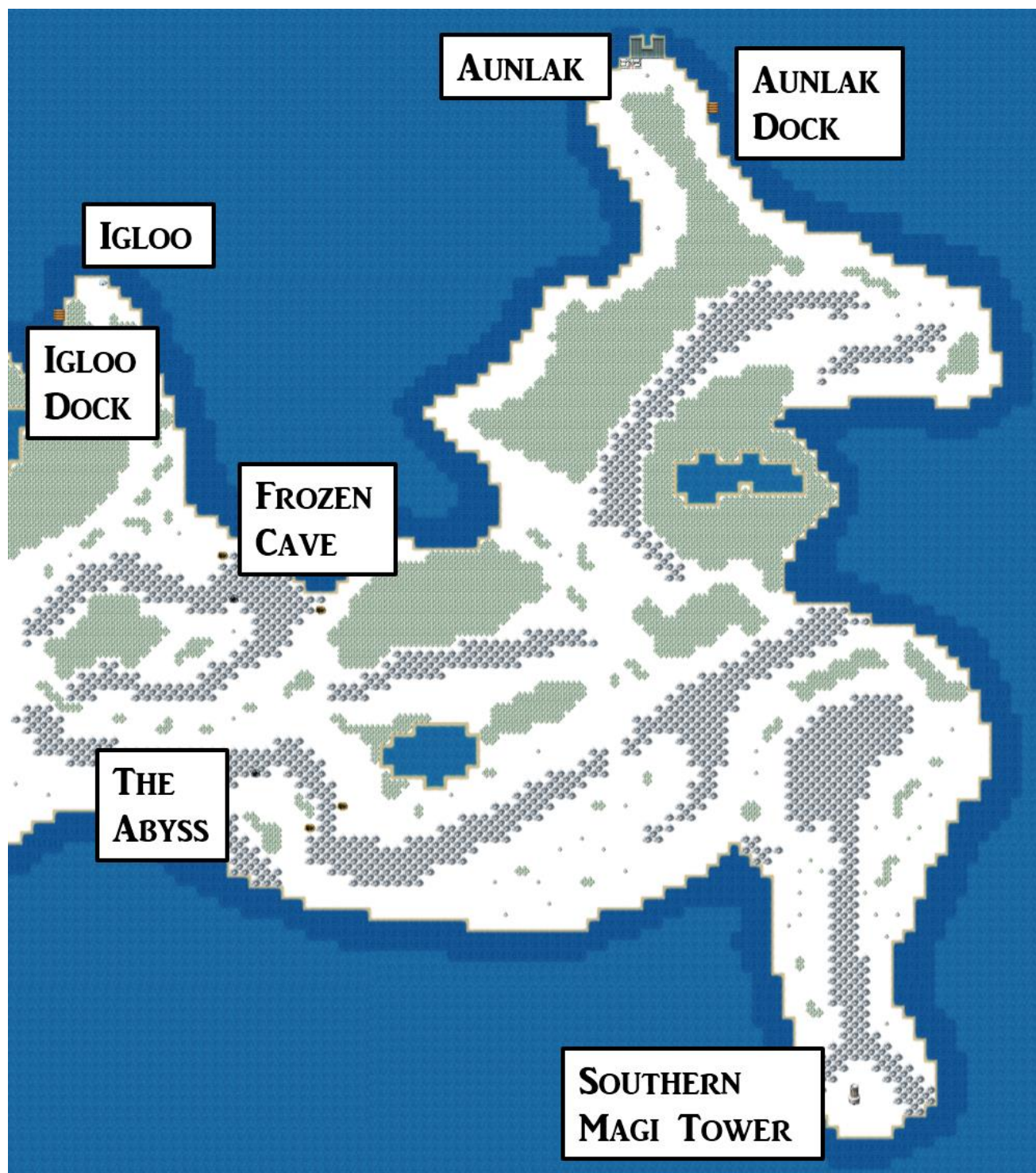
In the southwest corner of the continent, you'll find the Moa Forest that will enable you to ride a regular Giant Moa on this continent. This likely won't be an important stop because you either have a Hunter and a Blue Moa at this point, or you don't have a Hunter at all. To the north of the Moa Forest, you'll find the Hermit's Tower, which is your current destination so that you can acquire Liquid Oxygen. Further north, there is the Southern Oasis, a stopover point for intrepid travelers as well as another fishing dock on the northern coast, where you can catch Saltwater fish. Finally, Crescent Canyon is located near the northwest tip and is one of the four Crystal Shard locations.

**Battle Notes:** *There are a myriad of new enemy types on the Southern Continent. Each group of new enemies is explained in the following sections.*

### 6.6.9 The Frozen Tundra - Part 1

Suggested Level: 18

Enemies: Snow Golem, Polar Bear, Frozen Slime, Ice Sprite



You are now ready to begin the long trek to the Hermit's Tower to acquire Liquid Oxygen. Leave Aunlak and head south until you reach a mountain range running southwest. Follow the mountain range southwest until it turns southeast. Head west and follow the northern coastline until you reach a *Tunnel*. If you have an Engineer, you can use this shortcut to quickly reach the Igloo to the north. If not, follow the mountains as they edge southward. Soon, you'll reach a small gap in the mountains that opens to the northwest. Circle north around the mountains and head east to the Frozen Cave.

**Battle Notes:** *There are four new enemy types that you'll encounter in the Eastern Portion of the Southern Continent: Snow Golems, Polar Bears, Frozen Slimes, and Ice Sprites. Snow Golems are made from ice and stone and are therefore nearly invulnerable to physical attacks. They also have the ability to boost their ATK with Powerhouse, protect their enemy party with Protect, and do double damage with Double Attack. Snow Golems are slow and can easily be killed by a powerful Fire elemental spells or Bombs. They are resistant to Ice and Wind elemental attacks.*

*Polar Bears are also powerful physical attackers; however, they have normal DEF so they aren't a challenge to kill with normal attacks like the Snow Golem. Polar Bears have the ability to blind and paralyze with their physical attacks. They can also boost a single enemy's CRT. They have the same elemental weaknesses as Snow Golems: Weak to Fire elemental attacks and resistant to Ice and Wind elemental attacks.*

*Frozen Slimes are a stronger version of the regular Slimes and Red Slimes that you've fought before. These Slimes have extraordinarily high PRE and thus will almost always attack first but they only have a normal physical attack. They are weak to Fire elemental attacks but resistant to Ice elemental attacks.*

*Ice Sprites are powerful magic casters that can boost their own INT with Genius and unleash a powerful Ice elemental magic attack called Deep Freeze. They are weak to Fire elemental attacks and resistant to Ice elemental attacks.*

*If you have a Thief in your party, you can steal Large Potions, Hyper Wall Tonics, Hyper Blitz Tonics and Huge Potions from Snow Golems. You can steal Tents, Eye Drops, Muscle Relaxers, Hyper Vigor Tonics, and Small Cottages from Polar Bears. You can steal Large Potions, Hyper Surge Tonics, Hyper Bubble Tonics, and Hellfire Bombs from Frozen Slimes. Finally, you can steal Hyper Mind Tonics, Hyper Ward Tonics, and Medium Magic Potions from Ice Sprites.*



## 6.6.10 The Frozen Cave

### Section #1: The Outer Cave

**Suggested Level: 18**

**Enemies:** Troll, Winter Wolf, Ice Spirit, Ice Hellion, Ice Demon, Ice Goblin, Ice Bull, Giant Tortoise



Treasure Chest Legend			
A	2,500G	E	Tent
B	Smelling Salts	F	Hellfire Bomb
C	Large Potion	G	Large SP Orb
D	Vicious Tornado Bomb	H	Recipe for Black Helm

After entering the Frozen Cave (1), you'll find the Intrepid Explorer. He'll explain that you're safe from the monsters deeper in the cave because of the bars just to the south. He also warns you about icy spots on the floor. Head through the metal gate and head southeast to the first icy spot. Step on the ice and you'll slide across. You'll have to be careful in later areas because once you step on the ice, you can't stop your momentum until you run into something or the ice stops. On the other side of the ice, head northeast until you find a treasure chest (**2,500G – A**). Just to your right is a mining crevice (2). Use a *Mining Bomb* to open the crevice, enter the excavated chamber, and collect the treasure (**Huge Potion, Soft – 2**).

Instead of going to the west and trying to get the treasure to the west of the ice, you should head east and circle north and then west around the wall. Keep heading west and collect the two treasures (**Smelling Salts – B, Large Potion – C**). Walk southwest to the ice and then slide west to the treasure chest (**Vicious Tornado Bomb – D**). Exit the small area to the south by first sliding across the ice east (from the lowest place possible) and then slide south. From there, head east until you find a staircase down to the lower level.

Descend the stairs to the lower level and head west until you reach a large section of ice. You won't be able to see the other side so you won't know where you should slide from. Move to the second square from the bottom and then slide west across the ice to pass through the rocks that block the way. Continue west and you'll eventually reach a rope ladder to the bottom level. Head down the ladder and collect the two treasures (**Tent – E, Hellfire Bomb – F**). Walk east and you'll find a huge expanse of ice. The ice here forms a large maze that can be very tricky to properly navigate. To quickly make your way through the ice to the two treasures that await at the eastern end, you should start from the northernmost square. Slide *EAST, NORTH, EAST, SOUTH, EAST, SOUTH, EAST, NORTH, WEST, SOUTH, EAST, NORTH, EAST*. Head east and open the two treasure chests (**Large SP Orb – G, Recipe for Black Helm – H**). Head back west to the ice expanse. Start one square north of the large rock spire. Slide *WEST, SOUTH, WEST, NORTH, WEST*. Now, head southwest to the entrance to the second section of the Frozen Cave (3).

**Battle Notes:** *There are a whopping seven new enemy types in the Frozen Cave. All of them are weak to Fire elemental spells and Bombs and resistant to Ice elemental attacks. Trolls are powerful yet slow physical attackers. They can use Smite and Berserker to deal extra physical damage to your party. Winter Wolves are simple yet effective attackers that often show up in packs. They have normal PRE and ATK and can only use a normal physical attack. Ice Spirits are powerful magic casters that can unleash Deep Freeze, Bonfire, Gale, and Shock. Ice Hellions are part physical attacker and part support character. They have tremendously high PRE so they almost always attack first. Their Debilitate and Silence attacks can cripple your party. They can also unleash a magic attack called Gale. In addition, Ice Hellions are weak to Wind elemental attacks. Ice Demons are very powerful physical attackers that can use Powerhouse to boost their ATK. They also can use Smite and Berserker to deal a great deal of damage. Finally, they can paralyze a party member with a physical attack. Ice Goblins are similar to the Winter Wolves because they only have a normal physical attack. Their ATK and PRE are standard for this level of enemy. Ice Bulls are slightly stronger than Ice Goblins but a bit slower as well. Giant Tortoises are slow physical attackers that can inflict poison or blindness with their physical attack.*

*If you have a Thief in your party, you can steal Tents, Hyper Wall Tonics, Hyper Blitz Tonics, and Small Cottages from Trolls. You can steal Large Potions, Tiny SP Orbs, Hyper Jolt Tonics, Hyper Shock Tonics, and Small SP Orbs from Winter Wolves. You can steal Tiny Magic Potions, Tiny SP Orbs, Hyper*



*Mind Tonics, Hyper Ward Tonics, and Hellfire Bombs from Ice Spirits. You can steal Vocalizer Serums, Hyper Surge Tonics, Hyper Bubble Tonics, and Remedies from Ice Hellions. You can steal Hyper Blitz Tonics, Hyper Wall Tonics, Large Potions, and Remedies from Ice Demons. You can steal Snowstorm Bombs, Blaze Bombs, Small SP Orbs, and Huge Potions from Ice Goblins. You can steal Tents, Hyper Wall Tonics, Hyper Blitz Tonics, and Huge Potions from Ice Bulls. Finally, you can steal Antidotes, Large Potions, Tents, Holy Light Bombs, and Small SP Orbs from Giant Tortoises.*

## Section #2: The Abandoned Temple

### Suggested Level: 18

**Enemies:** Troll, Winter Wolf, Ice Spirit, Ice Hellion, Ice Demon, Ice Goblin, Ice Bull, Giant Tortoise

Treasure Chest Legend	
<b>A</b>	Recipe for Gale Axe
<b>B</b>	1,500G

At the entrance, you'll see a huge expanse of ice to the south. You can slide south across it from any of the squares. After crossing the ice, head south and follow the path as it turns east. Near the eastern wall, you'll find a treasure chest (**Recipe for Gale Axe – A**). Next, head north and you'll find the remnants of ancient temple.

Near the monument at the northern end of the temple, you'll find the final treasure of the Frozen Cave (**1,500G – B**). You should now use a Warp Stone or Warp spell to exit the Frozen Cave. If you don't have either, then you'll have to backtrack the way you came. You can't slide west on the ice because you'll become trapped and have to slide back east.

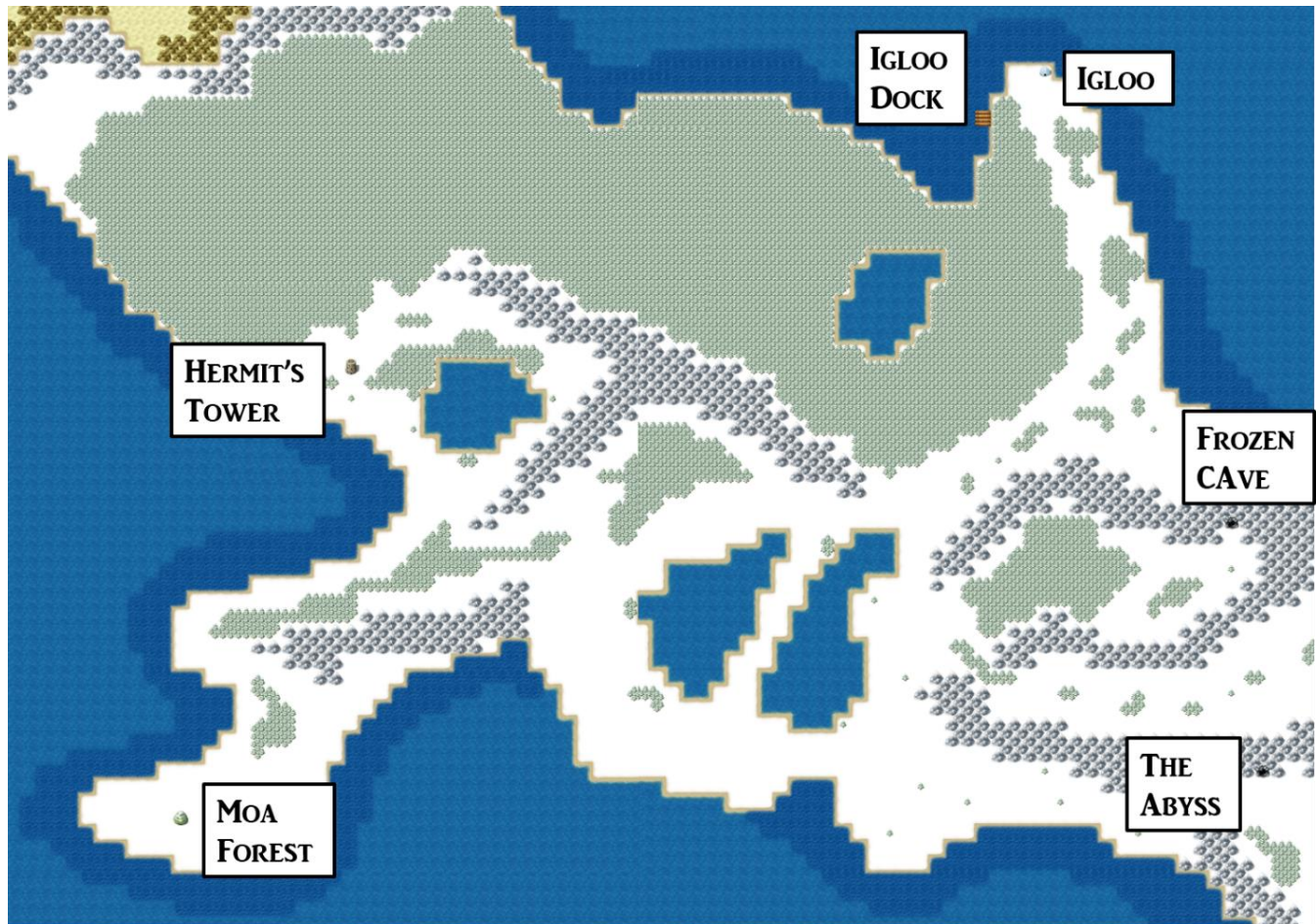


**Battle Notes:** *For details on Trolls, Winter Wolves, Ice Spirits, Ice Hellions, Ice Demons, Ice Goblins, Ice Bulls, and Giant Tortoises, see the Battle Notes for the Frozen Cave (Section #1: The Outer Cave).*

### 6.6.11 The Frozen Tundra – Part 2

**Suggested Level: 18**

**Enemies:** Troll, Winter Wolf, Ice Spirit, Ice Hellion



From the Frozen Cave, head west until the northern mountain range ends. If you have a Hunter and you haven't tamed a Blue Moa, then you should visit the Moa Forest. To get there, head south along the eastern coast of the lake. When you hit the southern coast, head west and follow the coast until you reach the Moa Forest. Otherwise, if you don't have a Hunter or you already have a Blue Moa, you should head north through the forest and veer slightly right until you end up at the Igloo.

**Battle Notes:** For details on Trolls, Winter Wolves, Ice Spirits, and Ice Hellions, see the Battle Notes for the Frozen Cave (**Section #1: The Outer Cave**).

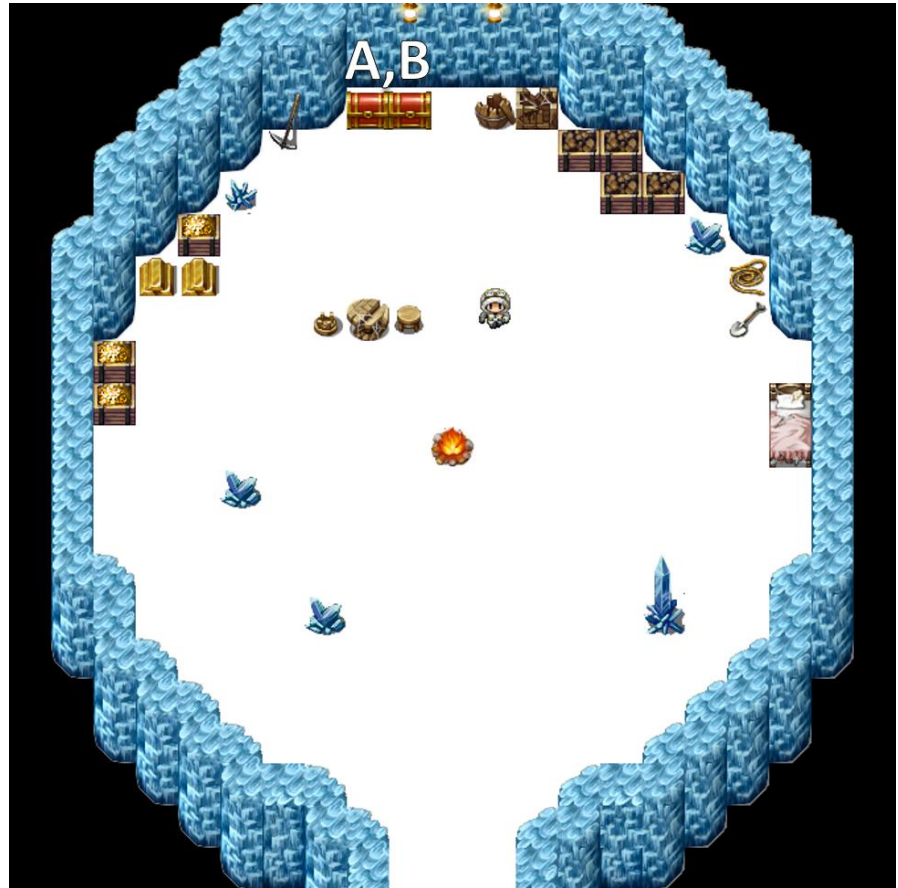


### 6.6.12      *The Igloo*

**Suggested Level: 18**

Treasure Chest Legend	
A	1,500G
B	Snowstorm Bomb

The Igloo is inhabited by an expert Monster Hunter, Cloversong, who hails from Asgard. He's kind enough to let you rest in his Igloo since he understands how desolate the Frozen Tundra of the Southern Continent can be. There isn't much else here to see except for the two treasures along the northern wall (**1,500G** - **A**, **Snowstorm Bomb** - **B**). After gathering the treasure and resting, it's time to leave and set out into the Frozen Tundra again.



### 6.6.13      *The Frozen Tundra – Part 3*

**Suggested Level: 18**

**Enemies: Troll, Winter Wolf, Ice Spirit, Ice Hellion**

After visiting the Igloo, you may want to visit the Igloo Dock if you have a Deluxe Rod to catch some Icewater fish. Next, head due west through the forest and after a long trek you'll see a mountain range to the south. Head south to the mountains and trek southwest from their endpoint to find the Hermit's Tower.

**Battle Notes:** *For details on Trolls, Winter Wolves, Ice Spirits, and Ice Hellions, see the Battle Notes for the Frozen Cave (Section #1: The Outer Cave).*

## 6.6.14 The Hermit's Tower

### Floor #1

**Suggested Level: 18**

**Enemies: Mimic Chest**

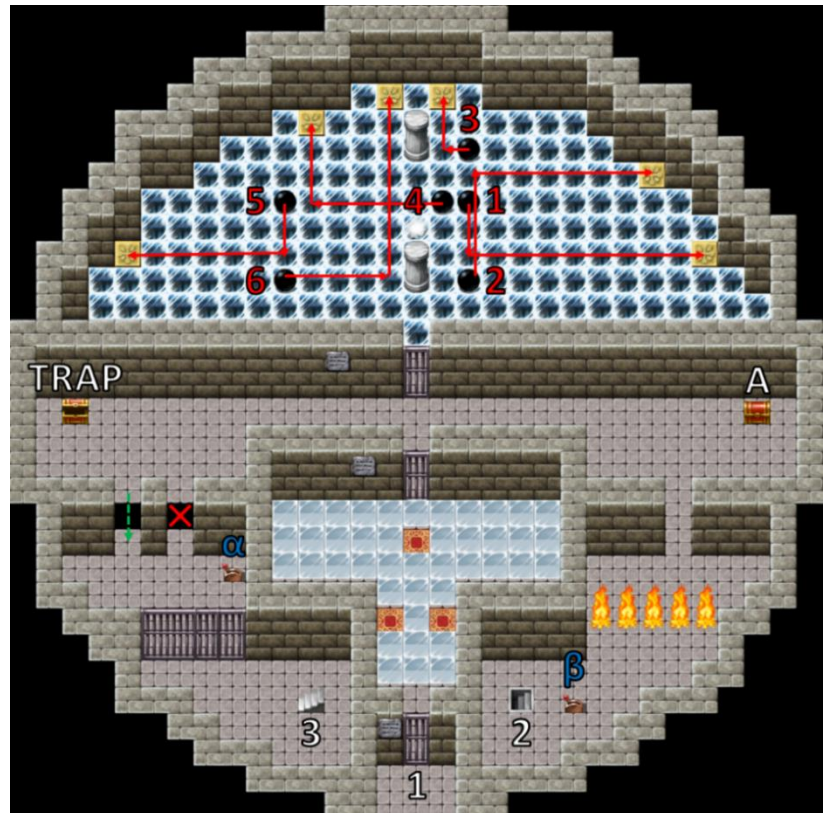
Treasure Chest Legend	
A	Large Potion

You've finally arrived at your destination after an arduous journey across the Southern Continent. You'll be happy to know that there are no monsters in the Hermit's Tower. Instead it is guarded by a series of diabolical traps devised by the Hermit himself.

When you enter, you'll go through the metal gate to your north and then enter a room with a floor made from blue tiles. When you step on a blue tile, it will change to purple. If you step on a purple tile, it will revert to blue. The goal in this room is to turn all of the tiles to purple. This will unlock the door lead to the rest of the Tower. Use the carpeted areas of the floor to your advantage and you'll eventually turn all of the tiles to purple.

Go through the metal door to your north. You'll find another metal door directly to the north but it is locked. Walk east down the walkway and open the treasure chest (**Large Potion – A**). Next, walk west along the corridor until you see another treasure. DO NOT open the treasure chest unless you're attempting to acquire the 100% enemy type Achievement. The chest is a trap and you'll have to fight a Mimic Chest if you do open it. You'll see two paths you can jump across to your south. The eastern path is a trap and will drop you down to the Hermit's Tower Basement. If you did fall down into the Basement, you would come up a set of stairs that connects to the stairs in the lower right (2). You would switch  $\beta$  to extinguish the flames and then head back around to the two paths again. Take the western path and on your way to switch  $\alpha$ , stay as far south as possible until you are directly under the switch. Flipping the switch will unlock the door in the middle of the floor. Return back the way you came and enter the northern room through the metal door.

This room contains yet another puzzle. You have to push each of the black balls onto the golden tiles. The balls will only stop when they hit another obstacle. The trick to this puzzle is that you have to push the balls in a particular order or else the other ball won't be in place to stop the current ball in the



proper spot. Note that this doesn't count as one of the 50 puzzles that the ancient Vanir hid across Terra. You can reset the puzzle at any time via the mysterious cloud in the center of the room.

To solve the puzzle, push ball #1 south and then east to place it on a golden tile. Next, push ball #2 north and then east. Then push ball #3 west and north. Now, push ball #4 west and then north. Next, push ball #5 south and then west. Finally, push ball #6 east and then north. This will place all six balls on golden tiles and unlock the door just south of switch  $\alpha$ . Return to that door while remembering to take the western path across the holes. Go through the metal door and go up the stairs (3).

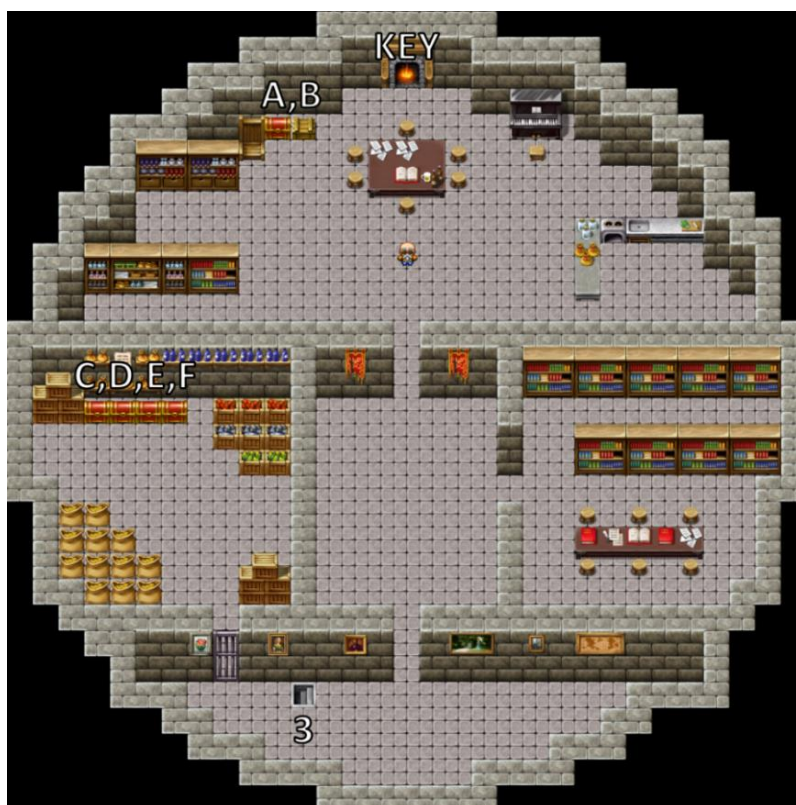
## Floor #2

### Suggested Level: 18

#### Treasure (from NPCs): Liquid Oxygen

Treasure Chest Legend	
<b>A</b>	Medium Magic Potion
<b>B</b>	3x Mining Bombs
<b>C</b>	Recipe for Ghoulish Crusher Whip
<b>D</b>	Recipe for Thunder Hat
<b>E</b>	Recipe for Warden's Trident
<b>F</b>	Medium Cottage

On the second floor, you'll find where the Eccentric Hermit makes his home. From the stairs (3), you'll notice a door. It's locked and unless you have the Upgraded Skeleton Key or the Hermit's private *Small Key*, you won't be able to open it. Instead, head right and then up through the gap in the northern wall. Continue north until you reach the northern room and the Eccentric Hermit. He's not happy that you've evaded his traps and made it to the second floor but he's willing to give you the **Liquid Oxygen** in exchange for you leaving him alone.



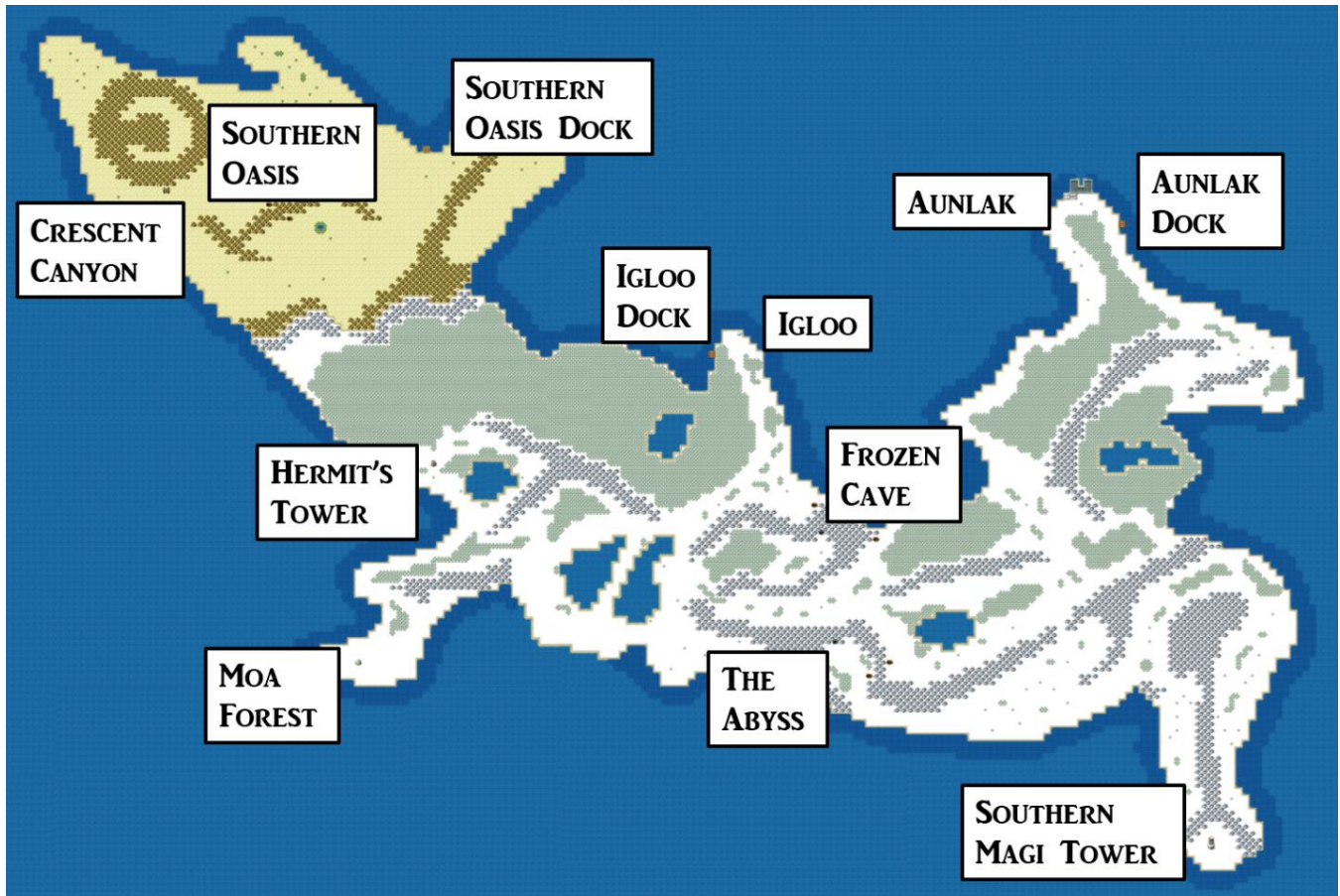
Next, head northwest and collect the two treasures (**Medium Magic Potion – A, 3x Mining Bombs – B**). The Hermit keeps the *Small Key* that unlocks his storehouse in the fire. Reach into the fire to retrieve the *Small Key*, but beware, the fire will burn you so be sure you have sufficient healing items before reaching in. Head back to the locked door in the southwest corner and unlock it with the *Small Key*. Enter and open the four chests (**Recipe for Ghoulish Crusher Whip – C, Recipe for Thunder Hat – D, Recipe for Warden's Trident – E, Medium Cottage – F**). After collecting everything, leave the Hermit's Tower by backtracking downstairs. Note that Warp does not work inside the Hermit's Tower.



### 6.6.15      *The Long Trek East*

#### Suggested Level: 18

**Enemies:**      (Eastern Portion) Snow Golem, Polar Bear, Frozen Slime, Ice Sprite; (Central) Troll, Winter Wolf, Ice Spirit, Ice Hellion



After collecting the Liquid Oxygen from the Hermit's Tower, you can go explore the desert to the northwest and collect the Crystal Shard from Crescent Canyon; however, the next step in this guide is to return to Aunlak and then proceed with some more exploration of Terra prior to collecting the Ultima Crystal Shards. If you choose to collect the Crystal Shard, skip to Section **6.8.8**.

To proceed with the exploration, head east back to Aunlak to restock your supplies as well as rest and save. The first place slated for exploration is Lucky's Casino which is located northeast of the Eastern Continent. It will be a long journey but with the Submersible Device, it shouldn't be taxing.

**Battle Notes:** For details on Snow Golems, Polar Bears, Frozen Slimes, and Ice Sprites, see the Battle Notes for *The Frozen Tundra – Part 1*. For details on Trolls, Winter Wolves, Ice Spirits, and Ice Hellions, see the Battle Notes for the Frozen Cave (**Section #1: The Outer Cave**).



## 6.7 NAUTICAL EXPLORATION

### 6.7.1 *The Underwater World*

Suggested Level: 20

**Enemies: (Undewater Caverns Only) Sea Toad, Sea Snake, Sahagin, Jellyfish, Lobster**



With the Submersible Device or Blue Moa and Liquid Oxygen, you can explore the Underwater World. There are ten different locations which you can explore: eight Underwater Caverns, the Underwater Labyrinth, and Atlantis. You won't be able to reach Atlantis until you slay the Leviathan that is lurking above Atlantis and the Underwater Labyrinth is home to very strong enemies. Therefore, the current exploration will be left only to the 8 Underwater Caverns.

## **6.7.2 The Underwater Caverns**

### **Suggested Level: 20**

#### **Enemies: None**

The Underwater Caverns are abandoned storerooms used by the Mermaids that still hold some valuable treasure. Each Underwater Cavern is simply a small room with a cluster of treasures. Rather than show a map of each Underwater Cavern, the directions to each Cave are given and the treasures that lie inside are listed.

#### **Underwater Cavern #1**

**Directions:** Assuming you are starting from Aunlak, head north until you reach Atlantis which will still have a boulder blocking its entrance. Sail due west past the northern edge of Underwater Cave #3 and the base of the Blue Moa Island. A bit west of the Blue Moa Island, you'll find Underwater Cave #1.

**Treasures:** *Large Potion, Recipe for Crippling Staff, Recipe for Deft Lance, Recipe for Clarity Cloak, Large SP Orb, Recipe for Berserk Helm*

#### **Underwater Cavern #2**

**Directions:** From Underwater Cave #1, sail due south until you reach the island that houses the Arena. Sail approximately half way down the north/south length of the island then sail east until you arrive at Underwater Cave #2.

**Treasures:** *Medium Cottage, Recipe for Floating Sword, Remedy, Recipe for Energy Whip, Medium Magic Potion, Recipe for Vicious Dagger*

#### **Underwater Cavern #3**

**Directions:** From Underwater Cave #2, sail due north until you find the coastline of the Southern Continent. Follow the coastline north until you find the northwest tip. From the tip, you'll sail ~15 squares east and then turn north. Now, sail north until you reach the southern edge of the Blue Moa Island. From here, sail east and you'll find the Underwater Cave #3.

**Treasures:** *Recipe for Master's Robe, Sonic Boom Bomb, Large Magic Potion, Recipe for Hyper Helm, Recipe for Active Cloak, 3x Super Bait*

#### **Underwater Cavern #4**

**Directions:** From Underwater Cave #3, sail due west past the Blue Moa Island and Underwater Cave #1 until you arrive at the eastern coastline of the Southwest Continent. From here, you'll sail due north until you reach the eastern coastline of the Northwest Continent. Sail north around to the eastern tip and

then, from the eastern tip of the Northwest Continent, travel due north until you reach the Puzzle Master's Island. Loop around the island and continue north to find Underwater Cave #4.

**Treasures:** *Recipe for Barbed Robe, Hyper Bubble Tonic, Recipe for Peeling Whip, Hyper Jolt Tonic, Hyper Blitz Tonic, Recipe for Mute Blade, Hyper Vigor Tonic*

### **Underwater Cavern #5**

**Directions:** From Underwater Cave #4, sail due east until you reach the western coastline of the Northern Continent. Sail south along the coastline until you reach the southern tip of the Northern Continent. From the tip, you'll sail due east past Underwater Cave #8 until you reach the Master Fisherman's Island. From here, sail south until you find the eastern coastline of the Far Eastern Continent. Follow the coastline south until it flattens out and runs east/west (not so far that you reach the southwest tip). At this point, sail south and you'll find Underwater Cave #5.

**Treasures:** *Huge Potion, Recipe for Venomous Axe, Recipe for Winged Armor, Recipe for Awakening Armor, Full Magic Potion*

### **Underwater Cavern #6**

**Directions:** From Underwater Cave #5, sail north until you find the coastline of the Far Eastern Continent. Sail north along the coastline until you find the easternmost point. From here, you'll sail east until you find the western coastline of the Northwest Continent. Follow the coastline until you find the westernmost point, sail ~10 squares northwest, and due north until you find Underwater Cave #6.

**Treasures:** *Hellfire Bomb, Recipe for Safeguard Crossbow, Large Cottage, Recipe for Null Staff, Black Void Bomb, Recipe for Clearheaded Shield*

### **Underwater Cavern #7**

**Directions:** From Underwater Cave #6, sail east ~15 squares and then sail due north until you reach Underwater Cave #7.

**Treasures:** *Remedy, Vocalizer Serum, Soft, Recipe for Serrated Shield, Recipe for Undead Lance, Large Magic Potion, Recipe for Brilliance Staff*

### **Underwater Cavern #8**

**Directions:** From Underwater Cave #7, sail due east until you reach the southern coastline of the Southern Continent. Continue east until you reach the southernmost tip of the Southern Continent. From here, sail due south until you reach Underwater Cave #8.

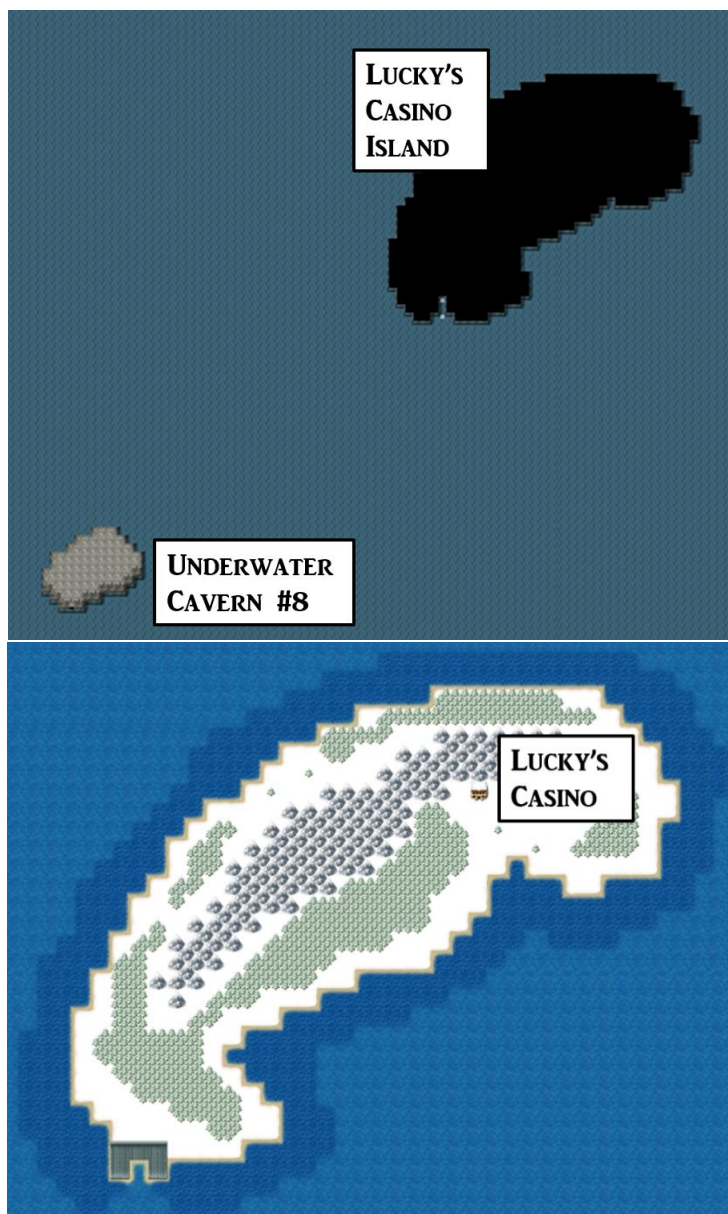
**Treasures:** *Recipe for Dynamic Hat, Recipe for Dazing Axe, Medium Cottage, Recipe for Stygian Bow, Huge Magic Potion*

### 6.7.3 Feeling Lucky?

**Suggested Level: 18**

**Enemies: None (Submersible Assumed)**

From Underwater Cavern #8, head northwest and, after a long journey, you'll eventually reach the island that houses Lucky's Casino. Revert to ship mode and then make port. Use a sleeping bag (or something stronger) to heal up and save before you make the short journey to Lucky's Casino. There isn't anything else of interest on the island, so you'll be heading straight to Lucky's Casino. Head northwest through the forest while keeping south of the mountains. Continue northwest and you'll reach Lucky's Casino where you can quickly become the richest man on Terra or completely bankrupt and perhaps a bit wiser.





## 6.7.4 Lucky's Casino

### Floor #1

**Suggested Level: 18**

**Treasures: None**



In the lobby of Lucky's Casino, you'll have to talk to Sharky Ward - The Bouncer to enter. To keep the riffraff out of his Casino, Lucky demands a 1,000G fee. Pay the one-time fee and you'll be free to roam the two floors of the Casino. In the northwest corner of the first floor, you'll find the Pub. You can buy Tonics and Liquor from the Bartender.

Down the corridor to the right, you'll find two rooms to the north and two to the south. Both the rooms to the south are empty (a storehouse and library). The two rooms to the north are full of Casino games. The northwest room has six different levels of Accuracy Games while the northeast room has six different levels of Slot Machines. The more difficult machines have higher buy-in fees but also exponentially higher payouts. Until you acquire the Airship, the highest level Accuracy game will remain out of service. At the end of the corridor, you'll find the stairs to the second floor.



## Floor #2

**Suggested Level: 18**



TREASURE CHEST LEGEND	
<b>A</b>	Large Cottage
<b>B</b>	Medium Magic Potion
<b>C</b>	5x Full Potions
<b>D</b>	5,000G

On the second floor of the Casino, you'll see a metal door just to the west. The door is locked and can only be unlocked with the Upgraded Skeleton Key that can be bought from the Key Maker in the Thieves' Guild of Doria. Even if you manage to unlock the door, you'll be caught attempting to open the chests (**Large Cottage – A, Medium Magic Potion – B, 5x Full Potions – C, 5,000G – D**) regardless of your Wanted Level unless you have a Thief in your party. Be very careful if you attempt to open these chests without a Thief because the Casino Guards are quite strong.

The rooms along the northern corridor are the Item Shop, the Button Mashing machine, and the Button Matching machines (from right to left). To the southern side of the second floor, you'll find the Inn, Church (just a Traveling Priest), and Lucky's Office. The following tables show the fee and payout for each Casino game.

### Accuracy Machines

Difficulty	Fee	Result	Payout
Very Easy	100G	Perfect	150G
		Almost	50G
		Miss	0G
Easy	100G	Perfect	250G
		Almost	100G
		Miss	0G
Normal	200G	Perfect	400G
		Almost	200G
		Miss	0G
Hard	200G	Perfect	600G
		Almost	200G
		Miss	0G
Very Hard	500G	Perfect	1,500G
		Almost	750G
		Miss	0G
Extreme (Unlocked after Airship)	1,000G	Perfect	5,000G
		Almost	1,500G
		Miss	0G

### Slot Machines

Difficulty	Fee	Result	Payout
<b>Easy</b>	100G	Perfect	150G
		Excellent	100G
		Pretty Good	50G
		Loss	0G
<b>Semi-Easy</b>	100G	Perfect	500G
		Excellent	300G
		Pretty Good	100G
		Not Bad	50G
		Loss	0G
<b>Normal</b>	200G	Perfect	600G
		Excellent	400G
		Pretty Good	200G
		OK	100G
		Not Bad	50G
		Loss	0G
<b>Almost Hard</b>	200G	Perfect	800G
		Excellent	600G
		Pretty Good	400G
		OK	200G
		Not Bad	100G
		Not Good	50G
		Loss	0G
<b>Hard</b>	500G	Perfect	2,500G
		Excellent	1,500G
		Very Good	1,000G
		Pretty Good	750G
		OK	500G
		Not Bad	250G
		Too Bad	100G
		Loss	0G
<b>Super Hard</b>	1,000G	Perfect	100,000G
		Excellent	50,000G
		Very Good	30,000G
		Nice Job	15,000G
		Pretty Good	7,500G
		OK	2,500G
		Not Bad	1,000G
		Not Good	500G
		Loss	0G



### Button Mashing Machine

Difficulty	Fee	Result	Payout
Normal	500G	> 100	25,000G
		95 – 99	15,000G
		90 – 94	10,000G
		85 – 89	5,000G
		80 – 84	2,500G
		60 – 79	1,000G
		40 – 59	500G
		< 40	0G

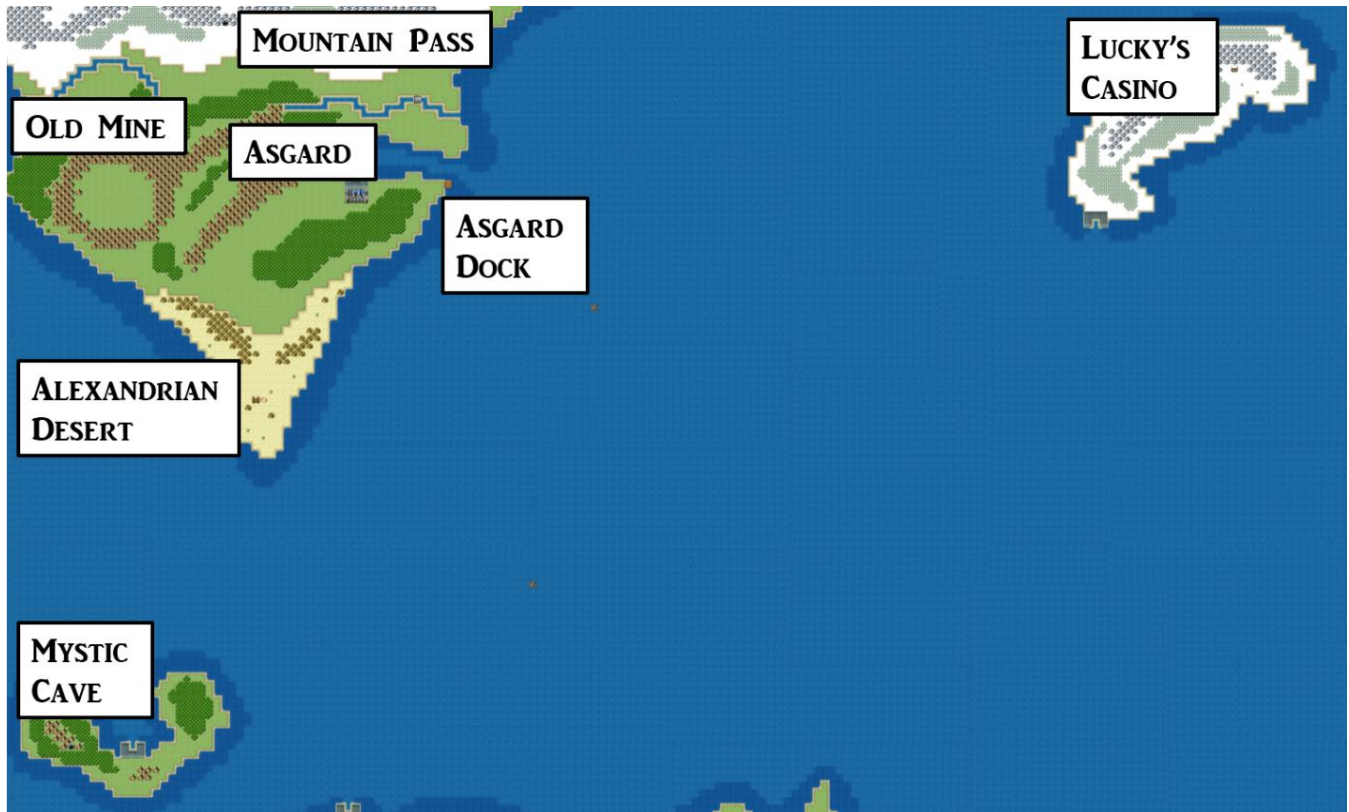
### Button Matching Machines

Difficulty	Fee	Result	Payout
Very Easy	100G	Perfect	200G
		Loss	0G
Easy	100G	Perfect	300G
		Loss	0G
Normal	200G	Perfect	500G
		Pretty Good	200G
		Loss	0G
Hard	200G	Perfect	750G
		Nice Job	500G
		Pretty Good	200G
		Loss	0G
Very Hard	500G	Perfect	2,500G
		Nice Job	1,500G
		Pretty Good	500G
		Loss	0G
Super Hard (Unlocked after Airship)	1,000G	Perfect	7,500G
		Very Good	5,000G
		Pretty Good	2,500G
		OK	1,000G
		Not Bad	500G
		Loss	0G

### 6.7.5 Mystical Explorer

**Suggested Level: 18**

**Enemies: None (Submersible Assumed)**



After gambling to your heart's content, the next stop is the Mystic Cave. Rest at the Inn, save at the Church, and then trek southwest to the port. Board your ship, transform to Submersible mode, and sail due west. When you reach the eastern coastline of the Northern Continent, follow it southwest to the southern tip. From there, head south until you reach the eastern coastline of the island which holds the Mystic Cave.

Revert to your ship and sail west and then south into the small bay where the port is located. Make port and then head west to the cave entrance.

### 6.7.6 The Mystic Cave

**Suggested Level: N/A**

**Treasures: None**



The Mystic Cave is a strange location where some of the energy that is locked in the Well of Souls leaks out from Terra. The Mystic Cave is guarded by a Mysterious Man who tells you that each of the nine gates guards a warrior's challenge. An offering of gold must be made to the gods in order to open each gate equal to 5,000G. Such an offering will yield a key that will open any of the gates except for the ninth gate.

On the left side of the Mystic Cave there is a pool that will fully restore your party (including resurrecting dead party members). On the right side there is a save point. After paying the Mysterious Man 5,000G, you can enter any gate from #1-8. The following tables list the enemies you'll fight along with the rewards acquired in each of the nine caves. Note that the suggested levels for each cave have a very wide range.

**Cave #1 – Series Battle (Suggested Level – 13)**

Battle Number	Enemies
1	Desert Phoenix, 2x Faceless Orcs
2	Shaman, Ghast, Widow Maker
3	2x Zombie Mages, Desert Phoenix
4	4x Silver Wolves
5	Zombie Mage, 2x Skeleton Knights, 2x Invisible Knight

**Reward:** 10x Large Potion, 3x Medium SP Orbs, 3x Thunderstorm Bombs, 3x Hurricane Bombs, 3x Snowstorm Bombs, 7,500G

**Cave #2 – Single Battle (Suggested Level – 14)**

Battle Number	Enemies
1	Dark Wizard, 2x Undead Warriors
2	Dark Wizard, Evil Reflection
3	Mummy Prince, 2x Undead Warriors
4	Dark Wizard, Mummy Prince
5	2x Mummy Princes, Evil Reflection
6	3x Undead Warriors
7	Evil Reflections, 2x Specters
8	Specter, Mummy Prince, Dark Wizard
9	2x Dark Wizards, 2x Mummy Princes, Evil Reflection
10	Evil Reflection

**Reward:** 5x Small Magic Potions, 3x Small Cottages, 5x Remedies, 5x Holy Light Bombs, 10,000G

**Cave #3 – Single Battle (Suggested Level – 15)**

Battle Number	Enemies
1	Fire Spirit, 2x Red Slimes
2	Specter, 2x Fire Bats, Red Slime
3	2x Fire Bats, 2x Red Slimes
4	Fire Bat, Red Slime
5	Fire Spirit, 3x Fire Bats
6	2x Fire Bats, 2x Red Slimes
7	Fire Bat, Red Slime
8	Specter, 2x Fire Bats, Red Slime
9	Fire Spirit, 3x Fire Bats
10	Fire Spirit, 2x Red Slimes

**Reward:** 3x Medium Magic Potions, 3x Huge Potions, Large Cottage, 5x Snowstorm Bombs, 5x Blaze Bombs, 12,500G



**Cave #4 – Series Battle (Suggested Level – 18)**

Battle Number	Enemies
1	2x Chimera, 2x Mountain Raptors
2	Behemoth, 2x Gremlins
3	Behemoth, Desert Lizard, Desert Cockatrice
4	Wyvern, 2x Desert Lizards
5	Behemoth, Wyvern

**Reward:** 10x Small Magic Potions, 5x Small Cottages, 3x Hyper Blitz Tonics, 3x Hyper Wall Tonics, 10x Hurricane Bombs, 15,000G

**Cave #5 – Series Battle (Suggested – 20)**

Battle Number	Enemies
1	2x Ice Imp
2	4x Dark Mummy
3	Ice Tiger, 2x Ice Imp
4	Ice Tiger, 3x Cockatrice
5	2x Mindflayers, 2x Dark Mummies

**Reward:** 3x Large Magic Potions, 5x Huge Potions, 3x Medium Cottages, 3x Warp Stones, 10x Snowstorm Bombs, 20,000G

**Cave #6 – Single Battle (Suggested – 22)**

Battle Number	Enemies
1	Desert Flower, 2x Desert Spiders
2	5x Desert Spiders
3	Desert Flower, Shrunken Troll, 2x Desert Spiders
4	Orc, 2x Desert Spiders
5	2x Deadly Scorpion, 3x Desert Spiders
6	2x Deadly Scorpions, Orc
7	3x Orcs
8	2x Desert Flowers, Orc
9	2x Shrunken Trolls, 2x Desert Spiders
10	Shrunken Troll, 2x Deadly Scorpions

**Reward:** 10x Full Potions, 5x Huge Magic Potions, 3x Large Cottages, 3x Huge SP Orbs, 5x Warp Stones, 5x Hyper Mind Tonics, 5x Hyper Ward Tonics, 25,000G

**Cave #7 – Single Battle (Suggested Level – 18)**

Battle Number	Enemies
1	Ogre, 2x Gila Monsters
2	2x Gila Monsters, Forest Gremlin, Spore
3	2x Ogres
4	Man Eater, 2x Forest Spirits
5	Magic Mushroom, 3x Rats
6	Man Eater, Ogre
7	Gila Monster, 3x Forest Gremlins
8	Man Eater, 2x Rats
9	Ogre, Forest Spirit, Spore
10	Forest Spirit, Spore, Rat, Magic Mushroom

**Reward:** 5x Large Magic Potions, 3x Large SP Orbs, 10x Hyper Jolt Tonics, 10x Hyper Shock Tonics, 10x Remedies, 10x Dark Storm Bombs, 22,500G

**Cave #8 – Series Battle (Suggested Level – 18)**

Battle Number	Enemies
1	Cerberus, Samurai
2	Headless Knight, Samurai
3	2x Mummy Princes, Evil Reflection
4	2x Assassin, Garuda
5	Dark Wizard, 2x Undead Warriors

**Reward:** 5x Medium Magic Potions, 5x Medium SP Orbs, 10x Large Potions, 5x Hyper Bubble Tonics, 5x Hyper Surge Tonics, 17,500G

After finishing the outer eight caves, the Mysterious Man will ask for 10,000G in order to perform a final ritual which will open the ninth gate and your final challenge. Inside the ninth gate, you'll find the Seventh Circle Demon. He is one of the toughest bosses in the game.

## Mid-Boss Battle: Seventh Circle Demon



### Attacks

Normal Attack (11.1%), Atomic Flare (11.1%), Implosion (11.1%), Devil's Breath (11.1%), Grim Reaper (11.1%), Paralyze (11.1%), Debilitate (11.1%), Sleep (11.1%), Confuse (11.1%)

### Items to Steal

Fire Ring (25%), Thunder Ring (25%), Ice Ring (25%), Wind Ring (25%), Dark Ring (25%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
25,000	1,000	200	100	100	120	75	250	3	10,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	A	C

The Seventh Circle Demon has some of the most powerful Black Magic spells in Atomic Flare, Implosion, and Devil's Breath. Atomic Flare is a truly devastating attack that damages your entire party with non-elemental damage while Implosion is perhaps even more lethal because it does more non-elemental damage to a single party member. Finally, although Devil's Breath does no damage, it may be the most terrible. Devil's Breath can inflict any and all status effects on your entire party. Because of Devil's Breath, it can be very important to synthesize a variety of status immunity armors. You should also have Protect Rings equipped to all your characters to protect against Grim Reaper which can inflict instant death upon your entire party. Besides Devil's Breath, you'll have to watch out for Paralyze, Sleep, and Confuse which will hit your entire party. Lastly, the Seventh Circle Demon can reduce your party's defense with Debilitate. The Seventh Circle Demon is only weak to Holy elemental attacks.

This battle will be long and grueling because the Seventh Circle Demon has 25,000 HP. You should be at least Level 25. At this point, your White Mage should have Bubble and you should also have Hyper Bubble Tonics. Doubling or Tripling your HP will be very important for this battle since Atomic Flare and Implosion can deal so much damage. The White Mage should use her highest level defense and magic defense boosting spells. For the rest of the battle, the White Mage should keep the party fully healed, revive any dead party members, and cast Holy elemental spells whenever possible. Wrath of God is your most powerful weapon against the Seventh Circle Demon. The Black Mage should buff the physical characters with Powerhouse or Hyper Blitz Tonics. Otherwise, the Black Mage should use his most

powerful elemental spells. The Gray Mage should follow either the Black Mage or Knight strategy, depending on his build.

The Knight should use Crush if he's learned it; otherwise, use Destroy Armor and Berserker. The Monk should use his normal attack which should have 4-5 hits now. Both should be buffed with Hyper Blitz Tonics and perhaps Hyper Vigor Tonics to increase their CRT. Engineers should use fish to keep the party fully healed and stocked with MP. When the party is healthy, Engineers should use Holy Fire Bombs. The Hunter should use Meta and Ultra Scans to buff the party and use Hamstring or Slow Enemy to debuff the Seventh Circle Demon. Lastly, Thieves should do their best to steal since the Seventh Circle Demon has five excellent elemental rings that can be stolen. Even if these aren't equipped, they can be sold for 7,500G apiece. Use a Hyper Jolt Tonic to boost the Thief's AGI to increase his probability to steal.

After defeating the Seventh Circle Demon, you'll gain two incredible treasures: An Element Ring and a Genji Ring. The Element Ring halves the amount of damage taken from all elemental spells while the Genji Ring protects the wearer against all status effects including instant death. These are two of the best rings in the game, second only to the Amaranthine Ring and Kali's Ring. In addition, you'll also acquire 50,000G.

With the rings and gold in hand, return to the Mystic Cave lobby and talk to the Mysterious Man. He will reveal that he is the long lost brother of Cecil and Cid, the owners of the Arena and the Hunter's Guild, respectively. Long ago, the three brothers' father, Marcus, found ancient schematics for legendary Adamantium weapons and armor. Marcus spent the rest of his life searching for Adamantium to no avail. On his death bed, he split the schematics between his sons and told them to carry on his quest to find the Adamantium so that one day the equipment could be forged.

Cid and Cecil decided to follow their own paths and become the heads of the Hunter's Guild and Arena, respectively. Only Cain followed his father's wishes and began searching for the Adamantium. After many years, he stumbled on the Mystic Cave and an old man on the verge of death. The old man told him that he was the Caretaker of the Mystic Cave and that Cain must take his place because there must always be a Caretaker for the Mystic Cave. Cain was torn but accepted the mission and took over the Caretaker position in hopes that a mighty warrior would come and pass all of the trials. If such a mighty warrior ever came to pass, Cain would give him the Adamantium schematics in hopes that he could find the rare metal.

You are the mighty warrior that Cain has been waiting for. He gives you his four Adamantium schematics: **Recipe for Grand Shield**, **Recipe for Vanir Hat**, **Recipe for Excalibur**, **Recipe for Razor Whip**. These recipes create the best shield, hat, and whip in the game. *Excalibur* is the second best sword in the game; the best sword (the *Vanir Sword*) can only be acquired by finishing the 2<sup>nd</sup> most powerful Super Boss – the Vanir Golem... but that is for much later. The next stop on your journey will be the Puzzle Master's Camp.



### 6.7.7 To the Puzzle Master

**Suggested Level: 18**

**Enemies: None (Submersible Assumed)**



After visiting the Mystic Cave, you should head back to your ship at the port. Board your ship, convert to Submersible mode, and head north out of the small bay. Next, head west until you reach the eastern coastline of the Central Continent. Ignore the port next to the Ancient Ruins. Instead, follow the coastline northwest until you reach the northern tip. Head south along the western coastline until you see the Miner's Cave. When you are at the same latitude as the Miner's Cave, head due west. Eventually, you'll see a small island with a tent near the northern coastline. Convert your Submersible to ship mode, dock at the port, and then walk northwest to the Puzzle Master's Camp.

### 6.7.8 The Puzzle Master's Camp

**Suggested Level: 18**



Treasure Chest Legend	
A	Full Potion

There isn't much in the Puzzle Master's Camp. If you head to the left and then behind the Puzzle Master's House, you'll find the lone treasure (**Full Potion – A**). Head back south and enter the Puzzle Master's House. Inside, you'll find Tristan – the Puzzle Master. He's a strange man who yearns to hear of all the puzzles scattered around Terra. He will reward you with treasure in exchange for your puzzle stories.

If you have explored all of the areas presented thus far, you should have finished a total of twenty puzzles. This entitles you to four treasures from the Puzzle Master. One for every five puzzles you've completed. The Puzzle Master will give you a **Protect Ring (5)**, **Stasis Ring (10)**, **Serene Ring (15)**, and a **Vigilant Ring (20)**. Many of the rings that you can acquire from the Puzzle Master can't be found anywhere else. A full list of the rewards for completing puzzles is given in the table below.

PUZZLE MASTER REWARDS			
5	Protect Ring	30	Purge Ring
10	Stasis Ring	35	Clever Ring
15	Serene Ring	40	Element Ring
20	Vigilant Ring	45	Genji Ring
25	Expansion Ring / Torrent Ring	50	Amaranthine Ring

The ultimate reward is the Amaranthine Ring. Only one other copy can be found and it is at the bottom of The Abyss after defeating Nyx. Remember to return at regular intervals to acquire your rewards. After collecting your rings, head back to your ship and prepare to travel to the Moa Races.

### 6.7.9 The Journey to the Moa Races

**Suggested Level: 18**

**Enemies: None (Submersible Assumed)**



It is a long journey from the Puzzle Master's Camp to the Moa Races. Board your ship and convert to Submersible mode. Sail around to the western edge of the Puzzle Master's island and head due south. You'll reach the eastern tip of the Northwest Continent which is home to Babel Citadel.

Follow the eastern coastline of the Northwest continent southwest until you reach the southern edge. Continue following the coastline as it turns west (between the Northwest and Southwest Continents) and then north. You'll sail into a deep bay with a port at the end. Convert back to ship mode and make dock at the port. Head east until you reach the mountains and then south along the western edge of those mountains until you find the Moa Races.



### 6.7.10 The Moa Races

#### Suggested Level: 18

Treasure Chest Legend	
<b>A</b>	Recipe for Clouding Knife
<b>B</b>	3x Mining Bombs

The Moa Races are another place that the residents of Terra go for entertainment. Here, Terrans can see the giant flightless birds known as Giant Moas race at breakneck pace on a variety of tracks.

Regardless of whether or not you have a Giant Moa, you can race in the Moa Races. If you happen to have your own Moa (either from the Northwest Continent or a Blue Moa), then you won't have to rent a Moa. Otherwise, you will have to rent a Giant Moa which costs 5,000G for the first race and 1,000G for every other race.

After entering the Moa Races, head northwest and gather the two treasures (**Recipe for Clouding Knife – A, 3x Mining Bombs – B**). Next, head to the Moa Race Promoter behind the table and sign up to race in the Moa Races, if you want. If you do decide to race, head over to the Moa Race Master. Regardless of whether or not you are renting a Giant Moa, you'll have to pay a 1,000G fee to race. At first, you can only enter the Beginner Race. If you finish 1<sup>st</sup> place in the Beginner Race, you'll unlock the Intermediate Race. Likewise, if you finish 1<sup>st</sup> place in the Intermediate Race, you'll unlock the Master Race.

The rewards for finishing 1<sup>st</sup> place in each race are given below:

MOA RACE REWARDS		
	FIRST WIN	LATER WINS
<b>BEGINNER</b>	Thunder Ring, Wind Ring, Dark Ring	5,000G
<b>INTERMEDIATE</b>	Silence Ring, Paralysis Ring, Confusion Ring	10,000G
<b>MASTER</b>	Thor's Hammer	15,000G

There are three types of terrain that you must traverse in the Moa Races. The first type is flat open land where it is a test of the sprinting speed of your Moa. These sections are controlled by a Button





Mash mini-game. The speed at which you traverse the Button Mash sections depends on the total number of times you hit the “action button” during the specified time. The table specifies the number of button hits that correspond to your Moa’s speed

NUMBER OF HITS	MOA SPEED
>50	6
>45	5
>40	4
>35	3
>30	2
<30	1

The second type of terrain involves crossing bridges or tight ropes. This tests your Moa’s agility and balance and is controlled by an Accuracy Mini-game. There are three possibilities in the Accuracy mini-game: “Bullseye”, “Almost”, and “Miss”. The corresponding speeds for each of these Accuracy results are given in the table.

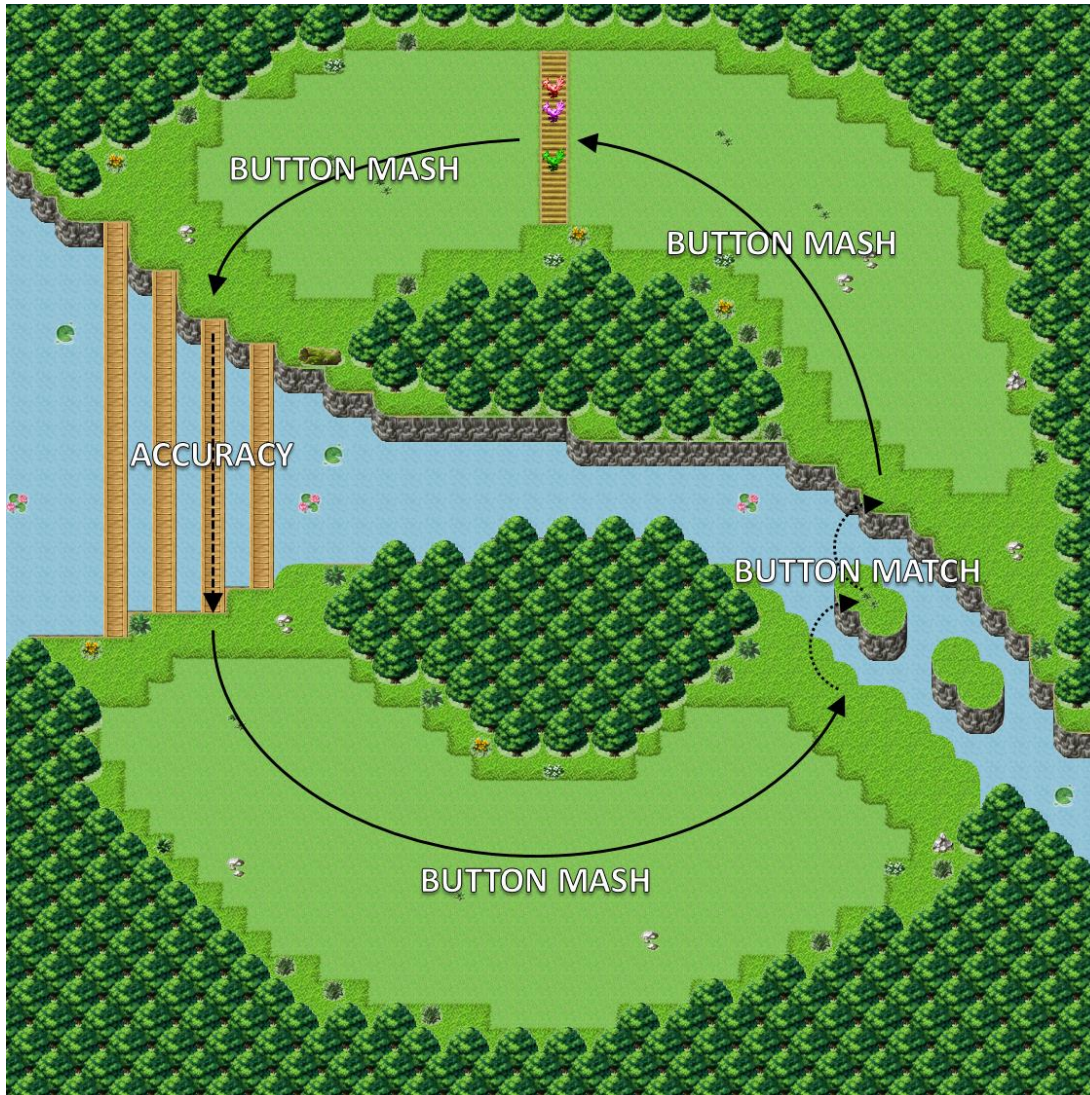
ACCURACY	MOA SPEED
BULLSEYE	5
ALMOST	4
MISS	3

The third and final type of terrain involves jumping over obstacles like water. This test’s your Moa’s agility and jumping ability. It is controlled by a Button Matching mini-game. There are three options for each Button Matching mini-game: 100%, > 60% correct, and < 60% correct. The results here don’t control your Moa’s speed but instead will control the amount of time it takes before your Moa is prepared to jump. The corresponding wait periods for each Button Matching result are given in the table.

MATCHING	WAIT (SECONDS)
100%	0
> 60%	1
< 60%	2

## The Beginner Race

**Treasure (Rewards):**     **1<sup>st</sup> place (first time) – Thunder Ring, Wind Ring, Dark Ring**  
                                     **1<sup>st</sup> place (later victories) – 5,000G**



The Beginner Race is an easy introduction to the Moa Races. You can make some mistakes and still end up in 1<sup>st</sup> place at the end of the race. As with all of the Moa Races, it starts with a button mashing sprint. Try to get > 45 for a good start. Next, you'll have to cross a bridge and a "Bullseye" or "Almost" will work here. The lower half of the track is another button mashing section. The right section is a button matching section because there are only two jumps and even if you mess them both up, you'll only lose a total of 4 seconds which can't hurt you too much compared to the button mashing sections. The race is finished up with another sprint.

If you manage to take 1<sup>st</sup> place, you'll be rewarded with a variety of elemental resistance rings (**Thunder Ring, Wind Ring, and Dark Ring**). If you repeat the Beginner Race after unlocking the Intermediate race, you'll be rewarded with **5,000G**.



## The Intermediate Race

**Treasure (Rewards):**     **1<sup>st</sup> place (first time) – Silence Ring, Paralysis Ring, Confusion Ring**  
                                  **1<sup>st</sup> place (later victories) – 10,000G**



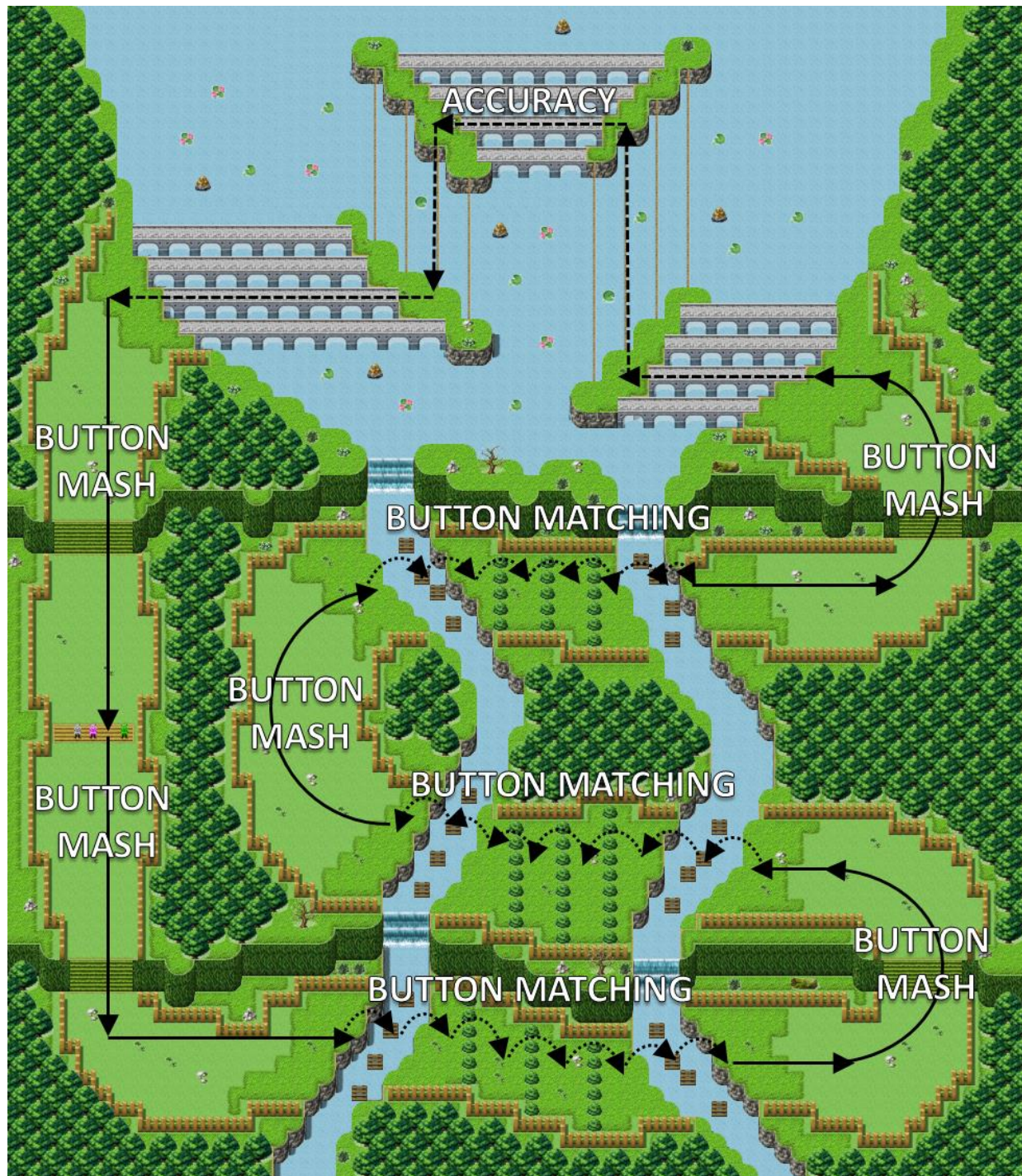
The Intermediate Race is tough and may take you a few attempts to master. It starts with a Button Mashing game but the true difficulty lies in the complicated jumping section across the lake to the south. You'll have to nail most of these button combinations to take 1<sup>st</sup> place in the Intermediate Race. There are nine consecutive jumps which could lead to a massive 18 second loss if you perform poorly here. After the tough jumping section, there is another sprint along the eastern section of the track. The penultimate section involves four narrow bridges that each test your balance through an Accuracy mini-game. The race is finished with another Button Mash mini-game.

If you manage to take 1<sup>st</sup> place, you'll be rewarded with a variety of status immunity rings (**Silence Ring, Paralysis Ring, and Confusion Ring**). If you take 1<sup>st</sup> place again in the Intermediate Race after unlocking the Master Race, you'll be rewarded with **10,000G**.



## The Master Race

Treasure (Rewards):  
1<sup>st</sup> place (first time - Hammer *not* stolen) - Thor's Hammer  
1<sup>st</sup> place (first time - Hammer stolen) - 100,000G  
1<sup>st</sup> place (later victories) - 15,000G  
2<sup>nd</sup> place - 10,000G





The Master Race is a true test of your Moa riding skills. Not only is the course quite difficult, but you'll have to race against the famed Gray Moa. The race starts with a sprint. You'll have to get at least 45 hits on every Button Mash mini-game in order to have a chance to win. After the sprint, you'll come to the first of three technical jumping sections, each composed of seven jumps. You can lose a lot of time here (up to 14 seconds) and you'll need to be perfect on ~80% of the jumps. Then you'll sprint around the corner and come to the second technical jumping section. Again, near perfection is required. This is followed by another sprint and then the third technical jumping section. Once you complete the final jumping section, you'll have to sprint to the accuracy section made up of five bridges. You'll want at least 50% Bullseyes on these bridges with the remainder being "Almost". The race is finished up by a long sprint.

The Master Race is the only Moa Race that has a prize for 2<sup>nd</sup> place. If you're second only to the Gray Moa, you'll be rewarded with **10,000G**. If you manage to finish in 1<sup>st</sup> place, you'll be rewarded with **Thor's Hammer**. *Thor's Hammer* is required for Brokkr to synthesize Adamantium equipment. If you take 1<sup>st</sup> place again after acquiring *Thor's Hammer*, you'll be rewarded with **15,000G**.

You can also acquire *Thor's Hammer* by approaching the Sleazy Thief along the northern edge of the Moa Races. He's concocted a scheme to steal *Thor's Hammer* but requires a large sum of money to fund his operation. If you haven't finished any of the Moa Races, he'll charge you 2,500,000G. After you've finished first in the Beginner Moa Race, he'll charge you 1,000,000G. Finally, if you've finished first in the Intermediate Moa Race, he'll charge you 500,000G. Once you've paid him, a short scene will play and he'll deliver *Thor's Hammer* to you. If you finished first in the Master Moa Race for the first time after having the Sleazy Thief steal *Thor's Hammer* for you, the Race Promoters will reward you will **100,000G**.

After finishing first in the Master Moa Race, you can acquire a Large Potion and Medium Magic Potion if you talk to the Purple Moa Rider and agree to teach him some of your Moa riding secrets. At this point, you've done all you can at the Moa Races and it's time to continue on with your exploration. Next, you'll be heading to the Arena.

### 6.7.11 *From Moa Racer to Gladiator*

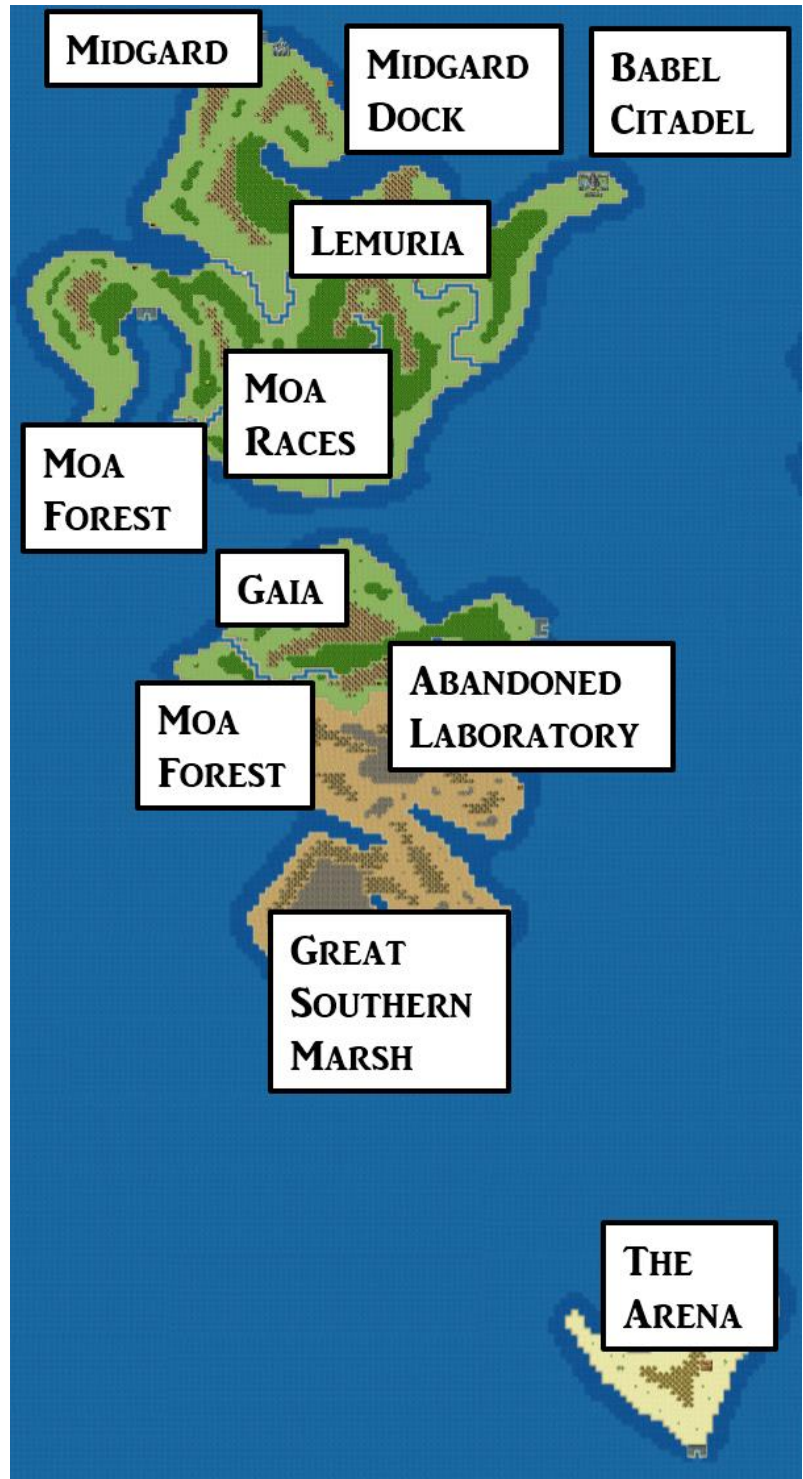
**Suggested Level: 18**

**Enemies: None (Submersible Assumed)**

After exploring the Moa Races, the next stop on your journey will be the Arena which is located far to the south. Leave the Moa Races and head northwest to the port where your ship is docked. Board your ship and convert to Submersible mode. Sail south out of the bay and then follow the southern coastline of the Northwest Continent until you reach the southern edge.

At this point, there is only a small gap between the Northwest and Southwest Continents. From here, follow the coastline of the Southwest Continent eastward until you reach the port at the eastern tip. Head due south at the port and after a very long journey south, you'll see the coastline of the island that holds the Arena.

Follow the western coastline south until you reach the port at the southern tip. Convert back to ship mode and dock at the port. Head north while veering northeast until you reach the Arena.



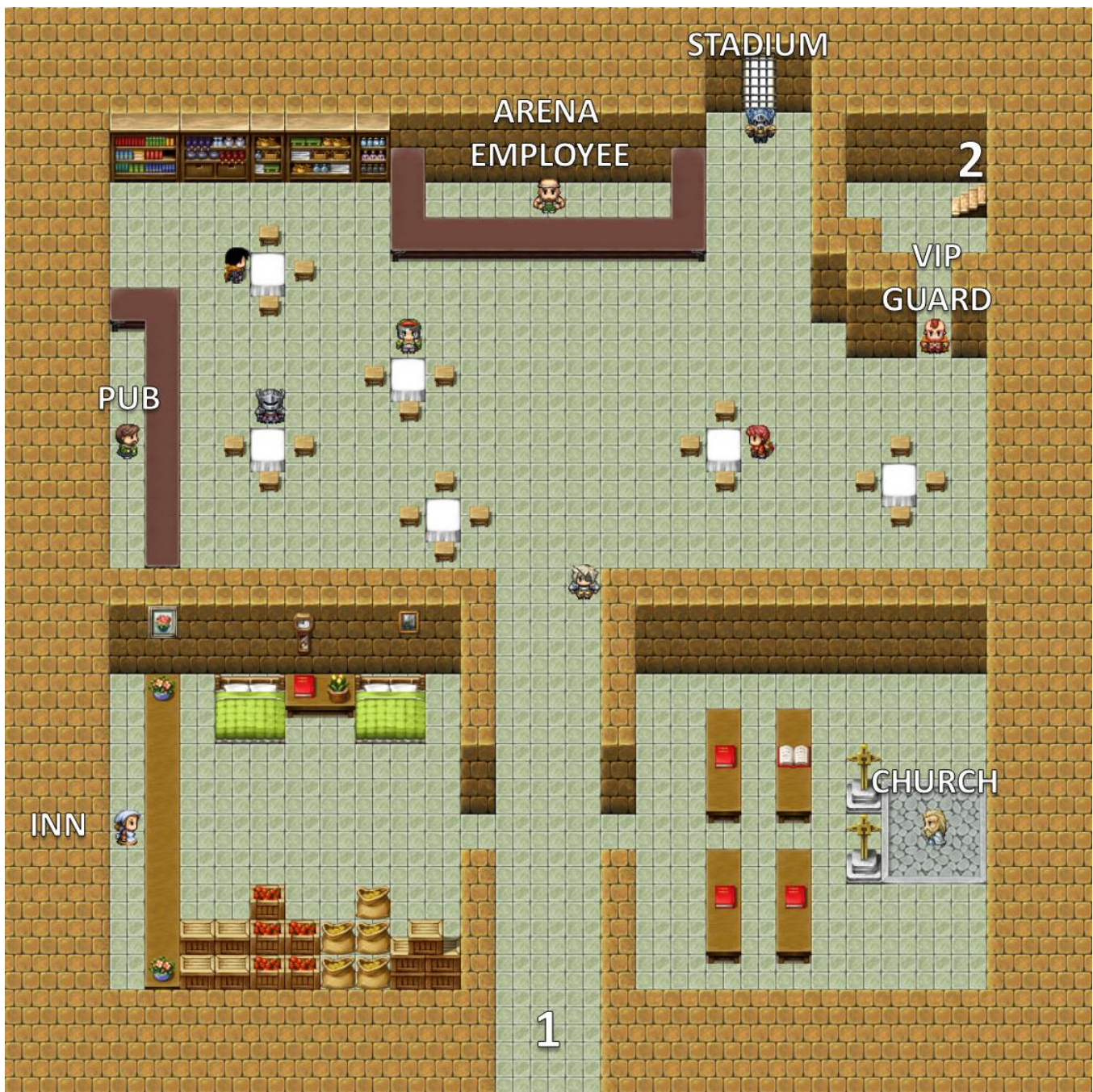


## 6.7.12 The Arena

### Floor #1

Suggested Level: 18

Treasures: None



From the entrance of the Arena, head north until you find paths to both the east and west. To the left, you'll find the Inn. Rest for the night and then head right to the Church to save your game. Head back to the central corridor and then head north. The first man you'll find, Troyjan – The Arena Promoter, can explain the basics of the Arena to you.

The Arena offers glory to gladiators willing to fight some of the most fearsome monsters from around Terra. Cecil, with help from his brother, Cid, captures these monsters and allows willing gladiators to face off against them in exchange for glory and treasure. Fights in the Arena are broken up into Tiers ranging from 1 through 5 with Tier #1 being the easiest. Few gladiators make it to Tier #5. Each Tier is further broken up into four Cups: D, C, B, and A, in order of difficulty. In each Cup, a gladiator will fight three consecutive battles with no ability to heal between battles. After each completed Cup, gladiators are rewarded with a myriad of treasures. If you manage to complete all of the Tier #4 Cups, you'll gain access to the VIP area on the second floor of the Arena. To access the VIP area, approach the VIP Guard in the northeast corner of the first floor. He'll let you pass. Head up the stairs to the second floor.



## Floor #2

**Suggested Level: 18**

**Treasures:** Recipe for Magi Robe, Recipe for Odin's Spear, Recipe for Apollo's Bow, Recipe for Ancient Helm



On the second floor of the Arena, you'll find Cecil and a couple of Tier #5 gladiators to the south. You'll also find a Ring Shop and an Equipment Shop to the north. They sell a variety of equipment depending on your prowess as a Gladiator and Hunter in the Arena and Hunter's Guild, respectively. The VIP Ring Shop is the only place besides the Pandora Ring shop (which you can only visit once) where you can buy rings.

## Ring Shop

### Completed Hunter's Guild Tier #1 & Arena Tier #4

RING	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Shield Ring	10,000G	10									
Mystic Ring	10,000G		10								
Rune Ring	10,000G			10							
Might Ring	10,000G				10						
Swift Ring	10,000G					10					
Spry Ring	10,000G						10				
Focus Ring	10,000G							10			
Fortuitous Ring	10,000G								10		

### Additional Rings - Completed Hunters Guild Tier #2 & Arena Tier #5

RING	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Bulwark Ring	30,000G	30									
Arcane Ring	30,000G		30								
Illusion Ring	30,000G			30							
Ogre Ring	30,000G				30						
Burglary Ring	30,000G					30					
Nimble Ring	30,000G						30				
Nucleus Ring	30,000G							30			
Random Ring	30,000G								20		

RING	PRICE	FIRE	THUNDER	ICE	WIND	DARK
Fire Ring	15,000G	X				
Thunder Ring	15,000G		X			
Ice Ring	15,000G			X		
Wind Ring	15,000G				X	
Dark Ring	15,000G					X

RING	PRICE	POISON	SILENCE	SLEEP	PARALYSIS	CONFUSION	BLIND
Poison Ring	25,000G	X					
Silence Ring	25,000G		X				
Sleep Ring	25,000G			X			
Paralysis Ring	25,000G				X		
Confusion Ring	25,000G					X	
Blind Ring	25,000G						X

Additional Rings - Completed Hunters Guild Tier #3 & Arena Tier #5

RING	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Sentinel Ring	50,000G	50									
Augury Ring	50,000G		50								
Occult Ring	50,000G			50							
Ascendant Ring	50,000G				50						
Mugging Ring	50,000G					50					
Energetic Ring	50,000G						50				
Omphalos Ring	50,000G							50			
Dangerous Ring	50,000G								30		

RING	PRICE	HP+	MP+	SP+
Balloon Ring	25,000G	25%		
Reservoir Ring	25,000G		25%	
Expansion Ring	50,000G	50%		
Torrent Ring	25,000G		50%	
Boost Ring	25,000G			25%
Growth Ring	50,000G			50%

RING	PRICE	POISON	SILENCE	SLEEP	PARALYSIS	CONFUSION	BLIND	STONE
Stone Ring	25,000G							X
Stasis Ring	50,000G	X					X	
Serene Ring	50,000G		X			X		
Vigilant Ring	100,000G			X	X			
Purge Ring	100,000G	X	X				X	
Clever Ring	200,000G			X	X	X		

## Equipment Shop

### Completed Hunters Guild Tier #1 & Arena Tier #4

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Crystal Sword	10,000G	44	0	0	22	NO
Crystal Dagger	8,500G	36	0	0	16	NO
Crystal Axe	9,500G	64	0	0	44	YES
Crystal Spear	9,000G	26	0	18	8	NO
Crystal Bow	8,000G	32	0	12	4	NO
Crystal Whip	8,200G	22	0	22	8	NO
Crystal Staff	10,000G	12	44	0	4	NO

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Crystal Armor	11,200G	37	11							80	
Crystal Robe	11,200G	28	20								40
Crystal Shield	8,800G	30							10		
Crystal Cloak	8,800G	24	20								
Crystal Hat	8,800G	18	26								
Crystal Helm	8,800G	26	18								
Crystal Gloves	8,800G	13		31							
Crystal Gauntlets	8,800G	15			11			18			
Crystal Shoes	8,800G	16				14	14				
Crystal Boots	8,800G	22				11	11				

### Completed Hunters Guild Tier #2 & Arena Tier #4

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Dragon Sword	15,000G	54	0	0	26	NO
Dragon Dagger	13,000G	44	0	0	19	NO
Dragon Axe	14,300G	70	0	0	51	YES
Dragon Spear	13,700G	30	0	24	9	NO
Dragon Bow	12,000G	40	0	14	5	NO
Dragon Whip	12,400G	27	0	27	9	NO
Dragon Staff	15,000G	16	54	0	5	NO

Cont. on next page...



Completed Hunters Guild Tier #2 & Arena Tier #4 (cont.)

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Dragon Armor	17,000G	45	13							100	
Dragon Robe	17,000G	34	24								50
Dragon Shield	14,000G	38							12		
Dragon Cloak	14,000G	31	25								
Dragon Hat	14,000G	24	32								
Dragon Helm	14,000G	34	22								
Dragon Gloves	14,000G	16		40							
Dragon Gauntlets	14,000G	19			15			22			
Dragon Shoes	14,000G	20				18	18				
Dragon Boots	14,000G	26				15	15				

Completed Hunters Guild Tier #3 & Arena Tier #5

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Diamond Sword	25,000G	64	0	0	30	NO
Diamond Dagger	21,000G	52	0	0	22	NO
Diamond Axe	22,500G	90	0	0	58	YES
Diamond Spear	21,500G	36	0	28	10	NO
Diamond Bow	20,000G	48	0	16	5	NO
Diamond Whip	20,500G	32	0	32	10	NO
Diamond Staff	25,000G	19	64	0	5	NO

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Diamond Armor	24,000G	53	15							120	
Summoner's Robe	24,000G	40	28								60
Diamond Shield	20,000G	45							14		
Summoner's Cloak	20,000G	36	30								
Summoner's Hat	20,000G	29	37								
Diamond Helm	20,000G	39	27								
Summoner's Gloves	20,000G	20		46							
Diamond Gauntlets	20,000G	22			18			26			
Summoner's Shoes	20,000G	22				22	22				
Diamond Boots	20,000G	30				18	18				

*The specific enemies and treasure rewards for each Tier and Cup are given in the tables below:*

**Tier #1 - Cup D**

Battle Number	Enemies
1	Succubus, Faceless Orc, 2x Mummies
2	Desert Phoenix, Succubus, Faceless Orc
3	2x Desert Phoenix, Nymph

**Reward:** Link Whip, Steel Sword, Wizard's Robe, 2,500G

**Tier #1 - Cup C**

Battle Number	Enemies
1	Shaman, 2x Ghast
2	4x Widow Makers
3	2x Shaman, Ghast, 2x Widow Makers

**Reward:** Steel Axe, Steel Helm, Steel Shield, 3,000G

**Tier #1 - Cup B**

Battle Number	Enemies
1	2x Silver Wolves, Gryphon
2	Ninja, 2x Silver Wolves
3	2x Ninjas, 3x Silver Wolves

**Reward:** Mythril Staff, Mythril Boots, Mystic Hat, 3,500G

**Tier #1 - Cup A**

Battle Number	Enemies
1	2x Zombie Mages, Desert Phoenix
2	2x Skeleton Knights, Invisible Knight
3	2x Zombie Mages, 2x Invisible Knights

**Reward:** Mythril Knife, Mythril Armor, Mystic Gloves, 4,000G

### **Tier #2 - Cup D**

Battle Number	Enemies
1	2x Fire Bats, 2x Red Slimes
2	Fire Spirit, 2x Red Slimes
3	Fire Demon, Fire Spirit, Fire Bat, Red Slime

**Reward:** Fire Knife, Fire Shield, Fire Gloves, 4,500G

### **Tier #2 - Cup C**

Battle Number	Enemies
1	Evil Reflection, 2x Specters
2	Mummy Prince, 2x Undead Warriors
3	2x Dark Wizards, 2x Mummy Princes, Evil Reflection

**Reward:** Fire Crossbow, Fire Boots, Fire Helm, 5,000G

### **Tier #2 - Cup B**

Battle Number	Enemies
1	Snow Golem, Polar Bear
2	Snow Golem, 2x Frozen Slimes
3	Snow Golem, Polar Bear, Ice Sprite

**Reward:** Great Spear, Elven Hat, Elven Gloves, 5,500G

### **Tier #2 - Cup A**

Battle Number	Enemies
1	Brute, 2x Dark Pixies, Wooden Prisoner
2	4x Wooden Prisoners
3	Giant Cobra, Brute, 2x Wooden Prisoners, Dark Pixie

**Reward:** Titanium Helm, Titanium Shield, Rapidfire Crossbow, 6,000G

### **Tier #3 - Cup D**

Battle Number	Enemies
1	Garuda, 2x Nightmares
2	2x Assassins, Garuda
3	2x Garudas, Pixie, Headless Knight, Assassin

**Reward:** Elven Robe, Assassin's Knife, Titanium Gauntlets, 6,500G

### **Tier #3 - Cup C**

Battle Number	Enemies
1	Behemoth, Chimera, Desert Lizard
2	Wyvern, Gremlin, Chimera
3	Behemoth, Wyvern

**Reward:** Claymore, Wizard's Staff, Titanium Armor, 7,000G

### **Tier #3 - Cup B**

Battle Number	Enemies
1	Ogre, 2x Gila Monsters
2	Man Eater, Spore, Magic Mushroom
3	Ogre, 2x Man Eaters

**Reward:** Ice Bow, Ice Hat, Ice Gloves, 7,500G

### **Tier #3 - Cup A**

Battle Number	Enemies
1	Ice Tiger, 2x Ice Imps
2	Mindflayer, Ice Tiger
3	2x Mindflayers, 2x Dark Mummies

**Reward:** Ice Armor, Ice Staff, Ice Brand, 8,000G



#### **Tier #4 - Cup D**

Battle Number	Enemies
1	Centipede, 2x Swamp Blooms
2	2x Alligators
3	2x Dark Nymphs, Alligator, 2x Swamp Trolls

**Reward:** Dragon Gauntlets, Dragon Axe, Dragon Helm, 9,000G, Recipe for Spark Bow

#### **Tier #4 - Cup C**

Battle Number	Enemies
1	Desert Flower, 2x Desert Spiders
2	Orc, 2x Desert Spiders
3	2x Desert Flowers, Shrunk Trolls, Deadly Scorpion

**Reward:** Dragon Shield, Dragon Shoes, Dragon Dagger, 10,000G, Recipe for Mutilating Sword

#### **Tier #4 - Cup B**

Battle Number	Enemies
1	Insane Summoner, Werewolf, 2x Jungle Raptor
2	3x Evil Vines
3	Bog Monster

**Reward:** Dragon Spear, Dragon Robe, Dragon Boots, 11,000G, Recipe for Red Armor

#### **Tier #4 - Cup A**

Battle Number	Enemies
1	Hydra, 2x Great Trolls
2	Savage Demon, 2x Ninetails
3	Evil Eye, Great Troll, Savage Demon, Ninetails

**Reward:** Dragon Armor, Dragon Sword, Dragon Staff, 12,000G, Recipe for Armored Hat

### **Tier #5 - Cup D**

Battle Number	Enemies
1	Warlock, Anubis
2	Trickster, Necromancer, Incubus
3	Anubis, Incubus, Devil

**Reward:** Diamond Whip, Diamond Spear, Summoner's Hat, 15,000G, Recipe for Black Hat

### **Tier #5 - Cup C**

Battle Number	Enemies
1	Vampire, 2x Liquid Evils
2	5x Black Knights
3	Vampire, Liquid Evil, 2x Revenants

**Reward:** Diamond Gauntlets, Diamond Shield, Diamond Bow, 17,500G, Recipe for Confounding Bow

### **Tier #5 - Cup B**

Battle Number	Enemies
1	Mini-Kraken, Sahagin Prince, Gargantuan
2	Narwhale, 2x Poisonous Sharks
3	2x Poisonous Sharks, 2x Gargantuan Crabs

**Reward:** Diamond Dagger, Diamond Helm, Diamond Boots, 20,000G, Recipe for Hermes' Lance

### **Tier #5 - Cup A**

Battle Number	Enemies
1	Maluspiro, Monstrosity
2	Jabberwocky, 2x Goliath
3	Maluspiro, Monstrosity, Jabberwocky

**Reward:** Summoner's Robe, Diamond Armor, Diamond Sword, 25,000G, Recipe for Onyx Armor

After you successfully complete the 5<sup>th</sup> Tier of the Arena, talk to Cecil and he will give you his father's four Adamantium Recipes: **Recipe for Magi Robe, Recipe for Odin's Spear, Recipe for Apollo's Bow, and Recipe for Ancient Helm.**

## 6.8 THE ULTIMA CRYSTAL

### 6.8.1 The Far Eastern Continent

**Suggested Level: 18**

**Enemies: None (Submersible Assumed)**



After much nautical exploration, it is time to return to the quest at hand. The four Ultima Crystal Shards must be recovered to combat the Pandoran Empire. Recall that the locations of the four Crystal Shards are the Dread Woods, Crescent Canyon, the Babel Citadel, and the Ice Cave. Although these dungeons can be done in any order, it is suggested that the Dread Woods be done first. The Ice Cave is the most difficult of the four dungeons to tackle first because enemies known as Mindflayers always use attacks that can inflict instant death. Therefore, without Protect Rings (which you can acquire in the other three dungeons), your characters will drop like old flies. The bosses of the Babel Citadel and Crescent Canyon are a bit more difficult than the Dread Woods and therefore, the Dread Woods will be done first.

From the Arena, head south to the port and board your ship. Convert to Submersible mode and sail northwest from the port until you reach the western coastline of the Southern Continent. Follow the coastline until you reach the northern tip and then sail due north. Continue north until you reach the southern coastline of the Central Continent. From here, sail due east for a very long time. Eventually, you'll reach the western coastline of the Far Eastern Continent. Sail north along the coastline until you reach the northern tip of the Far Eastern Continent and the port. Convert back to ship mode and dock at the port. Just south of the port, you'll find quaint Talos Village.

## 6.8.2 Talos Village

**Suggested Level: 18**

**Treasures (hidden): Map Shred #1**



Treasure Chest Legend	
A	1,000G

Talos Village is the only town on the Far Eastern Continent. It is remote and often forgotten by the grander cities of Terra; however, the people are happy with their simple life. Despite Talos Village being small, you'll still find everything you need there.

When you enter, you'll find the Skill Shop to your northeast and the Item Shop to your northwest. Buy some SP Orbs from the Skill Shop if you're close to learning any new skills. You should also stock up on supplies from the Item Shop in anticipation of your upcoming journey south to the Dread Woods in search of the 1<sup>st</sup> Ultima Crystal Shard. From the Item Shop, head north to the Inn and rest. Talk to the Traveling Priest inside the Inn to save. Next, head north to the Equipment Shop where you can purchase some more Titanium Equipment (just as in Aunlak and Gaia). Try to fully outfit yourself with Titanium Equipment before setting out for the Dread Woods. After visiting the Equipment shop, head east over to the Sythesis Shop and gather the treasure (**1,000G – A**). Also, any high level synthesizable equipment you can create will help you greatly in the Dread Woods. Finally, head to the Pub and catch up on the local gossip.

Once you've talked to everyone at the Pub, head south and you'll find a Well. Investigate the well and you'll find that there's a spiral staircase leading to the bottom. At the bottom of the Well, you'll find



one of the few secret rooms in Last Dream that doesn't require a passcode to enter. The secret room is a vast library built underneath Talos Village. As with other secret rooms, it is meant only as an Easter Egg for explorers and is completely optional. Once you've explored the vast library to your heart's content, you should return to the surface. From the Well, head southeast to the private household of the Frightened Miner. If you investigate the bookcase in the northwest corner of her house, you'll find **Map Shred #1**.

Next, you should head to the pond at the center of town. Staring down into the pond, you'll see a strange vortex. Jump in to travel to the Underground Cave.

### Item Shop

ITEM NAME	SUMMARY	PRICE
<b>POTION</b>	Restores 30 HP for one ally	50G
<b>HIGH POTION</b>	Restores 100 HP for one ally	300G
<b>LARGE POTION</b>	Restores 250 HP for one ally	1,000G
<b>ANTIDOTE</b>	Cures poison	75G
<b>EYE DROPS</b>	Cures blindness	60G
<b>MUSCLE RELAXER</b>	Cures paralysis and stun	120G
<b>SMELLING SALTS</b>	Cures confusion	150G
<b>SOFT</b>	Cures stone	1,000G
<b>VOCALIZER SERUM</b>	Cures silence	500G
<b>SLEEPING BAG</b>	Recovers 30 HP for party	75G
<b>TENT</b>	Recovers 100 HP for party	300G
<b>SMALL COTTAGE</b>	Recovers 300 HP & 300 MP for party	2,500G
<b>MEDIUM COTTAGE</b>	Recovers 1,000 HP & 500 MP for party	5,000G
<b>FIRE BOMB</b>	~50 HP damage with fire element to all enemies	250G
<b>THUNDER BOMB</b>	~50 HP damage with thunder element to all enemies	250G
<b>HOLY BOMB</b>	~50 HP damage with holy element to all enemies	250G
<b>DARK BOMB</b>	~50 HP damage with dark element to all enemies	250G
<b>WIND BOMB</b>	~50 HP damage with wind element to all enemies	250G
<b>ICE BOMB</b>	~50 HP damage with ice element to all enemies	250G
<b>BLAZE BOMB</b>	~150 HP damage with fire element to all enemies	1,000G
<b>THUNDERSTORM BOMB</b>	~150 HP damage with thunder element to all enemies	1,000G
<b>HOLY LIGHT BOMB</b>	~150 HP damage with holy element to all enemies	1,000G
<b>DARK STORM BOMB</b>	~150 HP damage with dark element to all enemies	1,000G
<b>HURRICANE BOMB</b>	~150 HP damage with wind element to all enemies	1,000G
<b>SNOWSTORM BOMB</b>	~150 HP damage with ice element to all enemies	1,000G
<b>WARP STONE</b>	Allows warping out of some dungeons	5,000G

## Pub

ITEM NAME	SUMMARY	PRICE
<b>BLITZ TONIC</b>	Boosts ATK +10 & ATK +10% during battle	250G
<b>WALL TONIC</b>	Boosts DEF +10 & DEF +10% during battle	250G
<b>MIND TONIC</b>	Boosts INT +10 & INT +10% during battle	250G
<b>WARD TONIC</b>	Boosts MGD +10 & MGD +10% during battle	250G
<b>JOLT TONIC</b>	Boosts AGI +10 & AGI +10% during battle	250G
<b>SHOCK TONIC</b>	Boosts PRE +10 & PRE +10% during battle	250G
<b>BUBBLE TONIC</b>	Boosts Max HP +50% during battle	250G
<b>SURGE TONIC</b>	Boosts Max MP +50% during battle	250G
<b>VIGOR TONIC</b>	Boosts CRT +10 & CRT +10% during battle	250G
<b>EAGLE EYE TONIC</b>	Boosts ACC +10 & ACC +10% during battle	250G
<b>HYPER BLITZ TONIC</b>	Boosts ATK +30 & ATK +10% during battle	2,500G
<b>HYPER WALL TONIC</b>	Boosts DEF +30 & DEF +10% during battle	2,500G
<b>HYPER MIND TONIC</b>	Boosts INT +30 & INT +10% during battle	2,500G
<b>HYPER WARD TONIC</b>	Boosts MGD +30 & MGD +10% during battle	2,500G
<b>HYPER JOLT TONIC</b>	Boosts AGI +30 & AGI +10% during battle	2,500G
<b>HYPER SHOCK TONIC</b>	Boosts PRE +30 & PRE +10% during battle	2,500G
<b>HYPER BUBBLE TONIC</b>	Boosts Max HP +100% during battle	2,500G
<b>HYPER SURGE TONIC</b>	Boosts Max MP +100% during battle	2,500G
<b>HYPER VIGOR TONIC</b>	Boosts CRT +30 & CRT +10% during battle	2,500G
<b>HYPER EAGLE EYE TONIC</b>	Boosts ACC +30 & ACC +10% during battle	2,500G

## Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
<b>Titanium Armor</b>	7,700G	29	8							70	
<b>Elven Robe</b>	7,700G	22	15								35
<b>Titanium Shield</b>	5,600G	21							8		
<b>Elven Cloak</b>	5,600G	18	14								
<b>Elven Hat</b>	5,600G	14	18								
<b>Titanium Helm</b>	5,600G	18	14								
<b>Elven Gloves</b>	5,600G	8		24							
<b>Titanium Gauntlets</b>	5,600G	10			8			14			
<b>Elven Shoes</b>	5,600G	12				10	10				
<b>Titanium Boots</b>	5,600G	16				8	8				

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Claymore	7,500G	34	0	0	19	NO
Assassin's Knife	6,500G	29	0	0	14	NO
Great Axe	7,000G	50	0	0	37	YES
Great Spear	6,000G	21	0	13	7	NO
Rapidfire Crossbow	5,500G	26	0	8	4	NO
Power Whip	5,700G	17	0	17	7	NO
Wizard's Staff	7,500G	10	34	0	3	NO

### Skill Shop

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 Skill Points	100G
SMALL SP ORB	Gains 200 Skill Points	500G
MEDIUM SP ORB	Gains 500 Skill Points	1,250G
LARGE SP ORB	Gains 1,000 Skill Points	2,500G

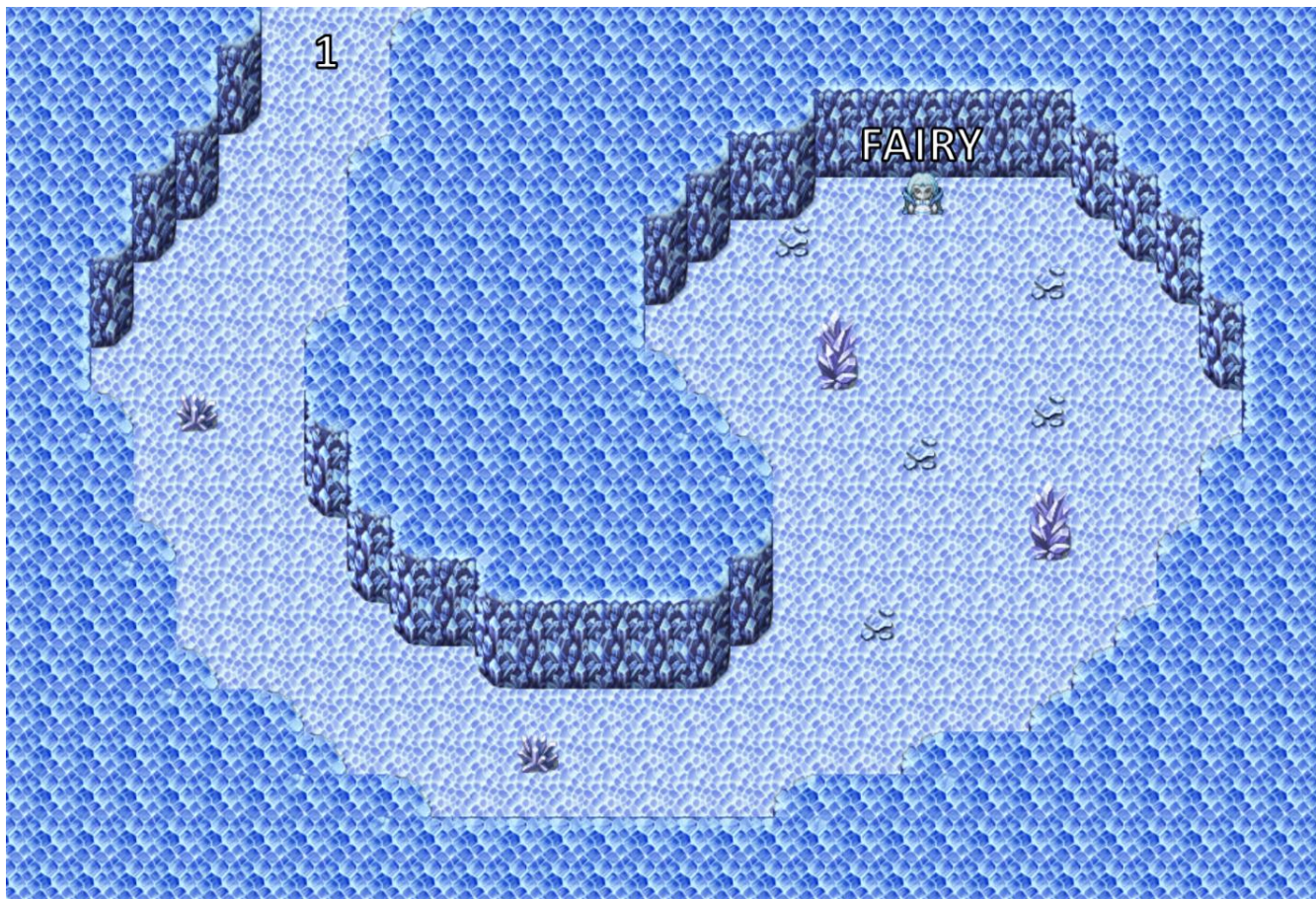
### 6.8.3 The Underground Cave

#### The Fairy's New Home

**Suggested Level: 18**

**Treasures (from NPCs): 5x Medium Magic Potions, Recipe for Medium Magic Potion**

**Enemies: None**



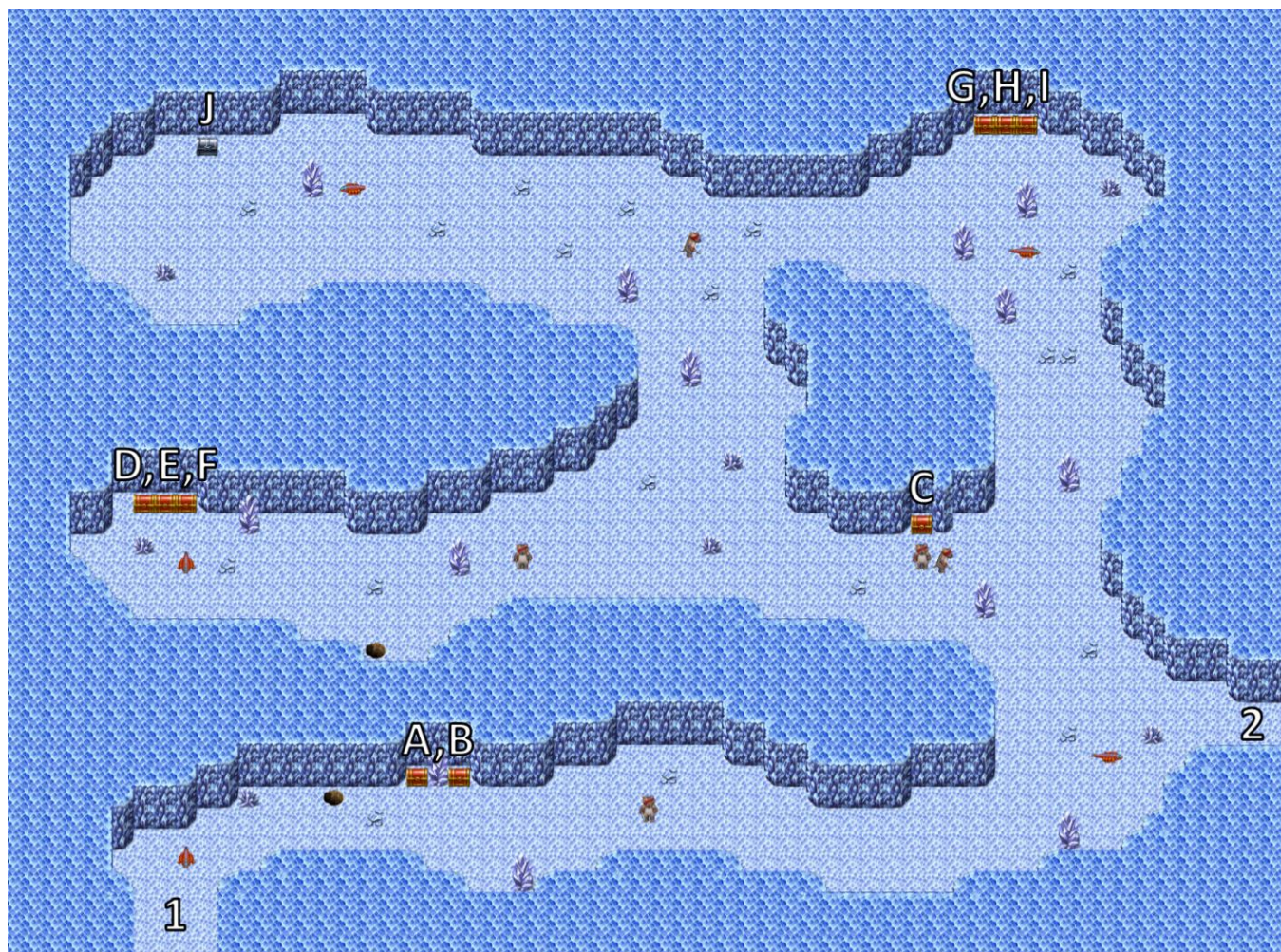
Your jump into the vortex will cast you down into an Underground Cave inhabited by a strange fairy. She explains that monsters have overrun her home and she's been forced into this small dead end. She begs you to clear the monsters. If you refuse, she'll teleport you back to Talos Village with no ill feelings. If you do clear the monsters, she'll reward you handsomely for your efforts. We'll assume that you've agreed to help her. Head away from the dead end to the entrance to the larger section of the cave (1).



## The Fairy's *Old* Home

**Suggested Level: 18**

**Enemies: Gila Monster, Forest Gremlin, Spore, Wolf Man**



Treasure Chest Legend			
A	1,000G	F	Snowstorm Bomb
B	Blaze Bomb	G	Warp Stone
C	Medium Cottage	H	Medium SP Orb
D	Recipe for Magic Ward Knife	I	Soft
E	Large Potion	J	10,000G (with Fairy Key)

The section of the Underground Cave overrun by monsters is unique because you can see the monsters. There are no random encounters in this area and if you defeat a monster, it won't reappear. There are a total of nine monster groups that you'll have to defeat to clear the area for the Fairy. One of

the monsters has stolen the Fairy's Key which unlocks the silver chest in the upper left corner of the cave.

At the entrance (1), you'll immediately encounter the first monster group. Defeat them and then head east along the corridor. You'll notice a *Tunnel* along the northern wall. If you have an Engineer, you can use that *Tunnel* to take a small shortcut to another group of treasures after you collect the treasure just to the east of the *Tunnel* (1,000G – A, Blaze Bomb – B). If you don't have an Engineer, continue east down the *Tunnel* and fight two more monster groups. You'll reach a north/east fork at the end of the corridor. Take the east fork (2). This leads to only puzzle in the Underground Cave. See **Puzzle #21 – Underground Cave** for the puzzle solution.

After completing the puzzle, return to the previous area and take the northern fork until you reach another treasure chest (**Medium Cottage – C**) and another monster group. After collecting the treasure, head west down the corridor and continue past the northern path to the western dead end. You'll encounter two monster groups. Defeat them and come to the location of the three treasures that you could have skipped to with an Engineer via the *Tunnel* (**Recipe for Magic Ward Knife – D, Large Potion – E, Snowstorm Bomb - F**).

Return east down the corridor and take the northern fork until you come to another east/west fork. Head east along the corridor to the northeast corner to collect the final three non-locked treasures (**Warp Stone – G, Medium SP Orb – H, Soft – I**). Just south of the three treasures, you'll find another monster group. Defeat it and head west down the corridor. At the west/south fork, continue west. Continue west until you find the dead end and the treasure. Along the way you'll encounter two more monster groups which you'll want to defeat. At this point, you've defeated all the monsters and you've acquired the Fairy Key to unlock the Fairy's treasure (10,000G – J). Gather the treasure then return to the Fairy in her chamber.

If you've truly defeated all nine monster groups, she'll reward you with **5x Medium Magic Potions** and a **Recipe for Medium Magic Potion**. With your mission completed, the Fairy will teleport you back to Talos Village.

**Battle Notes:** *There are four new enemy types that you'll encounter in the Underground Cave: Gila Monsters, Forest Gremlins, Spores, and Wolf Men. Gila Monsters have two physical attacks that can inflict either poison or blindness. They are weak to Thunder elemental attacks.*

*Forest Gremlins are powerful magic casters that can use Stiff Breeze and Blaze. They also have enormously high PRE so they will almost always attack first. Forest Gremlins are weak to Fire, Thunder, and Wind elemental attacks.*

*Spores are one of the first enemies that you'll encounter that can heal the enemy party. They can also use several powerful magic attacks: Gale, Stiff Breeze, and Blaze. Spores are weak to Fire elemental attacks but resistant to Ice elemental attacks.*

*Wolf Men are also incredibly quick due to their high PRE. They will almost always attack first and can use Double Attack and Grenade to inflict a great deal of damage. Wolf Men are weak to Ice elemental attacks.*

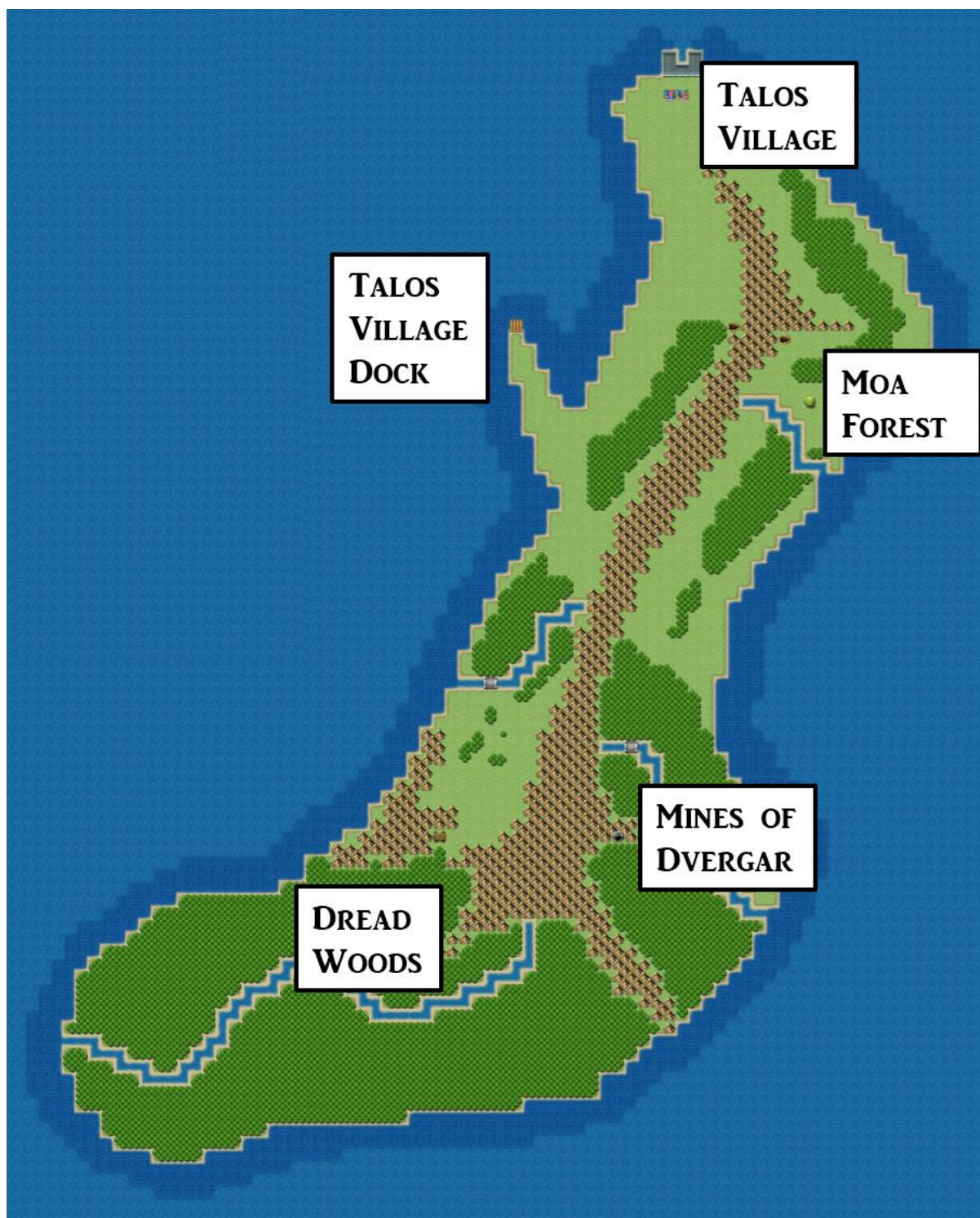
*If you have a Thief, you can steal Eye Drops, Antidotes, Large Potions, Blaze Bombs, Thunderstorm Bombs, and Medium SP Orbs. You can steal Hurricane Bombs, Large Potions, and Vicious Tornado Bombs from Forest Gremlins. You can steal Tiny, Small, and Medium Magic Potions from Spores. You can steal Tents, Dark Storm Bombs, and Small Cottages from Wolf Men.*



### 6.8.4 The Far Eastern Continent

Suggested Level: 18

Enemies: Wolf Man, Apparition, Death Shaman, Medusa, Archfiend



There aren't too many places to explore on the Far Eastern Continent, although it is home to the most difficult dungeon besides the Well of Souls – The Mines of Dvergar. You can't access these Mines unless you have a Blue Moa or an Airship. Even if you have a Blue Moa, you will likely be annihilated by the enemies that live there because Mandrew – The Expensive Guide does not appear to escort you through the Mines until you've acquired the Airship.

South by southwest of Talos Village, you'll find the Talos Village dock. You'll catch saltwater fish here. Southeast of Talos Village, on the eastern coastline, lies the Moa Forest. The Dread Woods lie far to the south and cover the southern third of the continent.

When you are fully prepared, leave Talos Village and head south while following the western edge of the mountains unless you have a Hunter and haven't yet acquired the Blue Moa. In this case, you should visit the Moa Forest to the southeast of Talos Village to tame a Giant Moa for the Far Eastern Continent. If you have an Engineer in your party, you can use a Tunnel under the mountains to take a shortcut back to the path toward the Dread Woods; otherwise, you'll have to trek back north and circle around the mountains. Continue southwest between the mountains and the coastline. You might make a short stop at the Talos Village Dock to catch some fish to increase your stock of healing supplies for the formidable Dread Woods. From the dock, head south and cross the bridge. Continue south until you find a small gap in the mountains that leads to the Dread Woods. Use a sleeping bag (or something stronger if you need to) and then enter.

**Battle Notes:** *For details on Wolf Men, see the Battle Notes for **The Underground Cave**. You'll also encounter four new enemy types on the Far Eastern Continent: Apparitions, Death Shamans, Medusas, and Archfiends. Apparitions are undead beings and are therefore weak to Fire and Holy elemental attacks but are resistant to Ice and Dark Elemental attacks. They have two physical attacks that can inflict either sleep or blindness on a single character.*

*Death Shamans are powerful support characters who can reduce your party's INT with Stupefy, decrease your party's DEF with Debilitate, increase the enemy party's DEF with Protect, and finally Silence your entire party. They are weak to Thunder elemental attacks but resistant to Ice elemental attacks.*

*Medusas do most of their damage through poison. They have a physical attack that inflict poison and a second attack, Deadly Poison, which can inflict poison on the entire party. Finally, they are one of the first characters you'll find that can turn your characters to stone. They are weak to Fire and Thunder elemental attacks but resistant to Ice elemental attacks.*

*Archfiends are the most powerful physical attackers of the new enemy types you'll encounter on the Far Eastern Continent. They can use Powerhouse to boost an enemy's ATK, Direct Hit to increase an enemy's ACC, Crackshot to boost an enemy's CRT, and Double Attack to deal double damage. Archfiends are weak to Ice elemental attacks but resistant to Fire elemental attacks.*

*If you have a Thief in your party, you can steal Eye Drops, Large Potions, Holy Light Bombs, and Huge Potions from Apparitions. You can steal Tiny Magic Potions, Vocalizer Serums, Hyper Mind Tonics, and Huge Potions from Death Shamans. You can steal Softs, Tiny SP Orbs, Large Potions, and Small SP Orbs. Finally, you can steal Hyper Vigor Tonics, Hyper Wall Tonics, Hyper Blitz Tonics, and Huge Potions from Archfiends.*

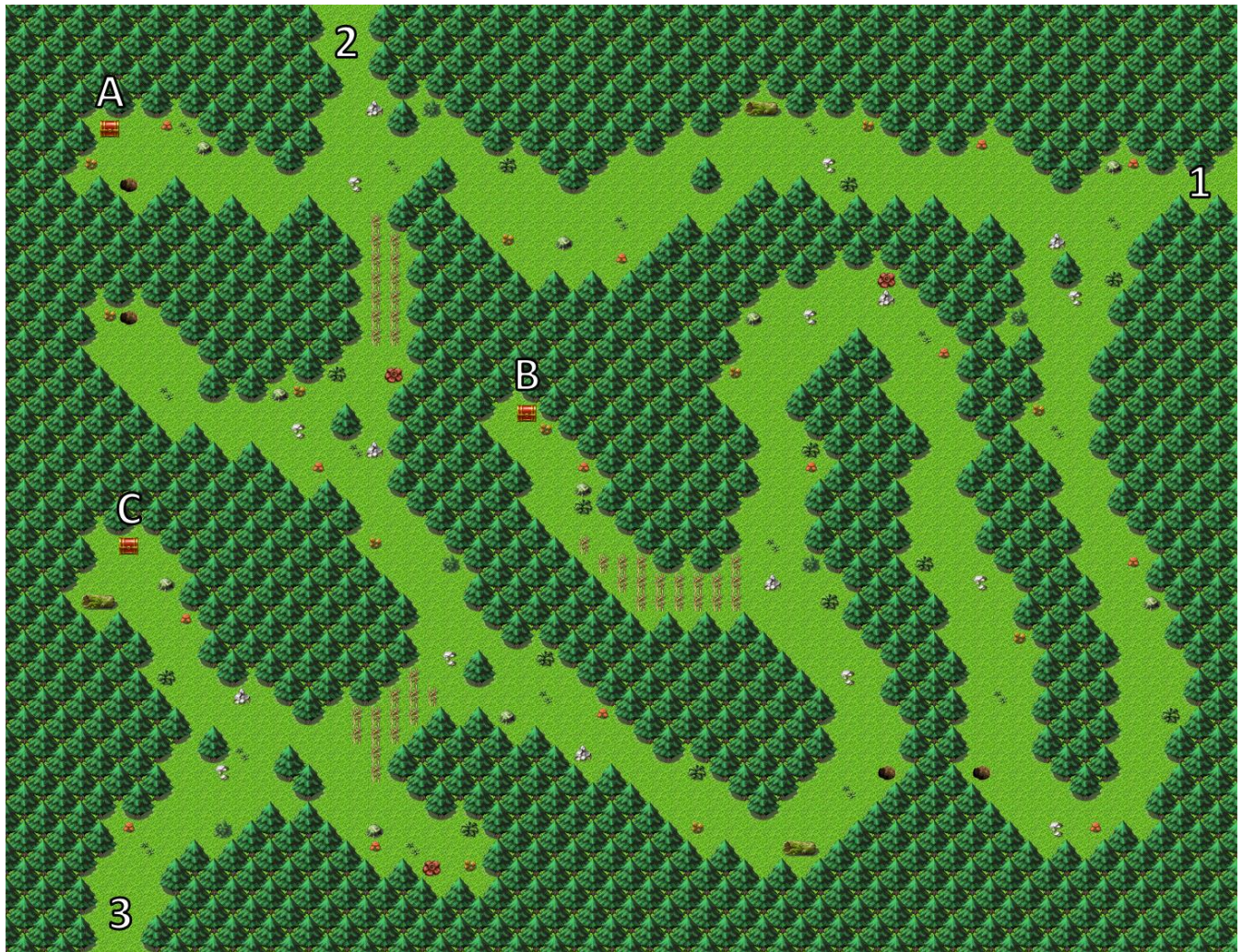


6.8.5 The Dread Woods

Section #1: The Rainy Woods

Suggested Level: 19

Enemies: Ogre, Gila Monster, Magic Mushroom, Forest Spirit, Spore, Rat, Man Eater, Forest Gremlin, Dark Gryphon, Centipede, Swamp Bloom, Wooden Prisoner, Giant Cobra, Siren, Evil Vine



Treasure Chest Legend	
A	Warp Stone
B	Elven Shoes
C	Tent

The Dread Woods seem to be covered by a year-round thunder storm. The dank environment has spawned some bizarre wildlife. Perhaps the most bizarre plant life that has arisen under these conditions are the Evil Vines. Certain areas of the Dread Woods are covered by these vines. Many times, you can pass through these sections without awakening the Evil Vines; however, at other times, they will awaken and constrict around you. Each time you step on a vine covered square, you'll have a 10% chance that the Evil Vines will constrict around you. If they do constrict around you, you'll have to destroy the Evil Vines in order to proceed. Wherever you see vines covering the forest floor, you should proceed with extreme caution and, if possible, find another path to your destination. The path described here will avoid Evil Vines whenever possible resulting in a good deal of backtracking.

After entering the Dread Woods, you'll be immediately presented with a fork in the road. Head west and follow the path until you find a path northward (2). This path leads to the first puzzle area in the Dread Woods. See **Puzzle #22 – Dread Woods A** for the puzzle solution. After completing the puzzle, return to the main area, head west, and gather the treasure at the dead end (**Warp Stone – A**). *If you have an Engineer who has learned Advanced Tunneling, you can take a huge shortcut here and avoid the Evil Vines to the southeast through the Tunnel south of the treasure chest. With an Engineer, head east until you reach a north/southeast fork. Take the southeast fork and follow it until you find a southwest/southeast fork. Continue southeast and follow the path as it curves east and then north. At this point, you can follow the non-Engineer path starting at the \*\*\*.* Otherwise, if you don't have an Engineer, head east through the first fork until you arrive back to the fork just west of the entrance. At the fork, head south and follow the path as it snakes its way west. You'll pass another *Tunnel*; however, if you have an Engineer, you likely went through the tunnel in the northwest corner of the map.

\*\*\*You'll reach a western path covered by vines. Cross the vines and fight the Evil Vines as necessary to get the treasure chest at the end of the path (**Elven Shoes – B**). Head back across the vines to the main path and follow it south and then west until you reach a northwest/southwest fork. The southwest fork is covered by vines but it must be crossed to make your way deeper into the woods. Take the southwest fork and then head northwest to the treasure chest at the dead end (**Tent – C**). Finally, head south to the entrance to the Stormy Woods (3).

**Battle Notes:** *For details on Gila Monsters, Spores, and Forest Gremlins, see the Battle Notes for **The Underground Cave**. For details on Wooden Prisoners, Sirens, and Giant Cobras, see the Battle Notes for **The Abandoned Laboratory**. There are eight new enemy types that you'll encounter in the Dread Woods. Three of these enemies are extremely rare: Dark Gryphon, Centipede, and Swamp Bloom. These enemies properly belong to the Great Southern Marsh and will be discussed in detail in that section (see the Battle Notes for **The Great Southern Marsh**). The other five enemies are Ogres, Magic Mushrooms, Rats, Man Eaters, and Forest Spirits.*

Ogres are offensive juggernauts. They can use *Powerhouse* to further boost their already high ATK. They also have no elemental weaknesses and are resistant to Fire, Thunder, and Wind elemental attacks which makes them difficult to kill for Black Mages. Magic Mushrooms are excellent support characters with moderate attack power. They can put your entire party to sleep with *Sleep Pollen*, confuse the entire party with *Uncanny Fog*, and paralyze a single character with *Paralysis Attack*. They are weak to Fire elemental attacks and resistant to Ice elemental attacks. Rats are probably the weakest of the new enemy types you'll encounter. They have a bit higher PRE than other enemies but not enough to always attack first. They can also inflict poison with their physical attack. They have an elemental weakness to Fire. Man Eaters are gigantic plants that are even stronger than Ogres. They can suck the

*life out of you and recover themselves with Vampirism. They are also weak to Fire elemental attacks and resistant to Ice elemental attacks. Finally, Forest Spirits fill a support role in the enemy party. They can increase the enemy party's DEF with Protect, decrease your party's DEF with Weaken, and increase an enemy's CRT with Crackshot. They are weak to Wind elemental attacks but resistant to Fire elemental attacks. Besides the Ogre and the Forest Spirit, all these enemies are weak to Fire elemental spells and Bombs. To finish off Ogres and Forest Spirits, use physical attacks.*

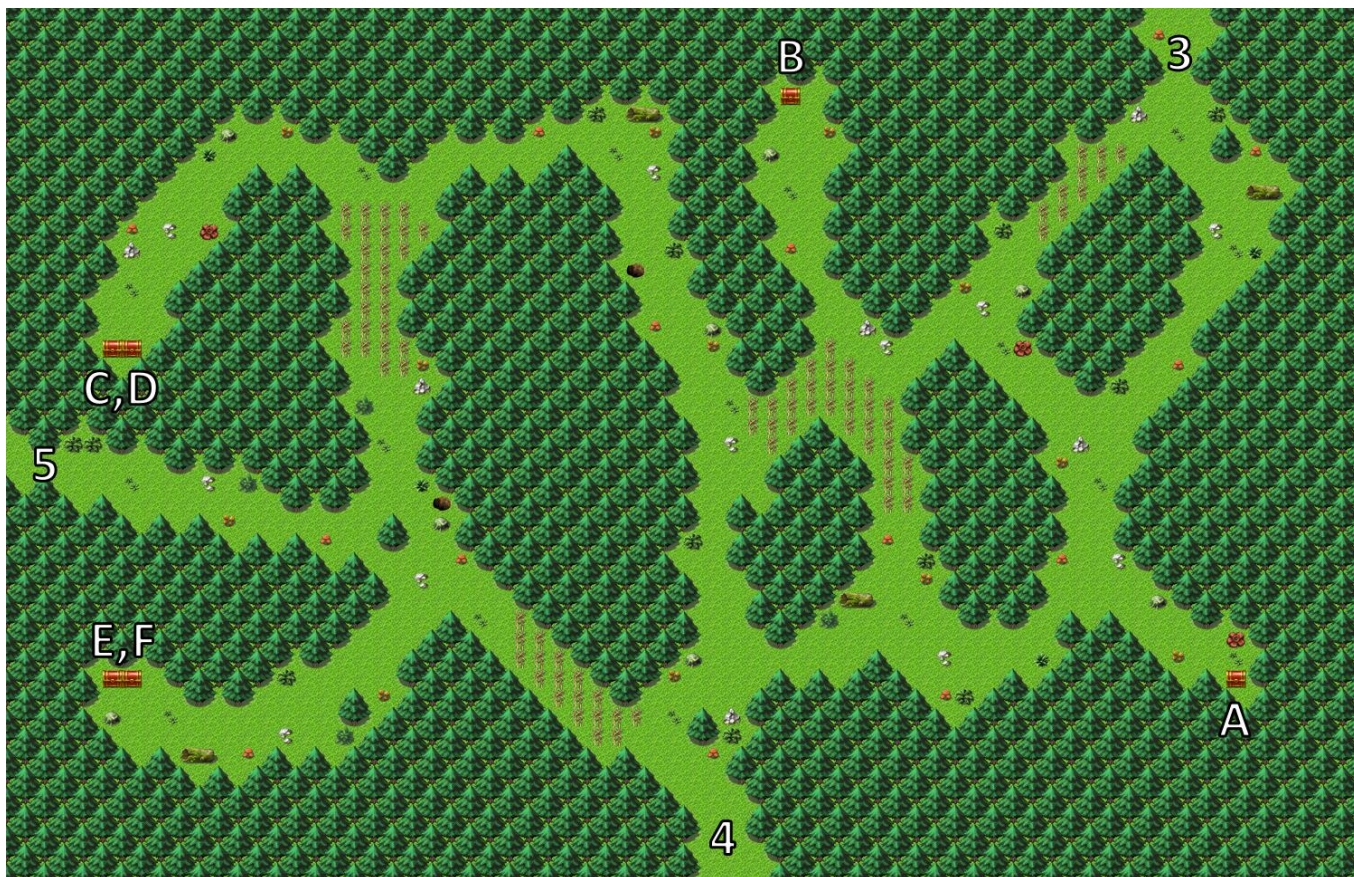
*If you have a Thief in your party, you can steal Tents, Hyper Wall Tonics, Hyper Blitz Tonics, and Small Cottages from Ogres. You can steal Muscle Relaxers, Vocalizer Serums, Hurricane Bombs, and Remedies from Magic Mushrooms. You can steal Antidotes, Large Potions, Blaze Bombs, Small SP Orbs, and Small Magic Potions from Rats. You can steal Tents, Hyper Surge Tonics, Hyper Bubble Tonics, and Small Cottages from Man Eaters. Finally, you can steal Tiny, Small, and Medium SP Orbs from Forest Spirits.*



## Section #2: The Stormy Woods

Suggested Level: 19

**Enemies:** Ogre, Gila Monster, Magic Mushroom, Forest Spirit, Spore, Rat, Man Eater, Forest Gremlin, Dark Gryphon, Centipede, Swamp Bloom, Wooden Prisoner, Giant Cobra, Siren, Evil Vine



Treasure Chest Legend			
A	Muscle Relaxer	D	Titanium Helm
B	Small SP Orb	E	1,500G
C	Large Potion	F	Holy Light Bomb

In the second section of the Dread Woods, the Stormy Woods, the Evil Vines are more prevalent but if you have an Engineer, you can completely bypass them. From the entrance, take the southeast fork and follow it south past the fork that leads northwest. Continue south until you reach a southwest/southeast fork. Head southeast for a short bit and collect the treasure (**Muscle Relaxer – A**).

Return northwest to the fork but head north. At the northwest/northeast fork, head northwest and then trek west until you reach the Evil Vines to the southwest. Avoid them and head northwest and gather the treasure at the end of the path (**Small SP Orb – B**). Walk south to the Evil Vines (but not onto



to them) and then due east through the various intersections. When you reach the eastern edge of the forest, head south back toward the first treasure you collected. Follow the southern edge of the forest west until you reach a path south (4). This path leads to the second puzzle hidden in the Dread Woods. See **Puzzle #23 – Dread Woods B** for the puzzle solution. After completing the puzzle, return to the main area and head north until you reach a north/northwest fork (covered by vines). Take the northern path and ignore all the offshoot paths to the east. Even if you have an Engineer, ignore the Tunnel you pass. You'll come back to it after collecting the treasures. The path will veer west. Follow it and avoid the Evil Vines that cover the path to the south. Continue west until you reach the two treasures at the dead end (**Large Potion – C, Titanium Helm – D**).

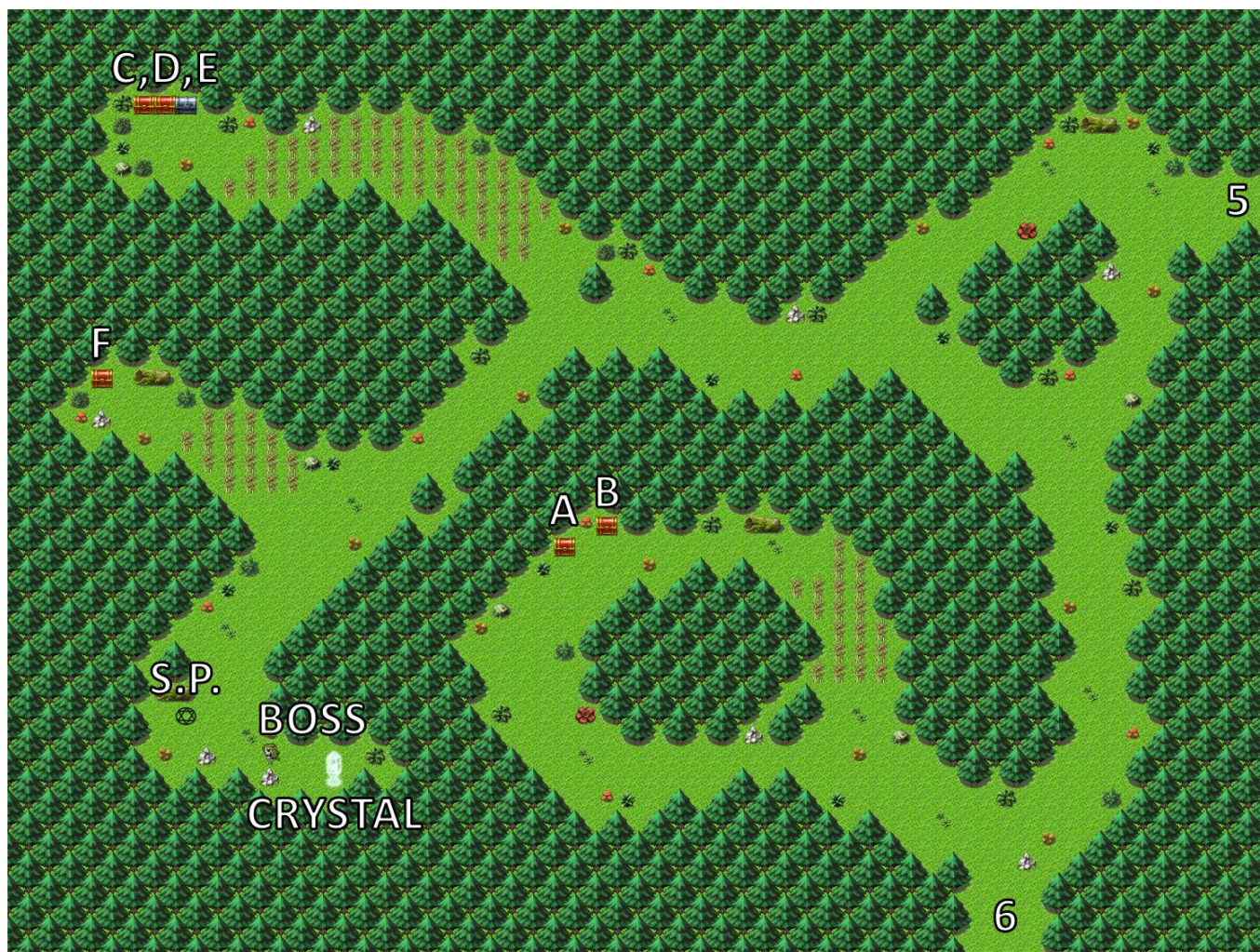
Next, head back the way you came until you reach the Evil Vines to the south. If you have an Engineer, proceed back to the *Tunnel*, avoiding the Evil Vines. Otherwise, make your way through the vines south until you come to a 4-way intersection and the other end of the *Tunnel*. Head southwest and follow the path to gather the treasure (**1,500G – E, Holy Light Bomb – F**). Go back to the previous intersection and head west to enter the third section of the Dread Woods, the Thunderous Woods (5).

**Battle Notes:** *For details on Gila Monsters, Spores, and Forest Gremlins, see the Battle Notes for **The Underground Cave**. For details on Wooden Prisoners, Sirens, and Giant Cobras, see the Battle Notes for **The Abandoned Laboratory**. For details on Dark Gryphons, Centipedes, and Swamp Blooms, see the Battle Notes for **The Great Southern Marsh**. For details on Ogres, Magic Mushrooms, Rats, Man Eaters, and Forest Spirits, see the Battle Notes for **Section #1: The Rainy Woods**.*

## Section #3: The Thunderous Woods

**Suggested Level: 19**

**Enemies:** Ogre, Gila Monster, Magic Mushroom, Forest Spirit, Spore, Rat, Man Eater, Forest Gremlin, Dark Gryphon, Centipede, Swamp Bloom, Wooden Prisoner, Giant Cobra, Siren, Evil Vine



Treasure Chest Legend			
A	Tiny Magic Potion	D	Nucleus Ring
B	Protect Ring	E	Fire Ring, Thunder Ring, Ice Ring (with Kali's Medallion)
C	Medium SP Orb	F	Great Spear

In the third and final section, you'll immediately encounter a west/south fork. Head south and keep following the eastern edge of the forest until you find a path south (6). This path leads to the third and final puzzle hidden in the Dread Woods. See **Puzzle #24 – Dread Woods C** for the puzzle solution.



After completing the puzzle, return to the main area and head west. Go west at the north/west fork and follow the path as it veers north. Collect the two treasure chests (**Tiny Magic Potion – A, Protect Ring – B**). If you choose to collect only one treasure in the Dread Woods, it should be the *Protect Ring*. There are only 4 opportunities to gather a *Protect Ring* and you'll need one for every character because most enemies in the late game have instant death attacks. Later in the game, you can acquire other equipment such as *Genji Rings* or certain synthesizable equipment that can also protect you against instant death attacks.

After collecting the two treasures, head back the way you came rather than charging forward around the loop through the Evil Vines. At the entrance to the puzzle area, head north back toward the entrance to the Thunderous Woods. When you reach the northwest/northeast fork, go northwest and continue past the northeast path that loops back around to the entrance. Keep on west until you reach a northwest/southwest fork. The northwest fork is covered by Evil Vines and the choice is yours whether to gather the treasures at the far end (**Medium SP Orb – C, Nucleus Ring – D**). Collecting the treasures is suggested because the *Nucleus Ring* is a big boost (+30 ACC) to your accessory collection if you haven't been an avid Hunter for the Hunter's Guild. You can return later when you have acquired *Kali's Medallion* and acquire the treasure from the silver chest (**Fire Ring, Thunder Ring, Ice Ring – E**). After collecting the treasures, return to the previous fork.

Next, head southwest along the path until you reach another fork. If you need a better Spear for your physical classes, head down the northwest path across the vines and gather the treasure (**Great Spear – F**). Finally, head south along the path until you reach the boss of the Dread Woods that guards the Ultima Crystal shard.

## Boss Battle: Tainted Earth Spirit



### Attacks

Normal Attack (16.6%), Silence (16.6%), Deep Freeze (16.6%), Water Bubble (16.6%), Black Hole (16.6%), Frying Pan (16.6%)

### Items to Steal

Large Potion (50%), Huge Potion (25%), Small Magic Potion (25%), Full Potion (5%), Medium SP Orb (5%), Illusion Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
6,000	1,000	100	65	100	85	65	150	3	5,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	D	C	C	F	D

The Tainted Earth Spirit is the first of the Ultima Crystal shard guardians that you'll encounter. Its strengths primarily lie in powerful magic attacks like Deep Freeze, Water Bubble, Black Hole, and Frying Pan. With high INT, the Tainted Earth Spirit's magic spells can do a great deal of damage. Besides these powerful magic attacks, it can also silence your entire party. Use Fire elemental spells or bombs to exploit this boss' weakness.

Knights should start with a buffing Blitz or Hyper Blitz Tonic. Next, use Destroy Armor and follow it up with repeated uses of Berserker or normal attack. The Monks should also buff their attack and then repeatedly beat the boss with their normal attack, which should be up to 3 or 4 hits at this point. White Mages should start with Bubble to boost everyone's HP. Next, use Null elemental spells to protect against the Tainted Earth Spirits magic. Finally, the White Mage should heal the party and resurrect anyone who dies. Black Mages should buff the physical classes with Powerhouse, debuff the boss with Weaken and Debilitate, and finally use Fire elemental spells.

The Hunter should do her usual buff/debuff with Scans and Hamstring/Slow Enemy. The Engineer should either function as a healer or damage dealer with Bombs depending on your party makeup. If you have a Deluxe Rod and have caught some Icewater fish, you should use the Fire elemental type against the boss since they will do enormous damage. Thieves should boost their AGI so that they can steal the very rare Illusion Ring that the Tainted Earth Spirit possesses. The Earth Spirit also has some items of lesser value that you can steal like a Full Potion, Medium SP Orb, or Small Magic Potion. Lastly, Gray Mages should follow either the Black Mage's or Knight's strategy depending on their build.

After defeating the Tainted Earth Spirit, approach the glowing Crystal behind the now dead Crystal guardian. Acquiring the Crystal shard will start another cutscene (if you have that option turned on). You should have acquired a Warp Stone in the first section of the Dread Woods. Use it now or use the Black Mage's or Gray Mage's Warp spell to exit the Dread Woods since the journey back to the beginning is long and treacherous.

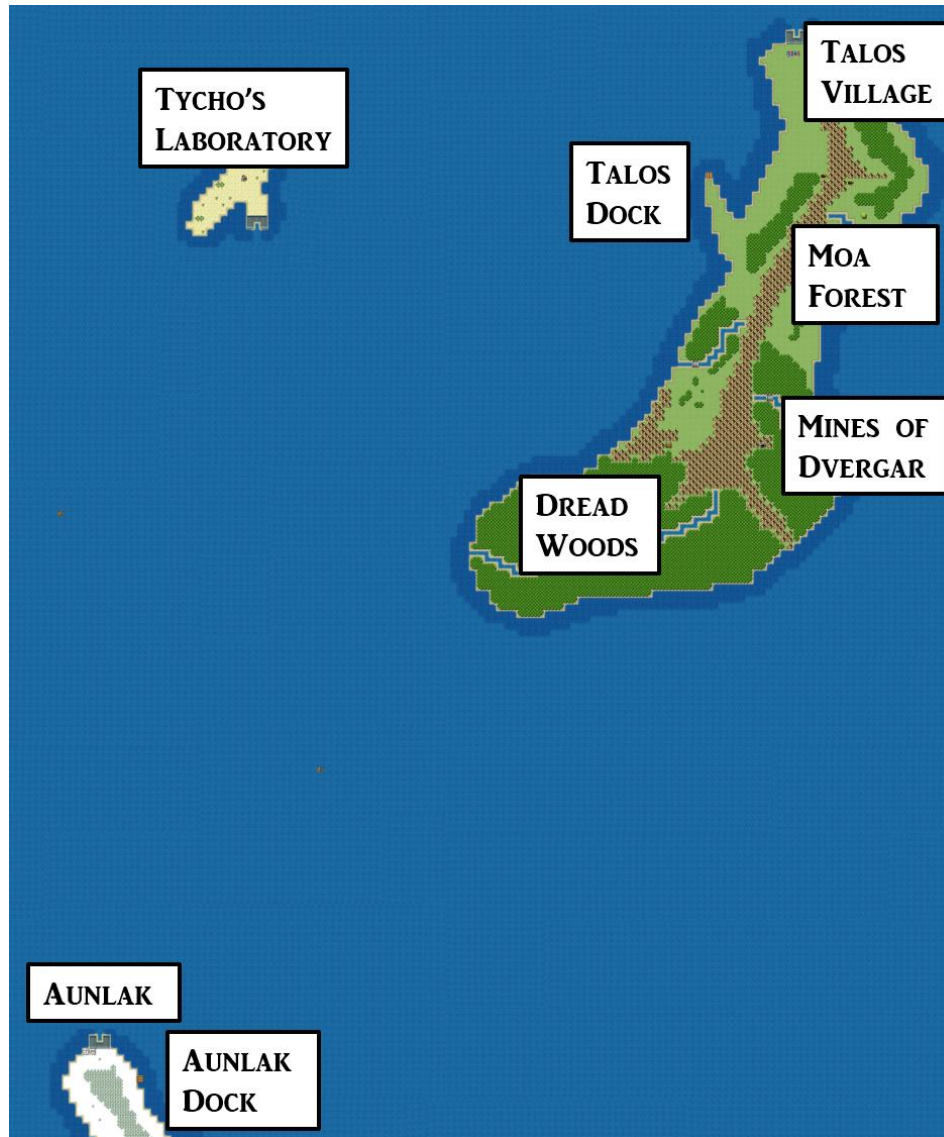
**Battle Notes:** *For details on Gila Monsters, Spores, and Forest Gremlins, see the Battle Notes for **The Underground Cave**. For details on Wooden Prisoners, Sirens, and Giant Cobras, see the Battle Notes for **The Abandoned Laboratory**. For details on Dark Gryphons, Centipedes, and Swamp Blooms, see the Battle Notes for **The Great Southern Marsh**. For details on Ogres, Magic Mushrooms, Rats, Man Eaters, and Forest Spirits, see the Battle Notes for **Section #1: The Rainy Woods**.*



### 6.8.6 The Journey to the Canyon Crystal

#### Suggested Level: 19

**Enemies:** (Eastern Portion of Southern Continent) Snow Golem, Polar Bear, Frozen Slime, Ice Sprite; (Central Portion of Southern Continent) Troll, Winter Wolf, Ice Spirit, Ice Hellion; (Western Portion of the Southern Continent) Catoblepas, Desert Ghast, Sand Gremlin, Green Slime



With the first Ultima Crystal shard in hand, you should head north to Talos Village. Restock on items, rest at the inn, and save with the Traveling Priest. Next, head to the port and board your ship. Convert to Submersible mode and then sail west and then south along the coastline of the Far Eastern Continent. When you reach the small peninsula that holds the Talos Dock at its tip, sail due west. Eventually, you'll reach the small island containing Tycho's Laboratory. Loop around the island until you

are on the western edge. Now, sail due south for a very long time. At some point, you'll have to loop around the underwater cavern that holds Atlantis. Loop around to the south and continue due south from the boulder blocking the entrance. Eventually, you'll reach the port near Aunlak on the Southern Continent. Convert back to ship mode and dock at the port. Restock on items, rest at the Inn, and save at the Church. Once you're prepared, prepare for the long journey to Crescent Canyon.

The Southern Continent has already been fully described in Sections **6.6.7** through **6.6.15**. Therefore, the discussion moves directly to the Southern Oasis which lies near the northwest tip of the Southern Continent. Before discussing the Southern Oasis, some brief instructions on navigating to the Southern Oasis. From Aunlak, head south while keeping along the western coastline. When you reach a Tunnel, use it if you have an Engineer in your party and then continue west until you see the Igloo Dock to your north; otherwise, follow the mountains southwest and then west with mountains to both the north and south. Go through the gap in the mountains and head northwest between the mountains and the lake to the west. Continue north past a small lake until you reach the northern coastline and you'll be where the Tunnel instructions end.

From the northern coastline just south of the Igloo Dock, continue west while staying along the coastline. When the mountains block your way, follow their southern edge west. Eventually, you'll find a gap in the mountains that leads into the desert. Head due north into the desert and you'll find the Southern Oasis.

**Battle Notes:** *For details on Snow Golems, Polar Bears, Frozen Slimes, and Ice Sprites, see the Battle Notes for **The Frozen Tundra – Part 1**. For details on Trolls, Winter Wolves, Ice Spirits, and Ice Hellions, see the Battle Notes for **Section #1: The Outer Cave**. In the Western Portion of the Southern Continent, you'll encounter four new enemy types: Catoblepas, Desert Ghosts, Sand Gremlins, and Green Slimes.*

*Catoblepas are mysterious creatures that have extraordinary magical powers. They are the second enemy type that you've encountered which can heal the enemy party. Specifically, they can use Heal 2. They can also use Shock, Stiff Breeze, Blaze, and Bonfire to damage your party. They have an elemental weakness to Ice but are resistant to Fire elemental attacks.*

*Desert Ghosts are powerful undead enemies that can cause paralysis with their physical attack. Because they are undead, they have elemental weaknesses to Holy and Fire but are resistant to Ice and Dark elemental attacks.*

*Sand Gremlins are extraordinarily quick enemies (with very high PRE) that are related to the Forest Gremlin. They act as support characters for the enemy party by using Stupefy to reduce your party's INT, Silence Song to silence your party, and Uncanny Fog to confuse your party. They have a weakness to Thunder and Wind elemental attacks.*

*Green Slimes are the fourth variety of slime that you've encountered. Like their kin, they can only use a normal physical attack and they have very high PRE (similar to the Frozen Slime) so they will almost always attack first. Green slimes have an elemental weakness to Ice but are resistant to Fire elemental attacks. Unfortunately, the enemies in this region have different elemental weaknesses and those that are weak to Fire and generally resistant to Ice and vice versa.*

*If you have a Thief in your party, you can steal Tiny Magic Potions, Tiny SP Orbs, Small SP Orbs, and Small Magic Potions from Catoblepas. You can steal Large Potions, Small SP Orbs, and Holy Fire Bombs from Desert Ghosts. You can steal Large Potions, Vocalizer Serums, Remedies, and Small Magic Potions from Desert Gremlins. You can steal Large Potions, Tents, and Small Cottages from Green Slimes.*

## 6.8.7 The Southern Oasis

### Suggested Level: 19

#### Treasures (from Chests): 500G

After a long trek across the Southern Continent from Aunlak, you'll arrive at the Southern Oasis which contains a small outpost shop. When you enter the shop, gather the treasure along the left wall (500G). After restocking on supplies, either take the Tunnel shortcut under the mountains or head around the mountains to the northwest because there is nothing else to see in the Southern Oasis.

#### Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
LARGE POTION	Restores 250 HP for one ally	1,000G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SOFT	Cures stone	1,000G
VOCALIZER SERUM	Cures silence	500G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2, 500G
MEDIUM COTTAGE	Recovers 1,000 HP & 500 MP for party	5000G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G
BLAZE BOMB	~150 HP damage with fire element to all enemies	1,000G
THUNDERSTORM BOMB	~150 HP damage with thunder element to all enemies	1,000G
HOLY LIGHT BOMB	~150 HP damage with holy element to all enemies	1,000G
DARK STORM BOMB	~150 HP damage with dark element to all enemies	1,000G
HURRICANE BOMB	~150 HP damage with wind element to all enemies	1,000G
SNOWSTORM BOMB	~150 HP damage with ice element to all enemies	1,000G
WARP STONE	Allows warping out of some dungeons	5,000G



## 6.8.8 Crescent Canyon

### The Cliff Face

#### Suggested Level: 20

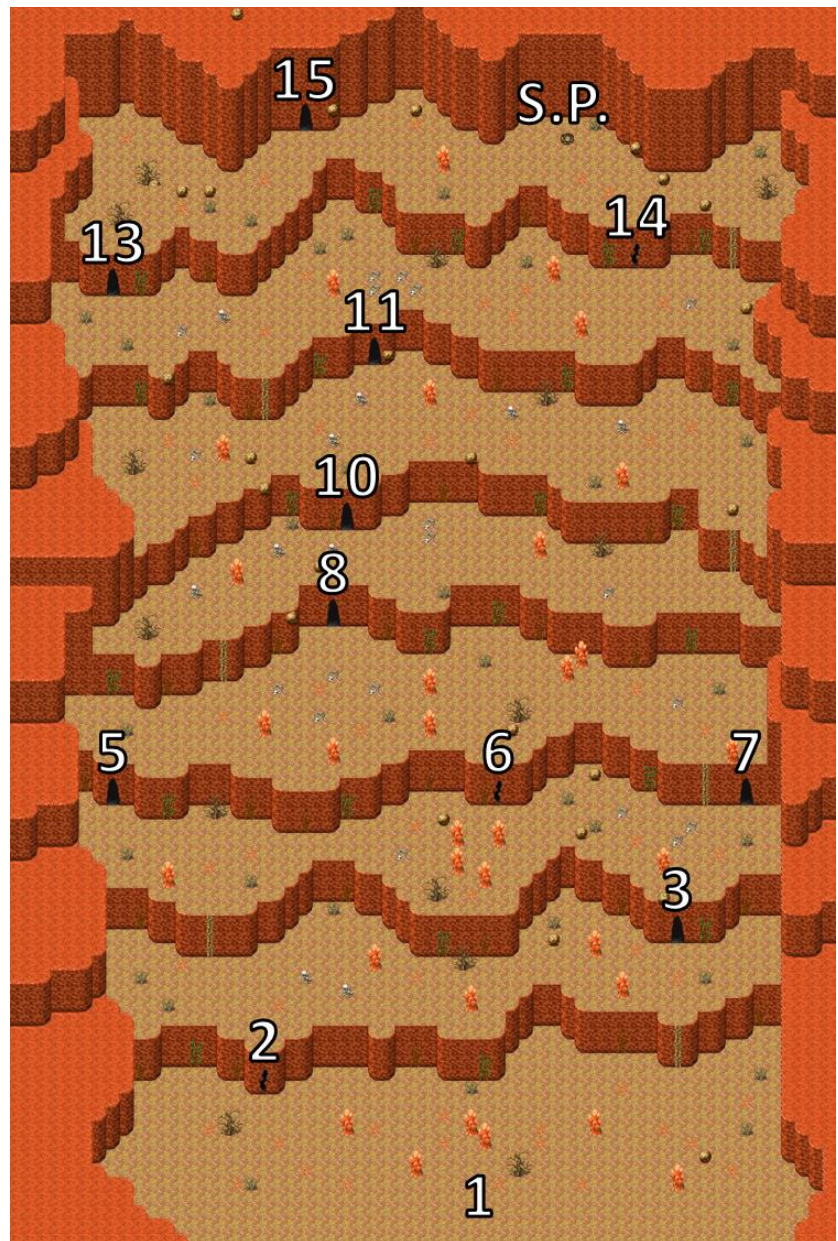
**Enemies:** Behemoth, Desert Lizard, Desert, Cockatrice, Mountain Raptor, Chimera, Gremlin, Wyvern, Hornet, Sand Gremlin, Desert Ghost, Insane Summoner, Werewolf, Dark Nymph, Dark Gryphon, Centipede, Swamp Troll

**Treasures:** None

When you arrive at Crescent Canyon, which lies northwest of the Southern Oasis, you'll find a vast cliff face lying in front of you. The Ultima Crystal shard lies at the very top of the cliff face so you'll have to climb to reach it. Another peculiarity you'll quickly notice about Crescent Canyon is the persistent seismic activity that causes constant rockslides. As you climb the cliff face, you can either take refuge in caves or simply dodge the boulders to avoid being knocked back down the cliff face.

You'll start at the bottom of the cliff face (1). Head northwest until you find a Mining Crevice (2). Use a Mining Bomb to open the excavated chamber. Enter and gather the treasure (**Large Cottage – 2**). Return to the lowest level of the cliff face and then head east until you find a vine. Climb the vine to the next level of the cliff face and enter the cave just to your north (3).

**Battle Notes:** *There are 13 new enemy types that you'll encounter in Crescent Canyon. Four of these enemies (Dark Nymph, Dark Gryphon, Centipede, and Swamp Troll) are properly located in the Great Southern Marsh and will be*





discussed in detail later (see the Battle Notes for **The Great Southern Marsh**). For details on Sand Gremlins and Desert Ghosts, see the Battle Notes for **The Journey to the Canyon Crystal**. The nine new enemy types that will be discussed here are Behemoths, Desert Lizards, Mountain Raptors, Chimeras, Gremlins, Wyverns, Hornets, Insane Summoners, and Werewolves.

Behemoths are slow yet powerful physical attackers. They can boost the critical chance of their physical attack with Crackshot. They have no elemental weaknesses but are resistant to Fire, Thunder, and Wind elemental attacks. Therefore, they are more easily killed by physical attacks.

Desert Lizards are akin to the Small Lizards in the Desert Mountains of the Central Continent; however, they are not very quick. They can damage you with their normal physical attack and a magic spell called Shock. They have an elemental weakness to Ice.

Mountain Raptors are standard enemies with moderate ATK, DEF, and PRE. They only have a physical attack and no elemental weaknesses.

Chimeras are powerful support characters for the enemy party. They also have higher than normal PRE (but not exceptionally high). Chimeras can paralyze your entire party, reduce your party's INT with Stupefy, decrease your party's DEF with Weaken, and reduce your chance to hit the enemies with Vanish. They have elemental weaknesses to Thunder and Wind.

Gremlins, like Sand Gremlins, are extraordinarily quick due to their high PRE. They will almost always attack first and use their powerful magic spells (Blaze, Stiff Breeze, and Deep Freeze) to damage your party. Like Chimeras, they have elemental weaknesses to Thunder and Wind.

Wyverns are similar to Behemoths except they have a powerful physical attack called Stomp. They are weak to Ice elemental attacks but resistant to Fire, Thunder, and Wind elemental attacks.

Hornets are a bit quicker than your average enemy but have moderate ATK and DEF. They can poison or paralyze with their normal attack. They have weaknesses to Fire, Thunder, and Wind elemental attacks.

Insane Summoners are extremely powerful casters that have a wide variety of attacks. They can boost their own INT with Genius and suck the life from you with Vampirism. They also have Blaze, Bonfire, Stiff Breeze, and Shock. Their ATK and DEF are somewhat lower than the other enemies you'll encounter in Crescent Canyon. They have no elemental weaknesses or resistances.

Werewolves are powerful attackers that can poison with their physical attack. They have elemental weaknesses to Ice and Thunder attacks but are resistant against Fire elemental attacks.

The elemental weaknesses of the enemies here are mixed and therefore it is difficult to find an attack that exploits all the enemies' weaknesses. It's easier to defeat these enemies by using potent physical attacks.

If you have a Thief in your party, you can steal Large Potions, Hyper Wall Tonics, Hyper Blitz Tonics, and Medium SP Orbs from Behemoths. You can steal Thunderstorm Bombs, Dark Storm Bombs, Small Magic Potions, and Medium Magic Potions from Desert Lizards. You can steal Large Potions, Dark Storm Bombs, Hurricane Bombs, and Huge Potions from Mountain Raptors. You can steal Muscle Relaxers, Hyper Shock Tonics, Hyper Jolt Tonics, and Remedies from Chimeras. You can steal Tiny, Small, and Medium Magic Potions from Gremlins. You can steal Large Potions, Hyper Bubble Tonics, Hyper Surge Tonics, Hyper Wall Tonics, Hyper Blitz Tonics, and Huge Potions from Wyverns. You can steal Antidotes, Muscle Relaxers, Large Potions, Tents, and Small SP Orbs from Hornets. You can steal Hyper Mind Tonics, Hyper Ward Tonics, Hyper Bubble Tonics, and Hyper Surge Tonics, and Medium Magic Potions from Insane Summoners. Finally, you can steal Antidotes, Large Potions, Dark Storm Bombs, Hurricane Bombs, and Huge Potions from Werewolves.

## Cave #1

### Suggested Level: 20

**Enemies:** Behemoth, Desert Lizard, Desert Cockatrice, Mountain Raptor, Chimera, Gremlin, Wyvern, Hornet

Treasure Chest Legend	
A	Elven Gloves

Inside the cave, head north. Take either the northwest or northeast paths because they both lead to the same place. At the northern edge of the cave, you'll find a treasure (**Elven Gloves – A**). Just to the right, you'll find another Mining Crevice (4). Ignore it because the excavated chamber is empty unless you're attempting to acquire the Excavator Achievements. Head back south and return to the cliff face (3).

On the second level of the cliff face, head west until you find another vine. Climb up the vine to the third level and walk northwest to another cave (5). This cave leads to first puzzle in

Crescent Canyon. See **Puzzle #25 – Crescent Canyon A** for the puzzle solution. After completing the puzzle, head east along the third level until you find another Mining Crevice (6). Use a Mining Bomb to open the excavated chamber. Gather the treasure inside (**Full Potion – 6**) and then return to the cliff face. Finally, continue east past the vine to a cave entrance near the eastern edge of the cliff face (7).

**Battle Notes:** For details on Behemoths, Desert Lizards, Mountain Raptors, Chimeras, Gremlins, Wyverns, and Hornets, see the Battle Notes for **The Cliff Face**.



## Cave #2

### Suggested Level: 20

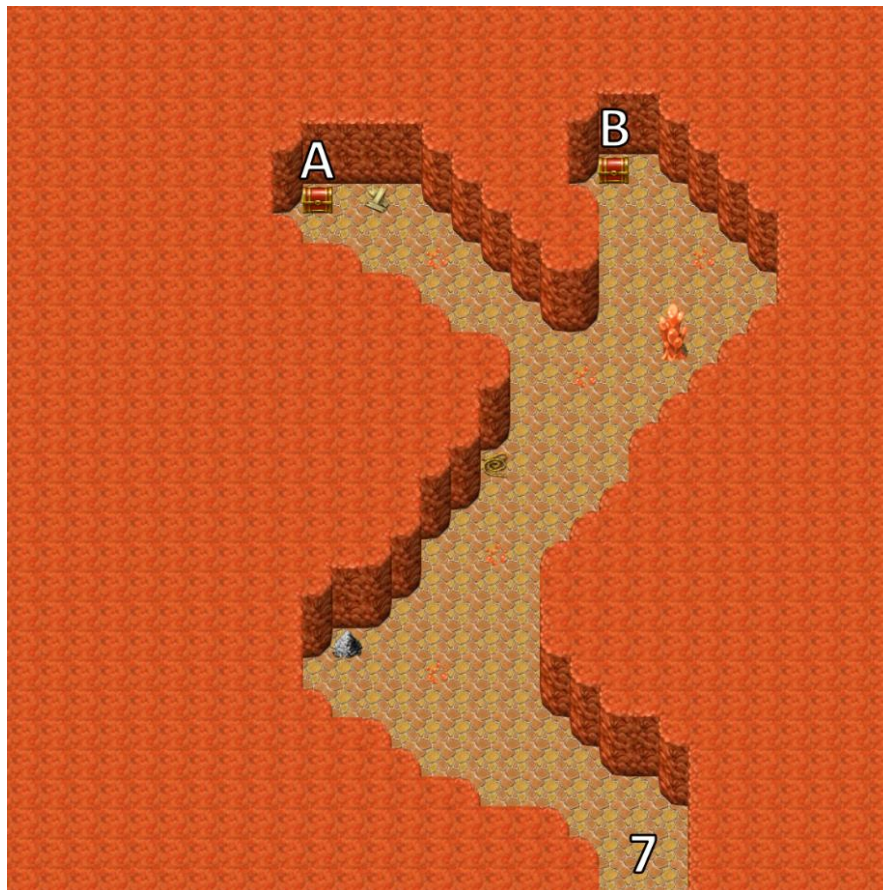
**Enemies:** Behemoth, Desert Lizard, Desert Cockatrice, Mountain Raptor, Chimera, Gremlin, Wyvern, Hornet

Treasure Chest Legend	
A	Power Whip
B	High Potion

In the second major cave of the Crescent Canyon cliff face, you'll find two treasures. Head north and explore the forks. Each contains a treasure (**Power Whip – A, High Potion – B**). Gather the treasure and then return south to the cliff face.

Climb up the vine to get to the fourth level. Head west and about midway across the fourth level, you'll find another cave entrance (8). This leads to the third major cave on the Crescent Canyon cliff face.

**Battle Notes:** *For details on Behemoths, Desert Lizards, Mountain Raptors, Chimeras, Gremlins, Wyverns, and Hornets, see the Battle Notes for **The Cliff Face**.*





## Cave #3

### Suggested Level: 20

**Enemies:** Behemoth, Desert Lizard, Desert Cockatrice, Mountain Raptor, Chimera, Gremlin, Wyvern, Hornet

Treasure Chest Legend	
<b>A</b>	Warp Stone
<b>B</b>	Tent

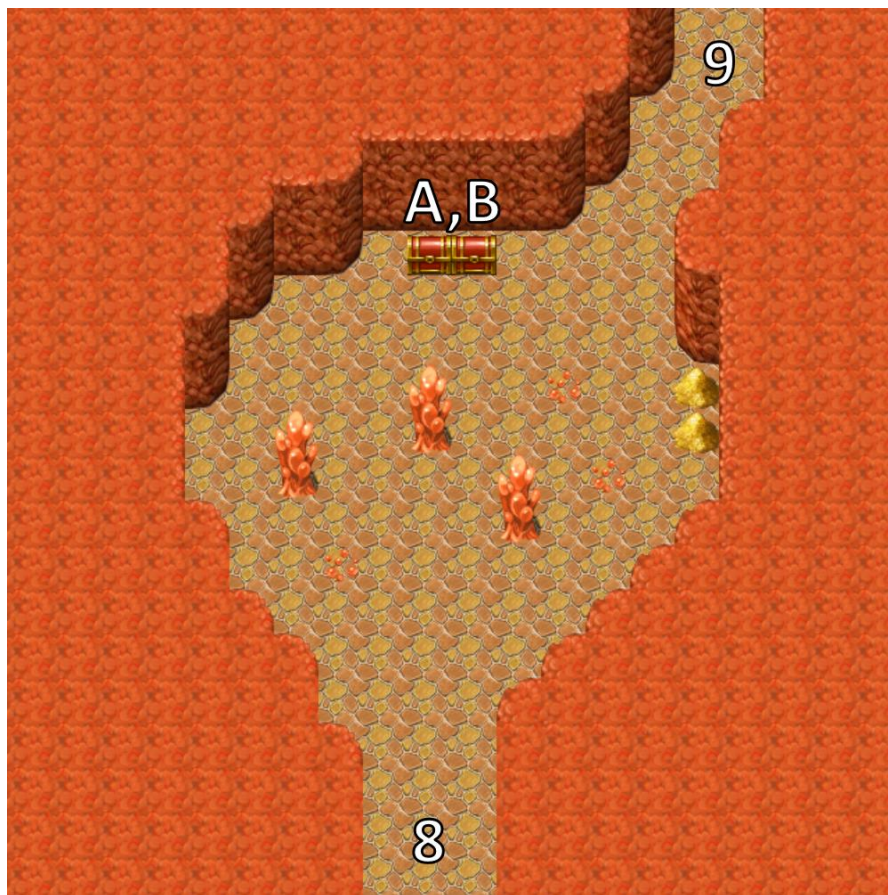
From the entrance of the third cave (8), head north and collect the two treasure chests (**Warp Stone – A, Tent – B**). Head northwest down the corridor (9). This path leads to the second puzzle in Crescent Canyon. See **Puzzle #26 – Crescent Canyon B** for the puzzle solution.

After completing the puzzle, head south to the exit to the cliff face (8). Head west along the fourth level of the cliff face until you find vines leading to the next level. Climb the vines to the fifth level and head east. Approximately one-third of the way across you'll find another cave (10). This cave leads to the

third and final puzzle in Crescent Canyon. See **Puzzle #27 – Crescent Canyon C** for the puzzle solution.

After completing the puzzle, head back to the cliff face and continue east across the fifth level until you find vines leading to the next level. Climb the vines to the sixth level and head west until you find another cave entrance that leads to the fourth main cave of Crescent Canyon (11).

**Battle Notes:** For details on Behemoths, Desert Lizards, Mountain Raptors, Chimeras, Gremlins, Wyverns, and Hornets, see the Battle Notes for **The Cliff Face**.





## Cave #4

### Suggested Level: 20

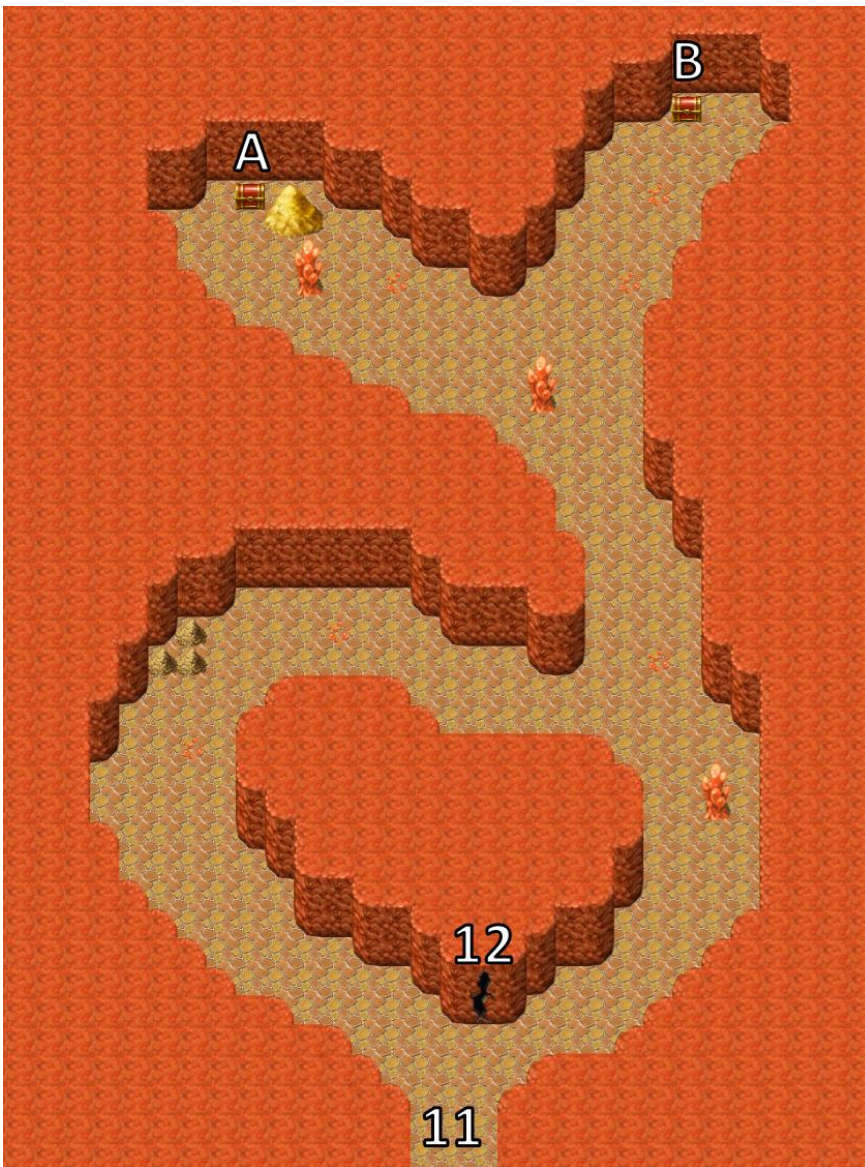
**Enemies:** Behemoth, Desert Lizard, Desert Cockatrice, Mountain Raptor, Chimera, Gremlin, Wyvern, Hornet

Treasure Chest Legend	
A	Smelling Salts
B	Assassin's Knife

In the fourth cave of Crescent Canyon, you'll find a Mining Crevice immediately to your north (12). Use a Mining Bomb to open the excavated chamber. Inside you'll find two treasures (**Huge Magic Potion, Large SP Orb – 12**). Leave the excavated chamber and head northeast at the fork. Ignore the northwest fork because it leads to the same place but takes a longer path. At the north/west fork, keep heading north.

A bit further north you'll find two paths, each of which leads to a treasure chest. First, head northwest to gather the first treasure (**Smelling Salts – A**). Head back to the fork and then head northeast to the other treasure (**Assassin's Knife – B**).

After collecting both treasures, head south until you eventually reach the exit to the cliff face (11). Leave the cave and head west until you find the vines to the next level. Climb the vines to the seventh level and then head west to the entrance of the fifth major cave (13).



**Battle Notes:** For details on Behemoths, Desert Lizards, Mountain Raptors, Chimeras, Gremlins, Wyverns, and Hornets, see the Battle Notes for *The Cliff Face*.

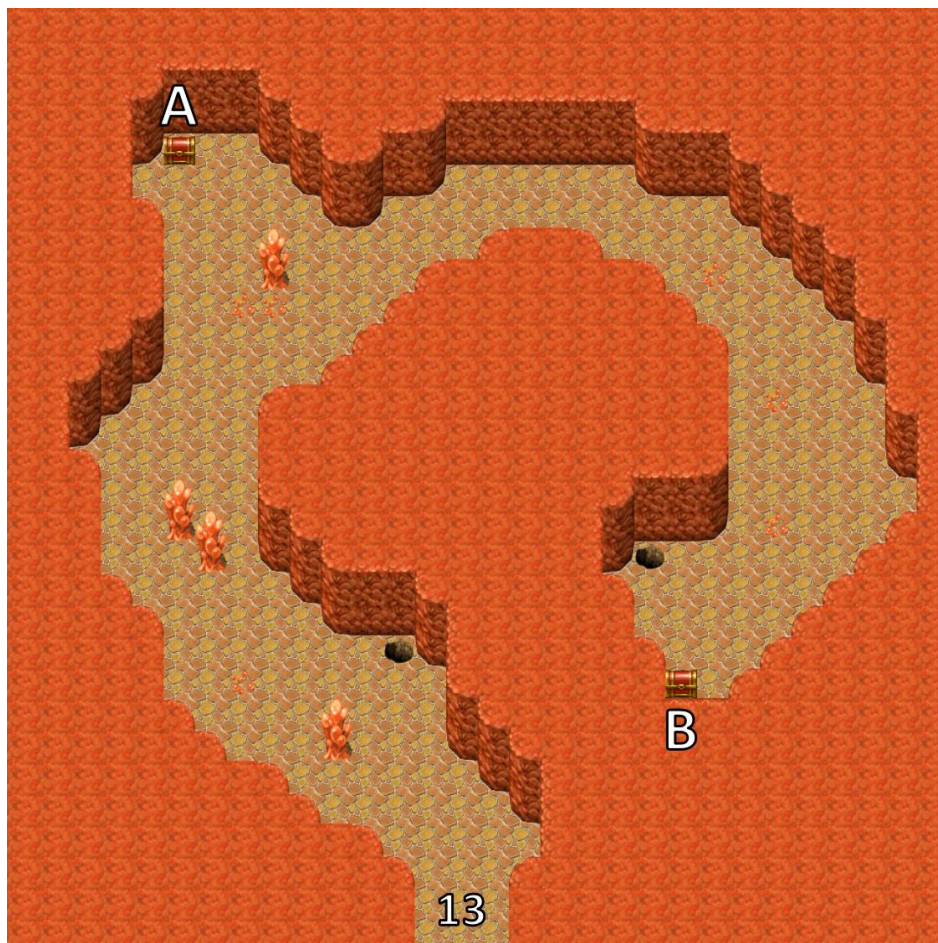
## Cave #5

### Suggested Level: 20

**Enemies:** Behemoth, Desert Lizard, Desert Cockatrice, Mountain Raptor, Chimera, Gremlin, Wyvern, Hornet

Treasure Chest Legend	
A	Spry Ring
B	Protect Ring

If you collect no other treasures in Crescent Canyon, you should collect the two rings in this cave. From the entrance (13), head northwest. If you have an Engineer, you can use the Tunnel to take a shortcut to the second treasure. If you do take the Tunnel, gather the treasure and head back through the Tunnel. Now, with or without an Engineer, head northwest and then north until you find the first treasure (**Spry Ring – A**). If you already collected the other treasure with via the Tunnel, head south and leave the cave.



Otherwise, head east and then south to the second treasure (**Protect Ring – B**). Finally, loop counter-clockwise around the corridor back to the exit (13). Exit to the cliff face and head east along the seventh level. When you're nearly to the eastern edge of the cliff face, you'll find another Mining Crevice (14). Use a Mining Bomb to open the excavated chamber. Enter and gather the treasure (**5,000G – 14**). Outside the excavated chamber, head east to the vines that lead to the eighth and final level of the Crescent Canyon cliff face. Climb the vines and then head west. If you have the option, use the Save Point (S.P.) along the way. Continue west until you find the sixth and final cave on the cliff face (15).

**Battle Notes:** For details on Behemoths, Desert Lizards, Mountain Raptors, Chimeras, Gremlins, Wyverns, and Hornets, see the Battle Notes for *The Cliff Face*.



## Cave #6

### Suggested Level: 20

**Enemies:** Behemoth, Desert Lizard, Desert Cockatrice, Mountain Raptor, Chimera, Gremlin, Wyvern, Hornet

**Treasures:** Canyon Crystal

There isn't much to explore in the sixth and final cave of Crescent Canyon. From the entrance, the boss and Canyon Crystal lie directly to your north. Although it isn't ideal, you should head out of the dungeon if you aren't fully prepared for the boss (e.g. if you have a dead character that you can't resurrect or you are low on healing stocks). You can either warp out or use the boulders to knock you down the cliff face (and avoid most battles).

If you're prepared for a tough boss battle, approach the Cyclops and engage him. The Cyclops is a physical powerhouse who can be extremely devastating to either magic or physical based parties. He's lethal to Mages simply because his physical attack is so strong it may kill your Mages in a single blow. He can wreak havoc on physical parties with his Confusion Attack and his ability to blind your entire party. His two most vicious attacks are possessed by the Knight: Berserker and Zeal. With Berserker, he can randomly attack three times at 30 HP + 50% strength. Luckily, Berserker also inflicts a negative -25% defense debuff on the Cyclops. Zeal is even more devastating because it attacks your entire party with a 75% strength attack; however, like Berserker, it does inflict a -10% DEF debuff on the Cyclops. Lastly, he can also inflict some wind elemental damage with Gale. If you scan the Cyclops and check his stats, note that they will not match those listed on the next page which are for a LVL 1 Cyclops (assuming you've followed the guide and already completed the Dread Woods). This is because you have already completed a Crystal dungeon and all the enemies (including the boss) in the Crystal dungeon are now LVL 2. At LVL 2, all of the Cyclops' stats (including EXP, except MGD and PRE) are increased by 10%.

Knights should use Destroy Armor to lower the Cyclops defense and also use a couple of tonics to both increase ATK and DEF. If you've learned Defender, use that to further boost your defense because the Cyclops can pack a punch with his physical attacks. Knights should then repeat Berserker or a normal physical attack if you don't want to take the defense debuff from Berserker. Monks should similarly boost their ATK and DEF with Hyper Blitz and Wall Tonics. Monks have it easy, though. Just repeat their powerful normal attack each round and keep their ATK buffed with either tonics or Black Mage spells.

White Mages should first use Bubble to double the party's HP. Next, use Protect or the White Mage's strongest defense boosting spell. Finally, have the White Mage keep the party full healed and resurrect any dead characters. Black Mages should first buff the physical classes and then use Debilitate



or Weaken to decrease the Cyclops' DEF. For most battle rounds, Black Mages should use either Ice or Thunder elemental spells.

Engineers should use Snowstorm, Blizzard, Thunderstorm, or Sonic Boom Bombs to exploit the Cyclops weakness. If you've been an avid fisher, you may also have a nice assortment of healing fish. If you've acquired the Deluxe Rod and have caught some Icewater fish, the correct elemental Icewater fish can be especially useful (Poacher and Cobia). Similarly, Freshwater fish can replace Tonics. Hunters should use their most powerful Scans to buff the party and debuff the enemy with Slow Enemy and Hamstring.

Thieves should do their best to steal from the Cyclops because he has a very rare Ogre Ring (ATK +30). Use Hyper Jolt Tonics to keep the Thief's agility high. The Cyclops has a variety of other nice items to steal (Full Potion, Huge Potion, and Medium SP Orb) that can be stolen. If everything is stolen, the Thief can become a support character, feeding Tonics to Monk and Knights. Gray Mages should follow the Knight or Black Mage strategy, depending on their build.

## Boss Battle: Cyclops



### Attacks

Normal Attack (16.6%), Zeal (16.6%), Berserker (16.6%), Blind (16.6%), Gale (16.6%), Confusion Attack (16.6%)

### Items to Steal

Large Potion (50%), Huge Potion (25%), Small Magic Potion (25%), Full Potion (5%), Medium SP Orb (5%), Ogre Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
7,500	500	110	85	40	75	50	150	5	5,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	B	B	D	F	D

After defeating the Cyclops, take the Canyon Crystal and leave Crescent Canyon. Either warp out via a Warp Stone or the Black Mage's Warp spell. If you have neither, use the boulders to knock you down the cliff face to the entrance. This will avoid many of the battles you would fight if you followed the vines down the cliff face. Outside of the Crescent Canyon, use a sleeping bag, tent, or cottage to heal and save. Prepare yourself for the long trek east to Aunlak. See Section **6.6.8** to **6.6.15** for a description of the trek back to Aunlak. Restock on supplies in Aunlak and then head to your ship.

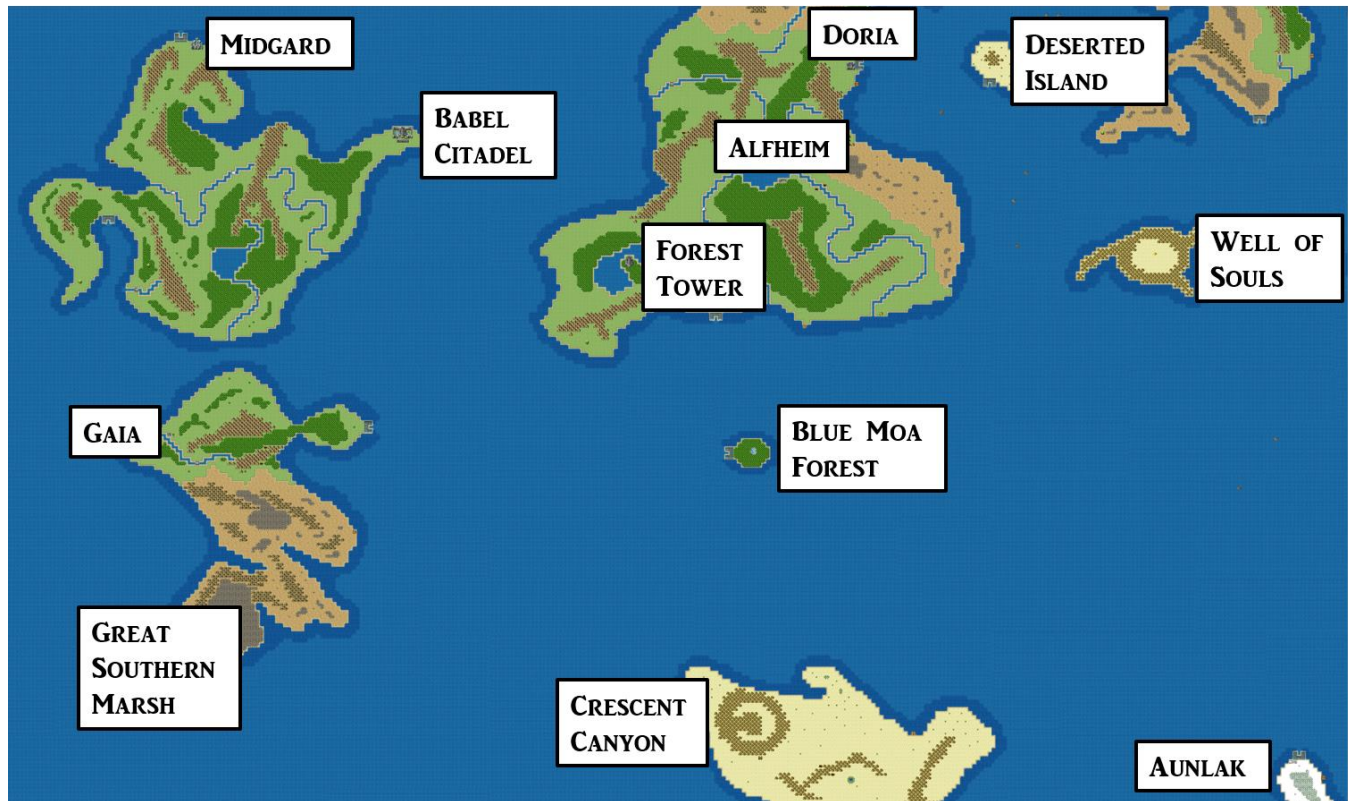
**Battle Notes:** For details on Behemoths, Desert Lizards, Mountain Raptors, Chimeras, Gremlins, Wyverns, and Hornets, see the Battle Notes for *The Cliff Face*.



### 6.8.9 The Long Voyage to Midgard

**Suggested Level: 20**

**Enemies: None (Submersible Assumed)**

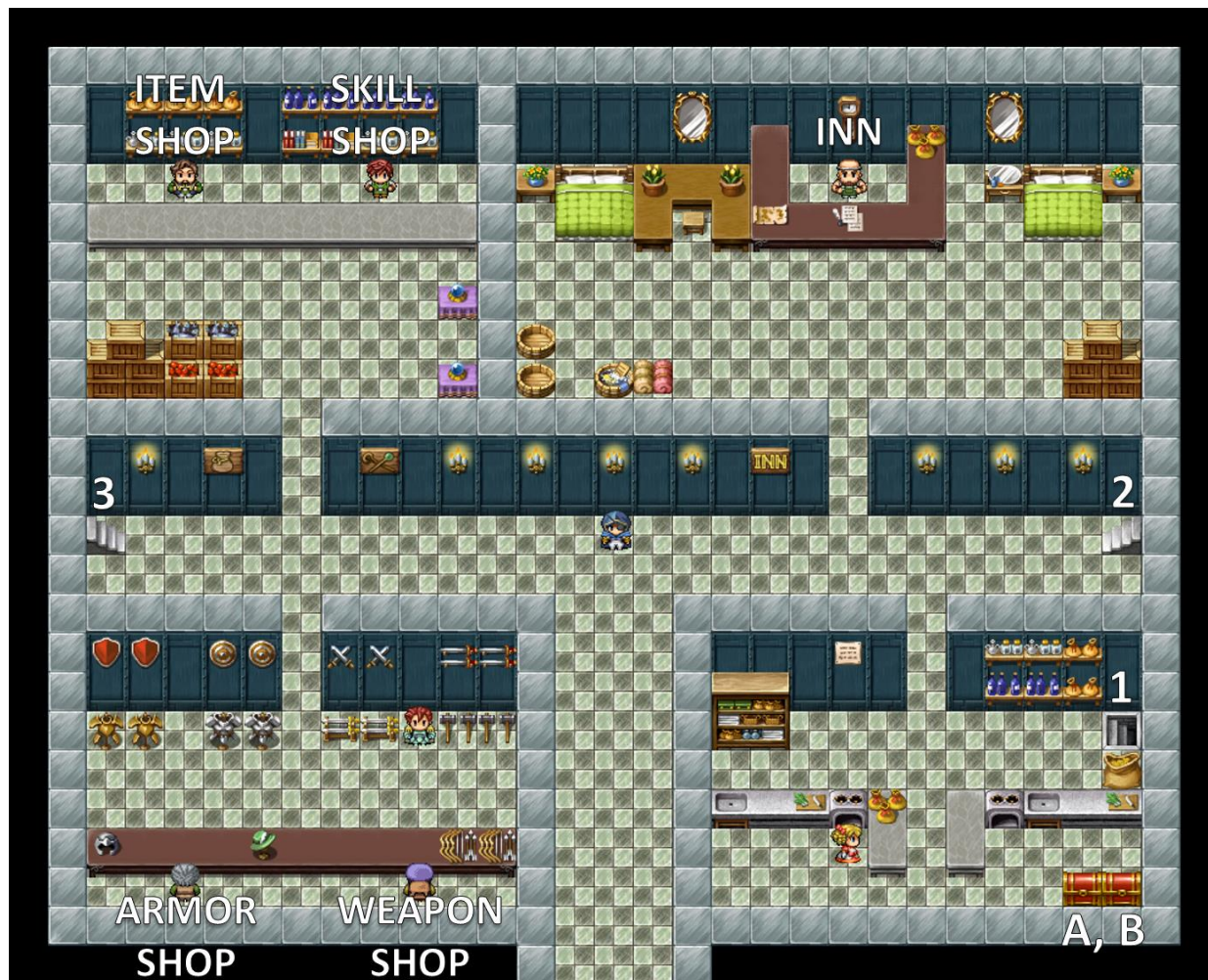


The next stop after the Canyon Crystal is the Babel Citadel on the Northwest Continent. You'll sail halfway across Terra from Aunlak to reach Midgard, the nearest city to the Babel Citadel. Board your ship and convert to Submersible Mode. Sail northwest for a long duration until you reach the southern coast of the Central Continent. Along the way, you may have to loop around the Underwater Cavern #3. Head west along the southern coast of the Central Continent until you reach the southwest tip. Leave the southern coast behind and continue due west until you reach the gap between the northwest and southwest continents. Follow the eastern coastline of the Northwest Continent north. Continue around the eastern peninsula and then head northwest along the northern coastline of the Northwest Continent. At the northern tip, convert to ship mode and make dock at the port. Next to the port lies the mighty fortress of Midgard.

## 6.8.10 Midgard Fortress

### Floor #1

**Suggested Level: 20**



Treasure Chest Legend	
A	Blaze Bomb
B	Hurricane Bomb

The citizens of Midgard are known for being mighty warriors. Their discipline as soldiers is second to none. You'll find many soldiers in Midgard Fortress. Unlike many of the other towns you'll encounter, all of the shops you'd normally find outside, are housed inside Midgard Fortress.

From the entrance of Midgard Fortress, head north and you'll find the Monster Remains Collector at the intersection. First, head right down the main corridor and then north to the Inn to rest. Next, return to the main corridor, head west down the corridor past the Monster Remains Collector, and enter

the first room to the north. Inside you'll find the Item Shop and Skill Shop. Buy some SP Orbs to learn some of the higher level skills you've unlocked. Stock up on healing items at the Item Shop because it's a long trek to the Babel Citadel and it's easy to get lost inside the ancient monument.

Head south through the main corridor Armor and Weapon Shops. Both shops sell Titanium level equipment with which you're likely completely equipped. Buy whatever you're missing and then head back to the main corridor. Finally, head east down the corridor and head into the southeast room. Inside, you'll find the kitchen as well as two treasures (**Blaze Bomb – A, Hurricane Bomb – B**).

### Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
LARGE POTION	Restores 250 HP for one ally	1,000G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SOFT	Cures stone	1,000G
VOCALIZER SERUM	Cures silence	500G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2,500G
MEDIUM COTTAGE	Recovers 1,000 HP & 500 MP for party	5,000G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G
BLAZE BOMB	~150 HP damage with fire element to all enemies	1,000G
THUNDERSTORM BOMB	~150 HP damage with thunder element to all enemies	1,000G
HOLY LIGHT BOMB	~150 HP damage with holy element to all enemies	1,000G
DARK STORM BOMB	~150 HP damage with dark element to all enemies	1,000G
HURRICANE BOMB	~150 HP damage with wind element to all enemies	1,000G
SNOWSTORM BOMB	~150 HP damage with ice element to all enemies	1,000G
WARP STONE	Allows warping out of some dungeons	5,000G

### Skill Shop

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 Skill Points	100G
SMALL SP ORB	Gains 200 Skill Points	500G
MEDIUM SP ORB	Gains 500 Skill Points	1,250G
LARGE SP ORB	Gains 1,000 Skill Points	2,500G

### Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Titanium Armor	7,700G	29	8							70	
Elven Robe	7,700G	22	15								35
Titanium Shield	5,600G	21							8		
Elven Cloak	5,600G	18	14								
Elven Hat	5,600G	14	18								
Titanium Helm	5,600G	18	14								
Elven Gloves	5,600G	8		24							
Titanium Gauntlets	5,600G	10			8			14			
Elven Shoes	5,600G	12				10	10				
Titanium Boots	5,600G	16				8	8				

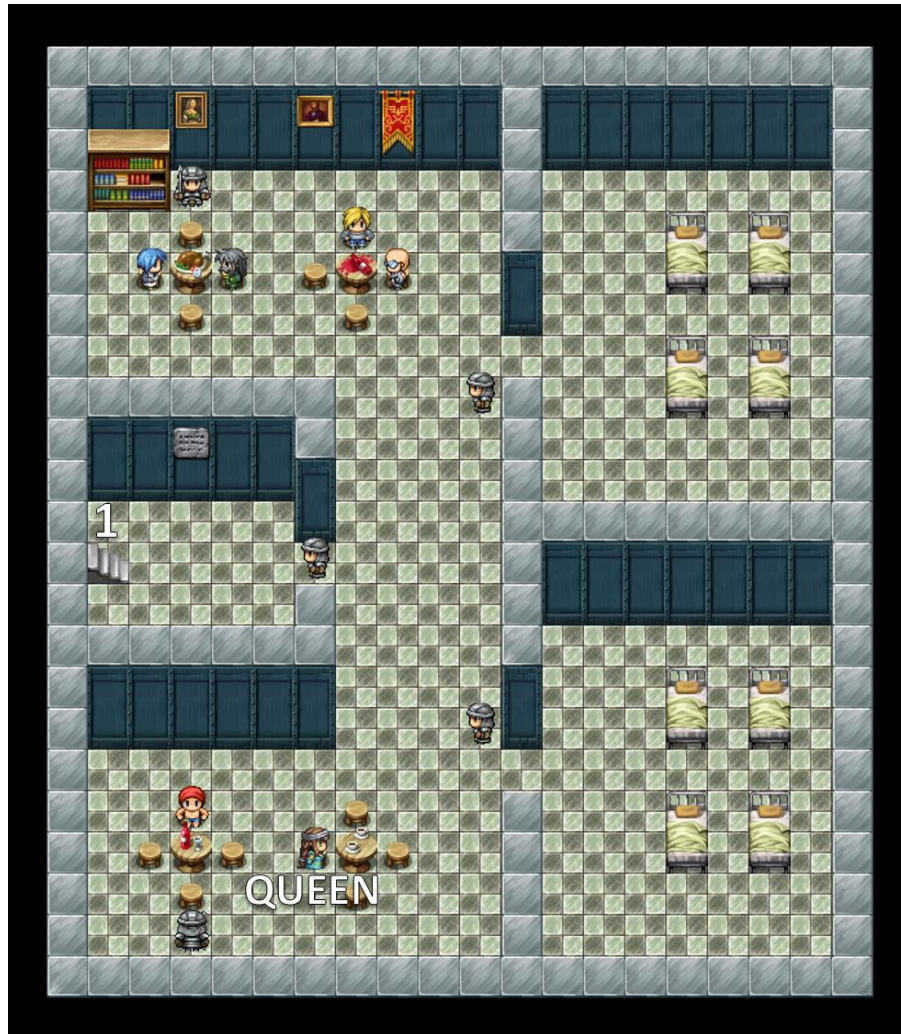
### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Claymore	7,500G	34	0	0	19	NO
Assassin's Knife	6,500G	29	0	0	14	NO
Great Axe	7,000G	50	0	0	37	YES
Great Spear	6,000G	21	0	13	7	NO
Rapidfire Crossbow	5,500G	26	0	8	4	NO
Power Whip	5,700G	17	0	17	7	NO
Wizard's Staff	7,500G	10	34	0	3	NO



# Sanitarium

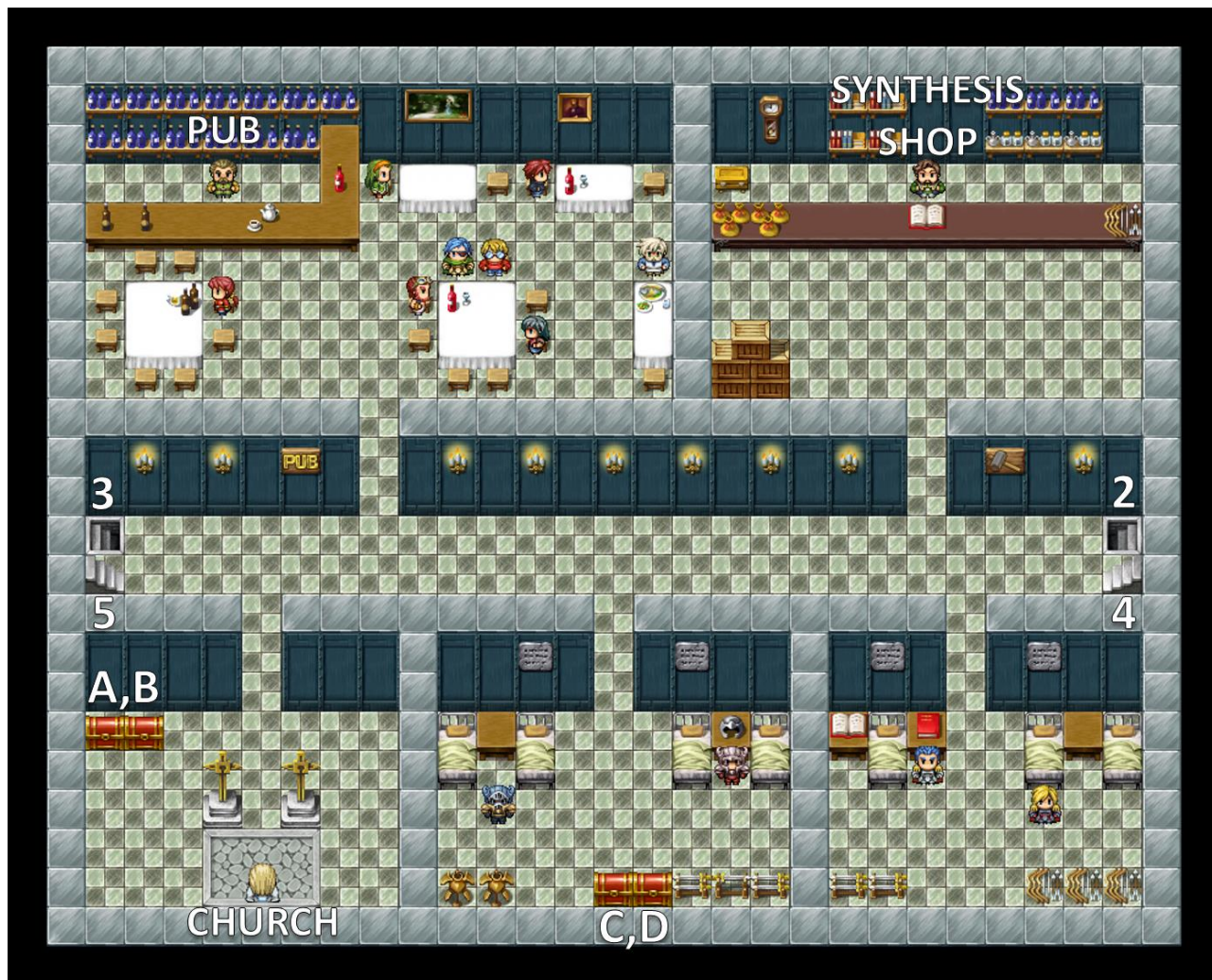
**Suggested Level: 20**



Once you descend the stairs (1), you'll find yourself in the entryway of the Sanitarium or as Midgard prefers to call it, the Midgard Ward for the Mentally Unwell. Those who have gone mad and have no one to look after them are cared for here. To enter you'll have to pay one of the guards 1,000G. If you do pay the bribe, you can enter and talk with all the residents. At one of the tables along the souther edge, you'll find the King of Midgard's wife, Queen Kaelynn Alykasa Laefon. The King started created the Ward to create a comfortable space for his wife and others afflicted with madness have joined over the years. Other than talking to each of the residents, there is little to do inside the Sanitarium. Once you're finished, return up the stairs (1) to the first floor. Next, head into the main corridor, west to the end, and head up the stairs to the second floor (3). Note that the stairs at the other end of the floor (2) lead up to the opposite end of the second floor.

## Floor #2

Suggested Level: 20



Treasure Chest Legend			
A	Remedy	C	Small SP Orb
B	Huge Potion	D	2,500G

On the second floor, head east down the corridor and enter the first room to the south. Inside, you'll find two treasures (**Remedy – A, Huge Potion – B**) and the Church. Talk to the Priest to save and then head back to the main corridor. Head northwest to the Pub. Talk to everyone to hear about the latest gossip and then talk to the Bartender if you're running low on Tonics. Head back to the main corridor and continue east down the corridor. Enter the next room to the south and gather the two treasures (**Small SP Orb – C, 2,500G – D**). Finally, head back to the main corridor, continue east, and enter the next room to the north. Inside, you'll find the Synthesis Shop. Synthesize any recipes you've acquired the ingredients for and then head to the stairs (4) up to the third floor.

**Pub**

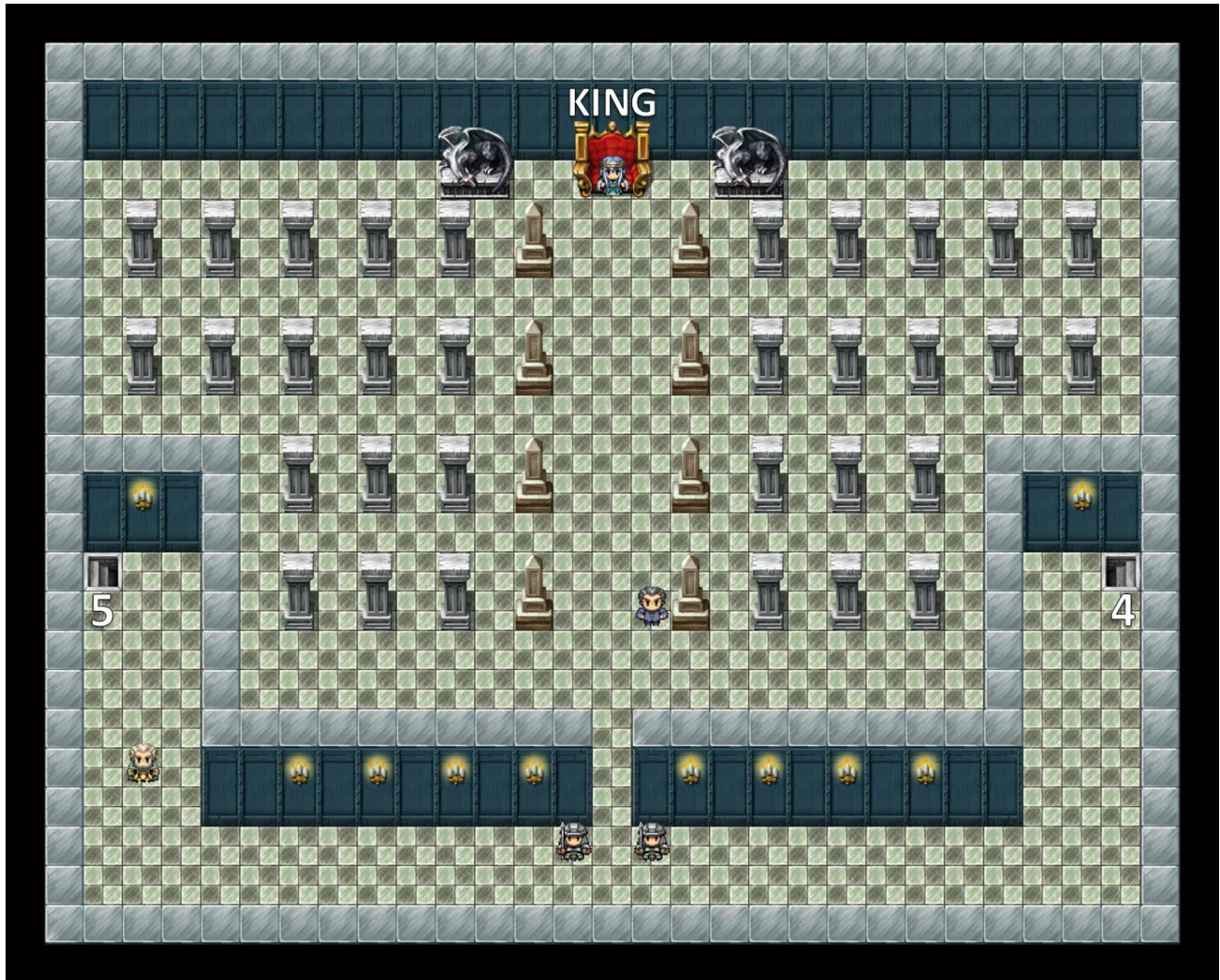
ITEM NAME	SUMMARY	PRICE
<b>BLITZ TONIC</b>	Boosts ATK +10 & ATK +10% during battle	250G
<b>WALL TONIC</b>	Boosts DEF +10 & DEF +10% during battle	250G
<b>MIND TONIC</b>	Boosts INT +10 & INT +10% during battle	250G
<b>WARD TONIC</b>	Boosts MGD +10 & MGD +10% during battle	250G
<b>JOLT TONIC</b>	Boosts AGI +10 & AGI +10% during battle	250G
<b>SHOCK TONIC</b>	Boosts PRE +10 & PRE +10% during battle	250G
<b>BUBBLE TONIC</b>	Boosts Max HP +50% during battle	250G
<b>SURGE TONIC</b>	Boosts Max MP +50% during battle	250G
<b>VIGOR TONIC</b>	Boosts CRT +10 & CRT +10% during battle	250G
<b>EAGLE EYE TONIC</b>	Boosts ACC +10 & ACC +10% during battle	250G
<b>HYPER BLITZ TONIC</b>	Boosts ATK +30 & ATK +10% during battle	2,500G
<b>HYPER WALL TONIC</b>	Boosts DEF +30 & DEF +10% during battle	2,500G
<b>HYPER MIND TONIC</b>	Boosts INT +30 & INT +10% during battle	2,500G
<b>HYPER WARD TONIC</b>	Boosts MGD +30 & MGD +10% during battle	2,500G
<b>HYPER JOLT TONIC</b>	Boosts AGI +30 & AGI +10% during battle	2,500G
<b>HYPER SHOCK TONIC</b>	Boosts PRE +30 & PRE +10% during battle	2,500G
<b>HYPER BUBBLE TONIC</b>	Boosts Max HP +100% during battle	2,500G
<b>HYPER SURGE TONIC</b>	Boosts Max MP +100% during battle	2,500G
<b>HYPER VIGOR TONIC</b>	Boosts CRT +30 & CRT +10% during battle	2,500G
<b>HYPER EAGLE EYE TONIC</b>	Boosts ACC +30 & ACC +10% during battle	2,500G



## Floor #3

**Suggested Level: 20**

**Treasures: None**



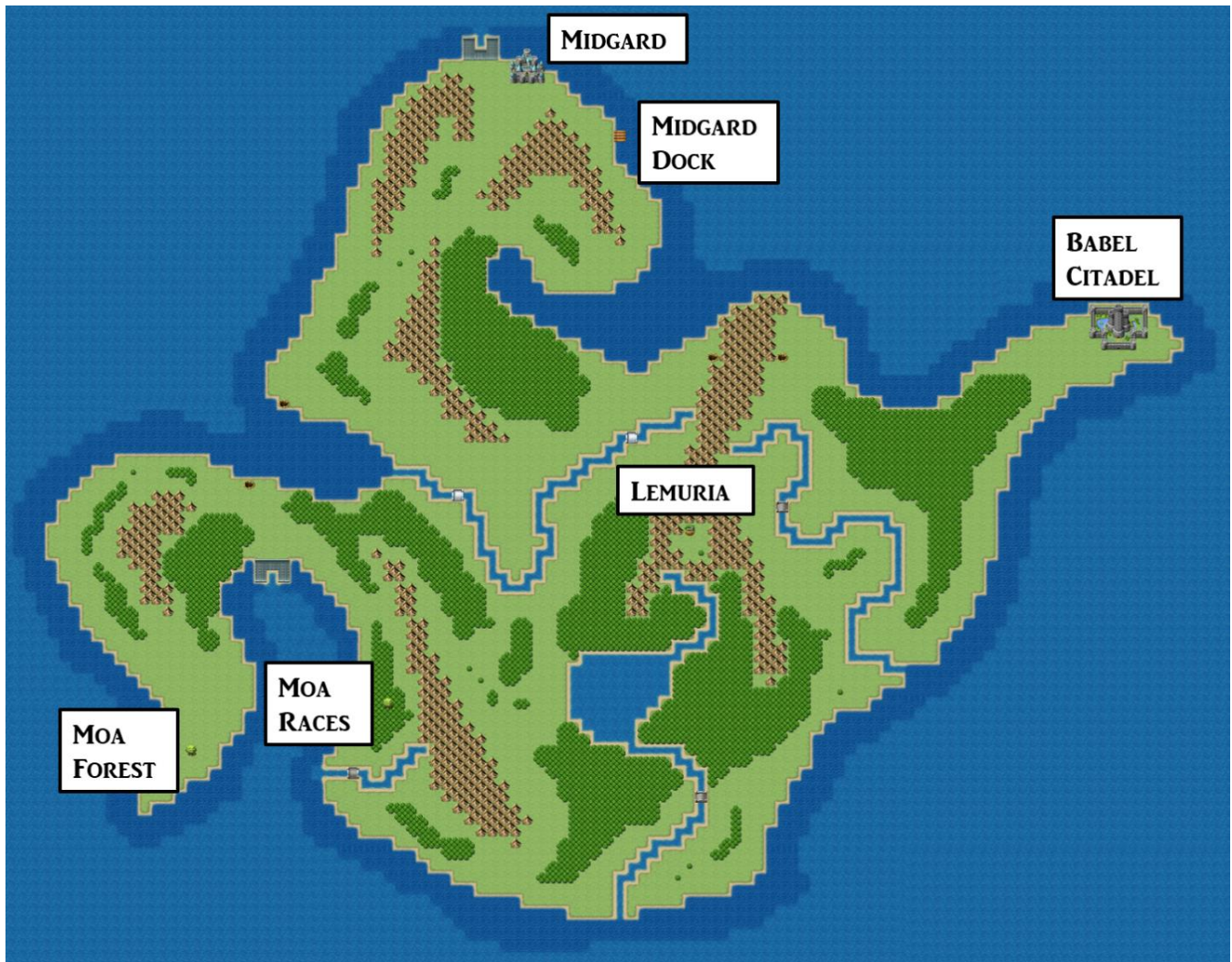
The entire third floor of Midgard Fortress is reserved for the King's Throne Room. Follow the corridor west from the stairs (4) until you can head north and reach the King. The King will welcome you after hearing of your exploits from the King of Doria. He tells you that Midgard is on the brink of War with Pandora but knows that facing the Pandoran army head on will only lead to a massive loss of life. Although it isn't his first choice, he believes that the assassination of General Thanatos, the new ruler of Pandora will be the quickest way to end the war. However, Pandora is tightly guarded and he believes that the only way to enter the city is with the famed Elven Airship. He asks you to return to Midgard after you've acquired the Airship (keep this in mind once you've acquired the Airship). With the Fortress of Midgard fully explored, it's time to leave Midgard and journey to the Babel Citadel.



### 6.8.11 *The Northwest Continent*

#### Suggested Level: 20

**Enemies:** (Northern Portion) Giant Satyr, Lizard Warrior, Tentacled Beast; (Southwest Portion) Wolf Man, Apparition, Death Shaman, Medusa, Archfiend; (Southeast Portion) Insane Summoner, Jungle Rat, Jungle Raptor, Werewolf



Earlier, you explored the southwest corner of the Northwest Continent when you competed at the Moa Races. You may also choose to trek to the southwest corner of the continent to the Moa Forest if you have a Hunter and you never acquired the Blue Moa. Otherwise, the southwest sector of the continent has already been fully explored and Lemuria is not accessible until you've acquired the Airship. Before you start your journey to the Babel Citadel, you may choose to visit the Midgard Dock (to the southeast of Midgard) and fish for a while.

When you're fully stocked for your long journey, head southwest from Midgard through two small mountain ranges. You'll arrive at a third mountain range with a forest to the east and grassland

largely to the west. If you have an Engineer or a Moa, head through the forest to the east of the mountain range; otherwise, head to the west of the mountains. If you have an Engineer, keep heading east until you reach the Tunnel. Take the Tunnel under the mountains and then trek east for a huge shortcut to the Babel Citadel.

If you took your Moa through the forest, head to the eastern bridge and then south across the river. If you trekked to the west of the mountains, head to the western bridge and then south across the river. Both paths will converge on the same place. From either bridge, head south but if you were at the western bridge, veer east; similarly, veer west from eastern bridge. Once you pass the large lake near the southern coastline, turn east and find the bridge. Cross the bridge and head northwest. Make sure you cross to the east of the mountains to your north and then follow them until you reach the bridge to the east. Cross the bridge and then head east by northeast until you reach the Babel Citadel. Make sure to use a sleeping bag, tent, or cottage outside the Citadel. Once you're fully healed, enter the third Crystal dungeon.

**Battle Notes:** *You've previously encountered many of the enemies on the Northwest Continent. For details on Giant Satyrs, Lizard Warriors, and Tentacled Beasts, see the Battle Notes for **The Hunt for the Submersible Schematics**. For details on Wolf Men, see the Battle Notes for **The Underground Cave**. For details on Apparitions, Death Shamans, Medusa, and Archfiends, see the Battle Notes for **The Far Eastern Continent**. Finally, for details on Insane Summoners and Werewolves, see the Battle Notes for **The Cliff Face**. The two new enemy types are Jungle Rats and Jungle Raptors. Jungle Rats have a physical attack that can inflict poison. They have elemental weaknesses to Fire and Ice but are resistant to Thunder elemental attacks. Jungle Raptors are physical attackers that can cause confusion or paralysis with their physical attack. They have an elemental weakness to Ice but are resistant to Fire elemental attacks. If you have a Thief in your party, you can steal Antidotes, Hyper Surge Tonics, Hyper Bubble Tonics, and Small SP Orbs from Jungle Rats. You can steal Smelling Salts, Muscle Relaxers, Large Potions, Thunderstorm Bombs, Hurricane Bombs, and Huge Potions from Jungle Raptors.*



6.8.12      *Babel Citadel*

Floor #1

Suggested Level: 21

Enemies:      Samurai, Nightmare, Garuda, Headless Knight, Assassin, Cerberus, Pixie, Wolf Man, Apparition, Archfiend, Medusa, Giant Satyr, Dark Nymph, Dark Gryphon, Death Shaman



Treasure Chest Legend			
A	Elven Robe	C	Blind Ring
B	Warp Stone	D	Protect Ring

Upon entering the Babel Citadel, you'll see two gigantic angelic warrior statues. The Babel Citadel is the most ancient monument of Terra, left over from the grand Terran civilization of the Vanir. Despite being vacant for thousands of years, it is still in pristine form. Be sure to read the plaques scattered around the Citadel for some insight into the reasons that the Vanir disappeared from Terra.

Ignore the path to the left because it only leads to a locked door (13). There are two keys hidden inside the Babel Citadel that will give you access to new areas that lie behind locked doors. The two keys are the Sky Key and the Babel Citadel. Head down the path to the right and follow the corridor to the stairs to **Floor #2** (2). On the second floor, start south and then loop east and then north. At the northern wall, you'll find an empty chasm to your left. The center of each floor is an elevator shaft. Currently, the elevator lies on the 4<sup>th</sup> floor. Instead, head to the northeast corner and up the stairs to **Floor #3** (3).

On the third floor, head north until you reach a north/west fork. Take the western fork and then head south until you reach the stairs to **Floor #4** (4). Head north, west, and then south to gather the treasure (**High Potion – A**). Trek back to the stairs (4) and head back to **Floor #3**. Head north until you reach the northern edge of the Citadel. Descend the staircase in the northwest corner that leads to **Floor #2** (5). Here, you can either head south or west. The southern path leads to a dead end due to a locked door so you should head west. Continue down the corridor until it loops east again to the stairs (6). The stairs lead to the **Floor #3**.

On the third floor, head west down the corridor and read the plaques along the northern wall. At the northwest corner of the Citadel, you'll find a staircase to **Floor #4** (7). On the fourth floor, head south along the corridor and then east to the elevator shaft where you'll find the Babel Citadel Elevator. You can take the elevator to any of the five floors of the Babel Citadel. The control panel for the elevator is located in the center of the elevator platform. You'll need to find the keys that lock the doors and bar your way to the Crystal on the fifth floor. Take the elevator down to **Floor #1**.

**Battle Notes:** *For details on Giant Satyrs, see the Battle Notes for **The Hunt for the Submersible Schematics**. For details on Wolf Men, see the Battle Notes for **The Underground Cave**. For details on Apparitions, Death Shamans, Medusa, and Archfiends, see the Battle Notes for **The Far Eastern Continent**. The Dark Nymph and Dark Gryphon are properly located in the Great Southern Marsh and will be discussed in detail later (see the Battle Notes for **The Great Southern Marsh**). There are seven new enemy types that you'll encounter in the Babel Citadel: Samurais, Nightmares, Garudas, Headless Knights, Assassins, Cerberus, and Pixies.*

*Samurais have very high PRE and therefore will nearly always attack first. They can also use Double Attack to deal double damage to your characters. Samurai have elemental weaknesses to Ice and Darkness but are resistant to Fire elemental attacks.*

*Nightmares are powerful support characters that can silence your entire party, increase the enemy party's DEF with Protect, and decrease your party's DEF and INT with Weaken and Stupefy, respectively. They have elemental weaknesses to Ice and Thunder but are resistant to Fire elemental attacks.*

*Garudas are powerful magic casters that can use Blaze, Shock, and Stiff Breeze. They have elemental weaknesses to Darkness. Headless Knights are physical attackers than can boost their attack power with Powerhouse. They have an elemental weakness to Thunder but are resistant to Fire elemental attacks.*



*Assassins are one of the first enemies that you'll encounter that can cause instant death with their Death Hit attack. They also have above normal PRE so they sometimes will attack first. They have elemental weaknesses to Thunder and Darkness.*

*Cerberus can deal damage with both physical and magic attacks. Their lone magic attack is Blaze and they have elemental weaknesses to Fire and Holy as they are undead. They are resistant to Ice and Dark elemental attacks.*

*Pixies are another enemy that can heal the enemy party with Heal 1. They can support the enemy party in other ways. They can confuse your party with Sweet Breath and Temptation Song and also silence your party with Silence Song. Pixies have elemental weaknesses to Thunder and Wind.*

*If you have a Thief in your party, you can steal Large Potions, Hyper Wall Tonics, Hyper Blitz Tonics, and Huge Potions from Samurais. You can steal Vocalizer Serums, Hyper Surge Tonics, Hyper Bubble Tonics, and Remedies from Nightmares. You can steal Tiny Magic Potions, Blaze Bombs, Small Magic Potions, and Medium Magic Potions from Garudas. You can steal 300G, Large Potions, Hyper Blitz Tonics, Hyper Wall Tonics, and Medium SP Orbs from Headless Knights. You can steal 400G, Large Potions, Hyper Blitz Tonics, Hyper Wall Tonics, and Huge Potions from Assassins. You can steal Blaze Bombs, Large Potions, Small SP Orbs, and Huge Potions from Cerberus. You can steal Vocalizer Serums, Hyper Bubble Tonics, Hyper Surge Tonics, Hyper Ward Tonics, Hyper Mind Tonics, and Remedies from Pixies.*

*Besides the Cerberus, Dark elemental attacks will exploit weaknesses or, at the very least, not be resisted by the enemies. Thunder is actually a bit better in this respect since there are no enemies that are resistant to Thunder elemental spells or Bombs.*

## Floor #2

### Suggested Level: 21

**Enemies:** Samurai, Nightmare, Garuda, Headless Knight, Assassin, Cerberus, Pixie, Lizard Warrior, Tentacled Beast, Brute, Wooden Prisoner, Dark Nymph, Dark Gryphon



Treasure Chest Legend	
A	Focus Ring
B	Wizard's Staff

On the first floor, head west and you'll find a locked door (13) which leads back to the entrance lobby. From the locked door, head north and then east to a set of stairs that leads to **Floor #2** (8). From the stairs you can either head west or south. First, head west and follow the corridor to the stairs to **Floor #3** (9). Head south from the stairs, follow the corridor as it turns east, and finally north where you'll find two treasures (**Antidote – A, Large Potion – B**).

After collecting the two treasures, head back to the stairs (9) and down to **Floor #2**. Follow the corridor north, then south as it loops around. Ignore the first set of stairs (8) and continue south and then west to another set of stairs to **Floor #3** (10). On the third floor, head south and you'll find two

staircases (11 and 12). Take the staircase that leads down to **Floor #2** (11). Walk north from the staircase to the treasure (**Focus Ring – A**). Return to the staircase (11) and head up to **Floor #3**. Now, take the stairs up to **Floor #4** (12).

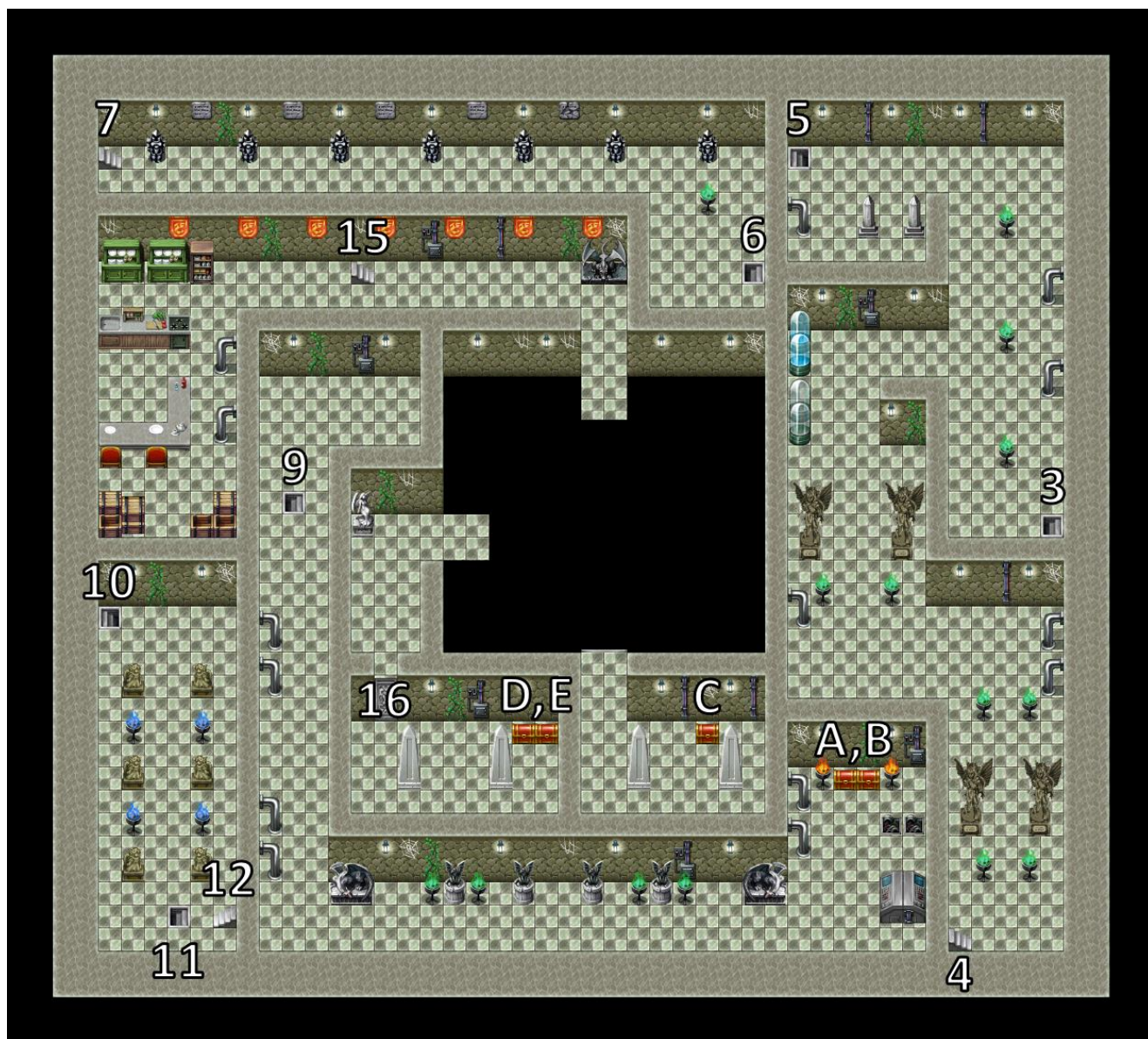
Follow the corridor on the fourth floor east as it twists and turns. At the end of the corridor, you'll find a treasure (**Sky Key – B**). The Sky Key is one of the key items that you'll find in the Babel Citadel. Although it doesn't unlock the door to the Citadel Crystal shard, it will allow you to unlock the door to the Babel Key (which does unlock that door). Return west to the stairs (12) and then down to **Floor #3**. Head north to the stairs (10) down to **Floor #2**.

**Battle Notes:** *For details on Lizard Warriors and Tentacled Beasts, see the Battle Notes for **The Hunt for the Submersible Schematics**. The Dark Nymph and Dark Gryphon are properly located in the Great Southern Marsh and will be discussed in detail later (see the Battle Notes for **The Great Southern Marsh**). For details on Brutes and Wooden Prisoners, see the Battle Notes for **The Abandoned Laboratory**. For details on Samurais, Nightmares, Garudas, Headless Knights, Assassins, Cerberus, and Pixies, see the Battle Notes for **Floor #1**.*

## Floor #3

### Suggested Level: 21

**Enemies:** Samurai, Nightmare, Garuda, Headless Knight, Assassin, Cerberus, Pixie, Dark Nymph, Dark Gryphon, Lizard Warrior, Giant Satyr, Apparition, Archfiend, Brute, Dark Pixie, Siren



Treasure Chest Legend					
A	Antidote	C	Tiny Magic Potion	E	Smelling Salts
B	Large Potion	D	Elven Hat		



On the second floor, head east and then north to the stairs (8). Take the stairs down to **Floor #1** and then walk south to the locked door (13). Unlock the door with the Sky Key.

**Pro Tip:** *If you have a Mage-heavy party or even if you've built your Knights or other classes to rely on skills, this is an excellent time to regenerate their MP. If you've been collecting all the treasures in each dungeon, you should have a surplus of cottages. From the unlocked door, head outside the Babel Citadel and use a Small/Medium/Large Cottage to heal your party and save.*

Return to the elevator but don't move the elevator yet. Instead, head south and get the treasure (**Elven Robe – A**). Next, head east and descend the staircase (14). These stairs lead to the first puzzle in the Babel Citadel. See **Puzzle #28 – Babel Citadel A** for the puzzle solution.

After completing the puzzle, return to the first floor and get onto the elevator. Take the elevator up to **Floor #2** and head south into the room to get the treasure (**Wizard's Staff – B**). Head north to the elevator and take it up to **Floor #3**. On the third floor, head south and gather the treasure (**Tiny Magic Potion – C**). Next, head across the elevator and into the northern corridor. Turn west and take the stairs (15) up to **Floor #4**. Walk northwest and you'll find two treasures (**Medium SP Orb – C, Confusion Ring – D**). Return down the stairs (15) and then south to the elevator platform. Head west down the corridor and then unlock the door (16) to the south with the Sky Key. Turn east and gather the two treasures (**Elven Hat – D, Smelling Salts – E**). Return to the elevator and head up to **Floor #4**.

On the fourth floor, head south and unlock the doors (17) with the Sky Key. Gather the two treasures (**Small Cottage – E, Fortuitous Ring – F**) in the room and then return to the elevator platform. Head down the eastern corridor and follow it as it turns north. Unlock the door (18) with the Sky Key. Inside, head north, west, and then south to the two treasures (**Babel Key – G, Titanium Boots – H**). The Babel Key unlocks the two remaining unexplored locations in the Citadel. Before heading up to the fifth floor to acquire the Citadel Crystal, you'll head down to acquire the all-important Protect Ring on the first floor. From the two treasures, return through the locked door (18) to the Elevator platform.

**Battle Notes:** *For details on Lizard Warriors and Giant Satyrs, see the Battle Notes for **The Hunt for the Submersible Schematics**. For details on Apparitions and Archfiends, see the Battle Notes for **The Far Eastern Continent**. The Dark Nymph and Dark Gryphon are properly located in the Great Southern Marsh and will be discussed in detail later (see the Battle Notes for **The Great Southern Marsh**). For details on Brutes, Sirens, and Dark Pixies, see the Battle Notes for **The Abandoned Laboratory**. For details on Samurais, Nightmares, Garudas, Headless Knights, Assassins, Cerberus, and Pixies, see the Battle Notes for **Floor #1**.*

## Floor #4

**Suggested Level: 21**

**Enemies:** Samurai, Nightmare, Garuda, Headless Knight, Assassin, Cerberus, Pixie, Dark Nymph, Dark Gryphon, Archfiend, Wolf Man, Giant Satyr, Lizard Warrior



Treasure Chest Legend			
A	High Potion	E	Small Cottage
B	Sky Key	F	Fortuitous Ring
C	Medium SP Orb	G	Babel Key
D	Confusion Ring	H	Titanium Boots

Take the elevator down to **Floor #2**. Walk down the eastern corridor and find the stairs (3) in the northwest corner of the room that lead to **Floor #3**. Head north and find the stairs (5) at the northern end of the room that lead to **Floor #2**. Head south, east, and then north to find the lone unexplored staircase on this floor. Take the stairs down to **Floor #1** (19).

Follow the corridor as it winds westward. Don't forget to read the plaques along the northern wall. At the end of the corridor, you'll find a locked door (20). Unlock it with the *Babel Key* and then head down the stairs just to the northwest (21). These stairs lead to the second puzzle in the Babel Citadel. See ***Puzzle #29 – Babel Citadel B*** for the puzzle solution. After completing the puzzle, return to **Floor #1** and then east down to the end of the corridor where you'll find three treasures (***Warp Stone – B, Blind Ring – C, Protect Ring – D***).

Walk west along the corridor through the previously locked door (20). Meander your way eastward to the stairs that lead to **Floor #2** (19). Walk south, west, and then north to another set of stairs that leads to **Floor #3** (5). Finally, on the third floor, head east and then south to another set of stairs that leads to **Floor #2** (3). From the stairs, head west to the elevator platform. Take the elevator up to the fifth floor of the Babel Citadel.

**Battle Notes:** *For details on Lizard Warriors and Giant Satyrs, see the Battle Notes for **The Hunt for the Submersible Schematics**. For details on Wolf Men, see the Battle Notes for **The Underground Cave**. For details on Archfiends, see the Battle Notes for **The Far Eastern Continent**. The Dark Nymph and Dark Gryphon are properly located in the Great Southern Marsh and will be discussed in detail later (see the Battle Notes for **The Great Southern Marsh**). For details on Brutes, Sirens, and Dark Pixies, see the Battle Notes for **The Abandoned Laboratory**. For details on Samurais, Nightmares, Garudas, Headless Knights, Assassins, Cerberus, and Pixies, see the Battle Notes for **Floor #1**.*

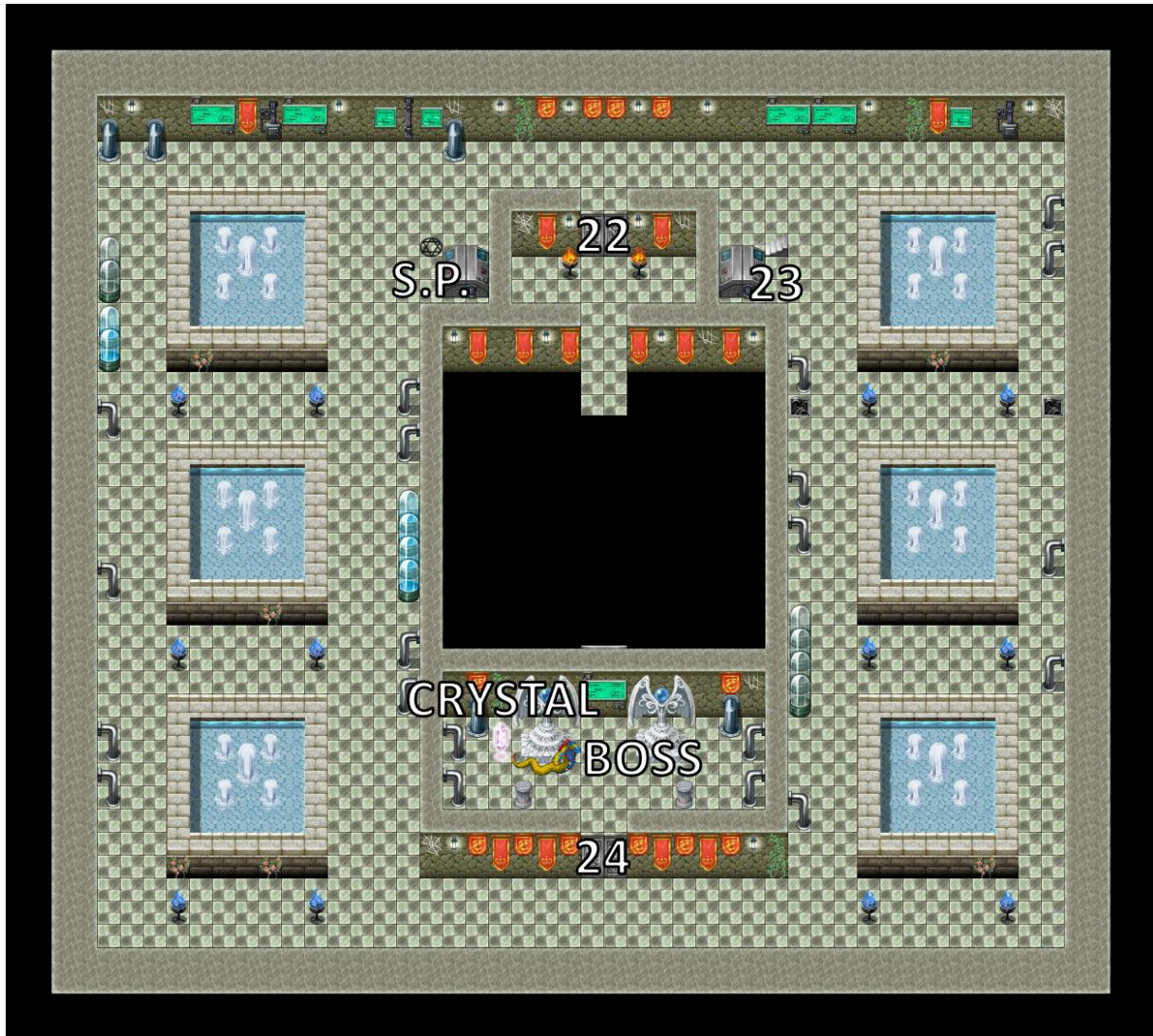


## Floor #5

**Suggested Level: 21**

**Treasures: None**

**Enemies:** Samurai, Nightmare, Garuda, Headless Knight, Assassin, Cerberus, Pixie, Dark Nymph, Dark Gryphon, Brute, Wooden Prisoner



On the fifth floor, head north and unlock the doors (22) that bar your way. If you have “Saving in Designated Locations” turned on, head west and use the save point (S.P.). Otherwise, head east and you’ll quickly find a staircase leading up (23). This leads to the third and final puzzle in the Babel Citadel. See **Puzzle #30 – Babel Citadel C** for the puzzle solution. After completing the puzzle, return to the fifth floor, head south, and turn west at the southern edge of the Citadel. When you find the locked doors (24), unlock them with the Babel Key and enter the final room.



Inside, you'll find the boss of the Babel Citadel, the Citadel Drone, and the Citadel Crystal. Before engaging the Citadel Drone, make sure you are fully prepared. When you're ready, start the battle against the Citadel Drone. Remember, since you've completed two Crystal dungeons at this point, the Citadel Drone (along with all the enemies specific to the Babel Citadel) are now LVL 3. The displayed stats for the Citadel Drone are for a LVL 1 Citadel Drone. At LVL 3, the Citadel Drone has a 20% bonus to all stats (including EXP, except MGD and PRE).

## Boss Battle: Citadel Drone



### Attacks

Fire 3 (10%), Ice 3 (10%), Thunder 3 (10%), Wind 3 (10%), Darkness 3 (10%), Fire 4 (10%), Ice 4 (10%), Thunder 4 (10%), Wind 4 (10%), Darkness 4 (10%)

### Items to Steal

Large Potion (50%), Huge Potion (25%), Small Magic Potion (25%), Full Potion (5%), Medium SP Orb (5%), Illusion Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
6,500	5,000	80	70	100	175	50	150	3	5,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	D	D	D	F	D

The magic of the ancient Vanir was extremely powerful and their lone surviving creation is no exception. The Citadel Drone is one of the few enemies (let alone bosses) that has no elemental weaknesses. Not only is it not weak to any elemental damage but the Citadel Drone is actually *resistant* to all elemental damage. If you have a Mage heavy party that relies on Engineers with Bombs or Black Mages with powerful elemental spells to kill bosses, you'll find this to be an extremely difficult battle. The Citadel Drone has ten very similar attacks that it randomly chooses. It has all five elemental spells from Tier 3 and 4 of the Black Mage's spells. Each spell has a 10% chance of being cast.

If you have a Physical attack based party, you'll find it much easier to deal damage to the Citadel Drone; however, the weak MGD of your physical classes may be an issue. Knights should first use Adamantine Vest to double their HP and give themselves a DEF boost. Next, they should boost their own ATK with a Hyper Blitz Tonic and perhaps boost their MGD as well with a Hyper Ward Tonic. Then use Destroy Armor and repeat either Berserker or a normal physical attack. Monks should also boost their own ATK but then simply repeat their normal attack which may have 3-5 hits at this point.

White Mages are very important in this battle. They should start by using Bubble and then use as many Null element spells as you've learned to protect against the Citadel Drone's constant magical barrage. Next, the White Mage should use MGD boosting spells like Magic Ward, Magic Shelter, and

Magic Shield. Bubble and the Null spells will last through the entire battle but the MGD boost will have to be renewed every 5 turns. Whenever necessary, heal the party and keep the MGD boosts going in the White Mage's free rounds. Black Mages have a tough battle and will have to change their strategy a bit. They should focus on supporting the physical classes with Tonics and ATK boosting spells like Powerhouse.

Hunters should follow their normal strategy with using Scans to buff the party and Hamstring/Slow Enemy to debuff the party. Engineers, like Black Mages, will have to avoid wasting Bombs against the powerful Citadel Drone (unless you've caught non-elemental Icewater fish). Engineers should instead be used as healers (using Saltwater fish) or a support class (with Tonics or Freshwater fish).

Thieves should boost their AGI with a Hyper Jolt Tonic and attempt to steal the rare Illusion Ring held by the Citadel Drone. Gray Mages should follow the Knight strategy since the normal Black Mage strategy is fairly useless against the Citadel Drone.

After defeating the Citadel Drone, grab the Citadel Crystal and warp out of the Babel Citadel. If you don't have a Warp Stone or Warp spell, take the elevator down to the first floor for a quick exit. You've now acquired three of the four Ultima Crystal shards. The lone remaining Crystal shard is located in the Ice Cave on the Northern Continent.

**Battle Notes:** *The Dark Nymph and Dark Gryphon are properly located in the Great Southern Marsh and will be discussed in detail later (see the Battle Notes for **The Great Southern Marsh**). For details on Brutes and Wooden Prisoners, see the Battle Notes for **The Abandoned Laboratory**. For details on Samurais, Nightmares, Garudas, Headless Knights, Assassins, Cerberus, and Pixies, see the Battle Notes for **Floor #1**.*

### 6.8.13 *From Midgard to Asgard*

**Suggested Level: 21**

**Enemies: None (Submersible Assumed)**



The trip from Midgard to the Ice Cave is quite long. The Ice Cave is located in the northern tundra of the Northern Continent. From Midgard, head to the port and board your ship. Convert to Submersible mode and sail due east until you reach the western coastline of the Central Continent. Sail north along the western coastline until you reach the northern tip (near Oakwood). From here, sail due east until you reach the southern tip of the Northern Continent. Sail north along the eastern coast of the Northern Continent until you find a small bay jutting inward.

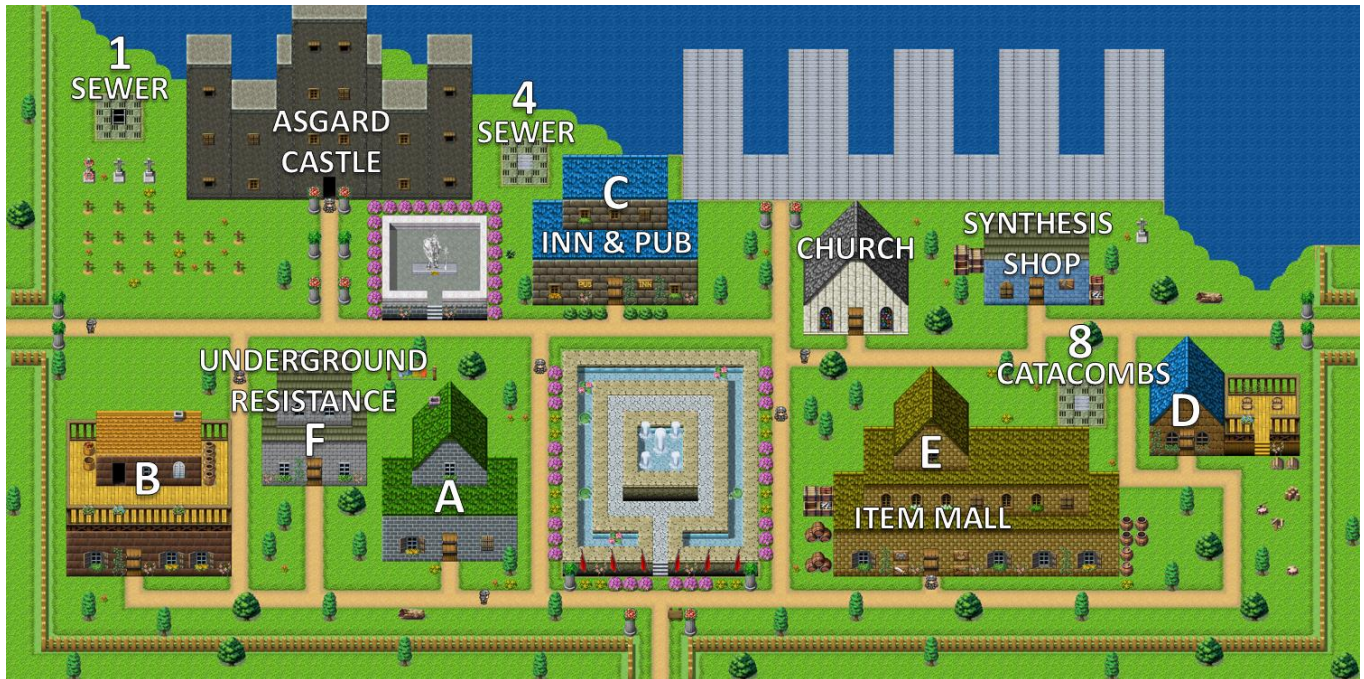
At this point, you have the choice of whether to make port at Asgard (currently under Pandoran rule) or to sail further north and make port at Borea. The journey from Borea to the Ice Cave is shorter; however, there is much more to explore in Asgard. Both towns and their route to the Ice Cave will be described but Asgard and its various sidequests will be summarized first. To reach Asgard, sail into the bay, convert back to Ship mode, and make dock at the port. Asgard is right just south of the port. *For details on Borea and the journey to the Ice Cave from this snow city, skip to Section 6.8.20.*



## 6.8.14 Asgard

### Suggested Level: 21

**Treasures (from NPCs):** Asgard Permit Card, 5x Large Potions, Map Shred #4, Magic Potions (After Airship)



**Treasure Chest Legend**

<b>A</b>	Small Magic Potion, 1,500G	<b>D</b>	Remedy
<b>B</b>	Snowstorm Bomb, Thunderstorm Bomb	<b>E</b>	2,500G, Medium SP Orb
<b>C</b>	Tent	<b>F</b>	Huge Potion, Muscle Relaxer, Antidote, Smelling Salts, 1,000G, Small Cottage

Asgard was one of the four world superpowers prior to being invaded and conquered by the Pandoran Empire. Asgard grew from the ashes of the legendary city of Alexandria which was destroyed several hundred years ago. The streets of the city are patrolled by Pandoran Guards, forcing the people of Asgard inside.

Upon entering, you'll find the magnificent fountains of Asgard. To the right stands Item Mall that houses the Item Shop, Skill Shop, Armor Shop, and Weapon Shop. The Pandorans have instituted a limit on visits to the Item Mall to avoid the citizens from stockpiling weapons and armor. To enter, you'll need a Permit Card which you can acquire from Chris – The Family Man. Rather than be rebuffed by the Pandoran Guard at the Item Mall, you should head west from the entrance and enter the first house you find. On the second floor of the house, you'll find two treasures (**Small Magic Potion, 1,500G – A**).

Leave the house and then continue west past the next house. Enter the house in the southwest corner and find Chris – the Family Man. If you tell him you also hate the Pandoran occupation, he'll give



you an **Asgard Permit Card** and **5x Large Potions**. Finally, he'll tell you the password to enter the Underground Resistance: "68193". Head upstairs and gather the two treasures (**Snowstorm Bomb, Thunderstorm Bomb – B**). After gathering the treasures, return downstairs and go to the fireplace directly behind Chris – The Family Man. If you investigate the fireplace, you'll find that there is a hidden door with a combination lock. Enter the code "956" that you found scribbled on some notes in Atticus' home in Riverdale and you can enter another secret room. In this room, you'll find the young versions of all the character classes and the Dark Lord. As with other secret rooms, the room is only meant as an Easter Egg for dedicated explorers. Once you've explored the room to your heart's content, leave the room and Chris – The Family Man's house.

Before heading to the Underground Resistance located in the house to the northeast, you should explore the rest of the city. Head to the Inn and Pub located to the northeast and catch up on the local gossip. Ascend the stairs to the second floor and gather the treasure chest in the northwest corner (**Tent – C**). Head back downstairs and rest at the Inn. Next, head east to the Church and save. After the Church, visit the Synthesis Shop and check to see if you can create anymore special equipment. Lastly, head southeast to the house with a deck on the eastern side and gather the treasure inside (**Remedy – D**). Before leaving, explore the bookcases along the northern wall and you'll find **Map Shred #4**. Leave the house and then head southwest to the Item Mall.

Approach the Pandoran Guard at the entrance. He'll ask to see your Permit Card, which you now possess thanks to Chris – The Family Man. He'll let you enter and you'll find yourself on the first floor of the Item Mall with the Item Shop and Skill Shop. Restock on items and SP Orbs as necessary and then head up to the 2<sup>nd</sup> floor. On the 2<sup>nd</sup> floor of the Item Mall, you'll find the Armor and Weapon Shops. They also sell Titanium Equipment and by this time you've likely fully outfitted yourself with Titanium level gear. If not, buy what you can and then head up to the 3<sup>rd</sup> floor. On the 3<sup>rd</sup> floor, you'll find a store room with two treasures. Gather the treasures (**2,500G, Medium SP Orb - E**) and then leave the Item Mall. Finally, head west to the home that houses the Underground Resistance (located northeast of Chris – The Family Man's home).

Head up the stairs to the 2<sup>nd</sup> floor and gather the treasure (**Huge Potion – F**). Return to the first floor and investigate the fireplace. You'll find another door with a combination lock inside the fireplace. Enter the combination "07312013" that you found by investigating some notes on the 2<sup>nd</sup> floor of Dante's home in Oakwood. Inside you'll find the developers' room dedicated by Rusty Aid. Again, the room is meant as an Easter Egg but dedicated explorers. After you've explored the room to your heart's content, leave the secret room and return to the first floor the home.

Next, head down the stairs to the basement and gather three more treasures (**Muscle Relaxer, Antidote, Smelling Salts – F**). To the east, you'll find the Resistance Guard who guards the Underground Resistance. You can't enter unless you know the secret password: "68193". Once you tell guard the correct password, he'll let you descend the stairs to the Underground Resistance. Head south and talk to the Asgard Rebel. He'll ask for 1,000G to buy equipment for the resistance. If you donate the gold, he'll gift you **3x Full Magic Potions** after you've acquired the Airship. Near the southern edge of the resistance stronghold, gather two more treasures (**1,000G, Small Cottage – F**). Finally, head to the northeast corner and talk to the Cassius – The Rebel Leader.

He tells you that they are planning on freeing the King of Asgard who has been imprisoned in the Castle Dungeon. In this optional sidequest, you can either help rescue the King or ignore his predicament. If you agree to help, the Rebels will create a diversion that will draw the Pandoran soldiers who guard

the castle, allowing you to enter unseen. Skip to Section **6.8.17** if you don't wish to rescue the King; otherwise, continue on with the next section.

### **Pub**

ITEM NAME	SUMMARY	PRICE
<b>BLITZ TONIC</b>	Boosts ATK +10 & ATK +10% during battle	250G
<b>WALL TONIC</b>	Boosts DEF +10 & DEF +10% during battle	250G
<b>MIND TONIC</b>	Boosts INT +10 & INT +10% during battle	250G
<b>WARD TONIC</b>	Boosts MGD +10 & MGD +10% during battle	250G
<b>JOLT TONIC</b>	Boosts AGI +10 & AGI +10% during battle	250G
<b>SHOCK TONIC</b>	Boosts PRE +10 & PRE +10% during battle	250G
<b>BUBBLE TONIC</b>	Boosts Max HP +50% during battle	250G
<b>SURGE TONIC</b>	Boosts Max MP +50% during battle	250G
<b>VIGOR TONIC</b>	Boosts CRT +10 & CRT +10% during battle	250G
<b>EAGLE EYE TONIC</b>	Boosts ACC +10 & ACC +10% during battle	250G
<b>HYPER BLITZ TONIC</b>	Boosts ATK +30 & ATK +10% during battle	2,500G
<b>HYPER WALL TONIC</b>	Boosts DEF +30 & DEF +10% during battle	2,500G
<b>HYPER MIND TONIC</b>	Boosts INT +30 & INT +10% during battle	2,500G
<b>HYPER WARD TONIC</b>	Boosts MGD +30 & MGD +10% during battle	2,500G
<b>HYPER JOLT TONIC</b>	Boosts AGI +30 & AGI +10% during battle	2,500G
<b>HYPER SHOCK TONIC</b>	Boosts PRE +30 & PRE +10% during battle	2,500G
<b>HYPER BUBBLE TONIC</b>	Boosts Max HP +100% during battle	2,500G
<b>HYPER SURGE TONIC</b>	Boosts Max MP +100% during battle	2,500G
<b>HYPER VIGOR TONIC</b>	Boosts CRT +30 & CRT +10% during battle	2,500G
<b>HYPER EAGLE EYE TONIC</b>	Boosts ACC +30 & ACC +10% during battle	2,500G

### **Item Mall - Weapon Shop**

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
<b>Claymore</b>	7,500G	34	0	0	19	NO
<b>Assassin's Knife</b>	6,500G	29	0	0	14	NO
<b>Great Axe</b>	7,000G	50	0	0	37	YES
<b>Great Spear</b>	6,000G	21	0	13	7	NO
<b>Rapidfire Crossbow</b>	5,500G	26	0	8	4	NO
<b>Power Whip</b>	5,700G	17	0	17	7	NO
<b>Wizard's Staff</b>	7,500G	10	34	0	3	NO

### Item Mall - Skill Shop

ITEM NAME	SUMMARY	PRICE
<b>TINY SP ORB</b>	Gains 40 Skill Points	100G
<b>SMALL SP ORB</b>	Gains 200 Skill Points	500G
<b>MEDIUM SP ORB</b>	Gains 500 Skill Points	1,250G
<b>LARGE SP ORB</b>	Gains 1,000 Skill Points	2,500G

### Item Mall - Item Shop

ITEM NAME	SUMMARY	PRICE
<b>POTION</b>	Restores 30 HP for one ally	50G
<b>HIGH POTION</b>	Restores 100 HP for one ally	300G
<b>LARGE POTION</b>	Restores 250 HP for one ally	1,000G
<b>ANTIDOTE</b>	Cures poison	75G
<b>EYE DROPS</b>	Cures blindness	60G
<b>MUSCLE RELAXER</b>	Cures paralysis and stun	120G
<b>SMELLING SALTS</b>	Cures confusion	150G
<b>SOFT</b>	Cures stone	1,000G
<b>VOCALIZER SERUM</b>	Cures silence	500G
<b>SLEEPING BAG</b>	Recovers 30 HP for party	75G
<b>TENT</b>	Recovers 100 HP for party	300G
<b>SMALL COTTAGE</b>	Recovers 300 HP & 300 MP for party	2,500G
<b>MEDIUM COTTAGE</b>	Recovers 1,000 HP & 500 MP for party	5,000G
<b>FIRE BOMB</b>	~50 HP damage with fire element to all enemies	100G
<b>THUNDER BOMB</b>	~50 HP damage with thunder element to all enemies	100G
<b>HOLY BOMB</b>	~50 HP damage with holy element to all enemies	100G
<b>DARK BOMB</b>	~50 HP damage with dark element to all enemies	100G
<b>WIND BOMB</b>	~50 HP damage with wind element to all enemies	100G
<b>ICE BOMB</b>	~50 HP damage with ice element to all enemies	100G
<b>BLAZE BOMB</b>	~150 HP damage with fire element to all enemies	500G
<b>THUNDERSTORM BOMB</b>	~150 HP damage with thunder element to all enemies	500G
<b>HOLY LIGHT BOMB</b>	~150 HP damage with holy element to all enemies	500G
<b>DARK STORM BOMB</b>	~150 HP damage with dark element to all enemies	500G
<b>HURRICANE BOMB</b>	~150 HP damage with wind element to all enemies	500G
<b>SNOWSTORM BOMB</b>	~150 HP damage with ice element to all enemies	500G
<b>WARP STONE</b>	Allows warping out of most dungeons	5,000G

### Item Mall - Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Titanium Armor	7,700G	29	8							70	
Elven Robe	7,700G	22	15								35
Titanium Shield	5,600G	21							8		
Elven Cloak	5,600G	18	14								
Elven Hat	5,600G	14	18								
Titanium Helm	5,600G	18	14								
Elven Gloves	5,600G	8		24							
Titanium Gauntlets	5,600G	10			8			14			
Elven Shoes	5,600G	12				10	10				
Titanium Boots	5,600G	16				8	8				



## 6.8.15 Asgard Castle

### Main Floor

#### Suggested Level: 21

#### Enemies: Pandoran Guard

#### Treasures (from NPCs): Asgard Prison Key

Once inside the castle, you can either head north and go deeper into the castle or return south and leave. If you leave, you'll be transported back to the Underground Resistance. You'll reset the attempt to save the king and you'll have to talk to Cassius – The Rebel Leader again to start the rescue mission. Unless the Pandoran Guards are too strong for you, head north until you reach an east/west fork. At the fork, you'll likely find a Pandoran Guard marching back and forth. Defeat the guard and then proceed either east or west since both paths loop back around to the same location. Continue along the path you chose (east or west) and then head north.

Next, head back toward the center of the castle until you reach another guard and the corridor turns north. Defeat the guard and then proceed north. You'll encounter two more guards in quick succession. Ignore the two rooms to the east and west (they are empty) and continue north.

You'll find another room on the right with some bookcases inside. Enter and find the Pandoran Captain in the southeast corner of the room. The Pandoran Captain is significantly stronger than the Pandoran Guards in terms of their ATK, DEF, and PRE. He can only use a normal physical attack and has the same elemental weaknesses to Thunder and Darkness as the Pandoran Guards. The items that you can steal from the Pandoran Captain are not exception, so



a Thief a likely function as either a damage dealer, debuffer, or support character. At your current level, the Pandoran Captain should not be much of a challenge. He is significantly weaker than either the Citadel Drone or the Cyclops; however, if you ventured to Asgard as soon as you acquired the Ship, he would be quite a challenge.

## Mid-Boss Battle: Pandoran Captain



### Attacks

Normal Attack (100%)

### Items to Steal

Huge Potion (50%), Medium Magic Potion (50%), Full Potion (25%), Large Magic Potion (25%), Large Cottage (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
3,500	100	150	125	20	125	60	60	8	2,000	2,000G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	B	C	F	A

Defeat The Pandoran Captain to gain the **Asgard Prison Key**. Head back to the main corridor and keep going north. Follow the corridor as it turns west and south. Near the stairs (2), you'll find the final guard on this floor. Defeat him and then descend the stairs (2) to the Asgard Castle Basement.

**Battle Notes:** *There are only enemy type in Asgard Castle is the Pandoran Guard. Pandoran Guards have high ATK but can only use a normal physical attack. Like all human enemies, they have elemental weaknesses to Thunder and Darkness. If you have a Thief in your party, you can steal Large Potions, Small SP Orbs, Small Magic Potions, 750G, Huge Potions, and Medium SP Orbs from Pandoran Guards.*

## Castle Basement

**Suggested Level: 21**

**Enemies: Pandoran Guard**



Treasure Chest Legend			
A	2,500G	C	Hurricane Bomb
B	Soft	D	Holy Light Bomb

From the stairs (2) in the southwest corner of the Castle Basement, head north and fight any guards you encounter. When you reach the north/east fork, go east. You'll pass jail cells to your north and south and will encounter a Pandoran guard. You can enter any of the cells with the *Asgard Prison Key*. Enter the second jail cell to the south and head down to collect the treasure (**2,500G – A**). Return to the main corridor and continue east. Enter the third jail cell to your north and then head to the end of the jail cell to collect another treasure (**Soft – B**). Return to the main corridor and continue east. At the end of the corridor, head south into the fifth jail cell to the south. Inside, you'll find the last two treasures (**Hurricane Bomb – C, Holy Light Bomb – D**). Head back to the main corridor and then enter the jail cell just to your north. Inside, you'll find the King of Asgard. He thanks you for rescuing him, and now all that remains is to escape the Castle. By now, all the guards should be dead so you can simply return back up the stairs (2) and then south to the Castle exit (1). When you reach the exit, you'll be transported back to the Underground Resistance where Cassius thanks you for rescuing the King but tells you that the mission is not yet complete.

**Battle Notes:** For details on Pandoran Guards, see the Battle Notes for the **Main Floor**.



### 6.8.16 *From Asgard to Doria, and Back Again*

#### Suggested Level: 21

**Enemies: None (Submersible Assumed)**

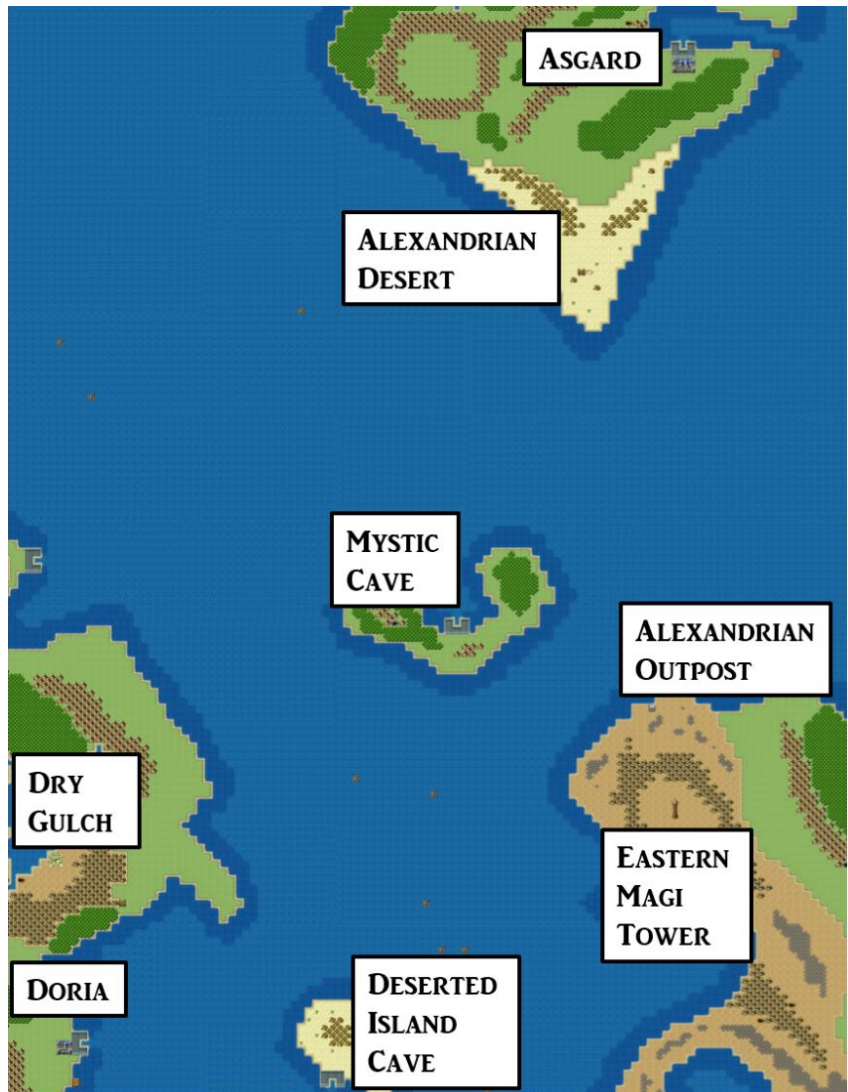
**Treasures (from NPCs): 25,000G, Dragon Armor, Dragon Sword, Ascendant Ring**

With the King under your protection, you should leave Asgard and proceed back to your ship at the port. Board your ship and convert to Submersible mode. Sail east out of the bay and then sail south along the eastern coast of the Northern Continent. When you reach the southern tip of the Northern Continent, sail due south past the island that houses the Mystic Cave. Eventually, you'll reach the Northwest coast of the Eastern Continent.

From there, sail due west until you reach the eastern coastline of the Central Continent. Finally, sail south along the coastline until you reach the port next to Doria. Convert back to Ship mode, dock at the port, and enter Doria.

Head directly to the Castle of Doria and enter the King's Throne Room. He thanks you profusely for saving his old friend, the King of Asgard, and tells you that he has instructed the Royal Treasurer to handsomely reward you. Head back to the Castle lobby and then up the western stairs to the Royal Treasurer's office. He'll give you **25,000G** and also tells you that you may take some selected treasures from the Royal Treasure Room. Head back to the lobby and approach the guard blocking the westernmost entrance along the northern wall. He'll allow you inside where you'll find three amazing treasures (**Dragon Armor, Dragon Sword, and Ascendant Ring**).

Once you've collected your reward for rescuing the King of Asgard, head back to your ship and retrace the route back to Asgard. You're not finished exploring Asgard yet, the vast Asgard Sewer holds many treasures. The entrance to the Asgard Sewer lies in the northwest corner of the city.

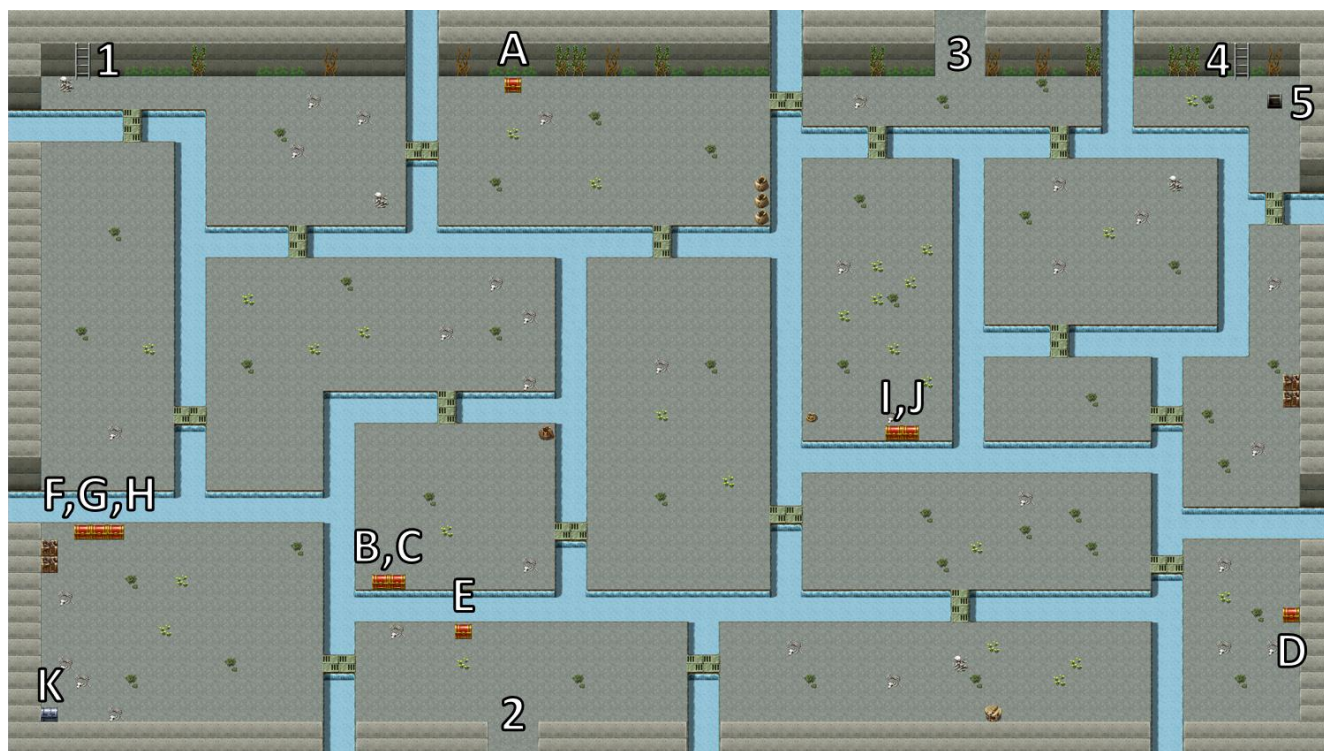




### 6.8.17 Asgard Sewer

#### Suggested Level: 21

**Enemies:** Giant Cobra, Dark Pixie, Siren, Wooden Prisoner, Insane Summoner, Jungle Rat, Jungle Raptors, Werewolf, Medusa, Giant Satyr, Wolf Man, Archfiend, Death Shaman, Apparition, Lizard Warrior, Tentacled Beast, Brute, Alligator, Swamp Troll, Dark Nymph, Hydra, Great Troll, Catoblepas, Green Slime, Desert Ghast, Sand Gremlin



Treasure Chest Legend			
A	2,000G	F	Large Potion
B	Thunderstorm Bomb	G	Medium SP Orb
C	Blaze Bomb	H	Recipe for Zombie Killer Bow
D	Recipe for Cracking Whip	I	Small Cottage
E	Recipe for Poison Dagger	J	Recipe for Defender Robe
K	Wind Ring (with Kali's Medallion)		

At the bottom of the ladder (1), you can either head south across the small bridge or east. Take the eastern path and walk across the platform until you find a small bridge across the sewer water. Cross it and gather the treasure (**2,000G – A**). From the treasure, back across the bridge to the west and then south along the platform. Cross the bridge to the south and head southeast to another bridge. Cross to

the south and gather the two treasures in the southwest corner of the platform (**Thunderstorm Bomb – B, Blaze Bomb – C**).

Head east across the bridge and then again across another bridge to the east. Continue east across the platform and then cross another bridge to the east. In the southeast corner, you'll find another treasure (**Recipe for Cracking Whip – D**). Return back across the bridge and then find the first bridge to the south. Cross the bridge and then head due west. Cross the bridge to the west and gather the treasure on the next platform (**Recipe for Poison Dagger – E**). Just south of the treasure, you'll find a path south (2). This path leads to the first puzzle hidden in the Asgard Sewer. See **Puzzle #31 – Asgard Sewer A** the puzzle solution.

After completing the puzzle, return to the main Sewer area. Continue west, cross a bridge to the west, and then head to the northwest corner of the platform. There you'll find three more treasures (**Large Potion – F, Medium SP Orb – G, Recipe for Zombie Killer Bow – H**). In the southwest corner, you'll find another sealed chest. Return to this location when you have *Kali's Medallion* so you can acquire the treasure (**Wind Ring – K**).

After gathering the three treasures, retrace your step east. Cross two bridges while traveling east and on the third platform, head north. Next, head west across a bridge and then north along the platform. Cross a bridge to the north and then head northeast. Cross the bridge eastward and then continue east until you find a path to the north (3). This path leads to the second puzzle of the Asgard Sewer. See **Puzzle #32 – Asgard Sewer B** for the puzzle solution.

After completing the puzzle, return to the main section of the Asgard Sewer. Head southwest and cross the bridge south. At the southern end of the platform, you'll find two more treasures (**Small Cottage – I, Recipe for Defender Robe – J**). Return northward and cross the bridge to the previous platform. Head east and cross the bridge south at the eastern end of the platform. Continue south along the platform and across another small bridge. Head east and cross the penultimate bridge. From there, head north and cross the final bridge. Here, you'll find one ladder that leads up (4) and another that leads down (5). The descending ladder leads to the Asgard Catacombs, home to some extremely deadly monsters. At this point, those monsters are a bit too tough; therefore, you should head up the ascending ladder (4) to Asgard. If you insist on exploring the Asgard Catacombs at this point, see Section **6.13.1** for details.

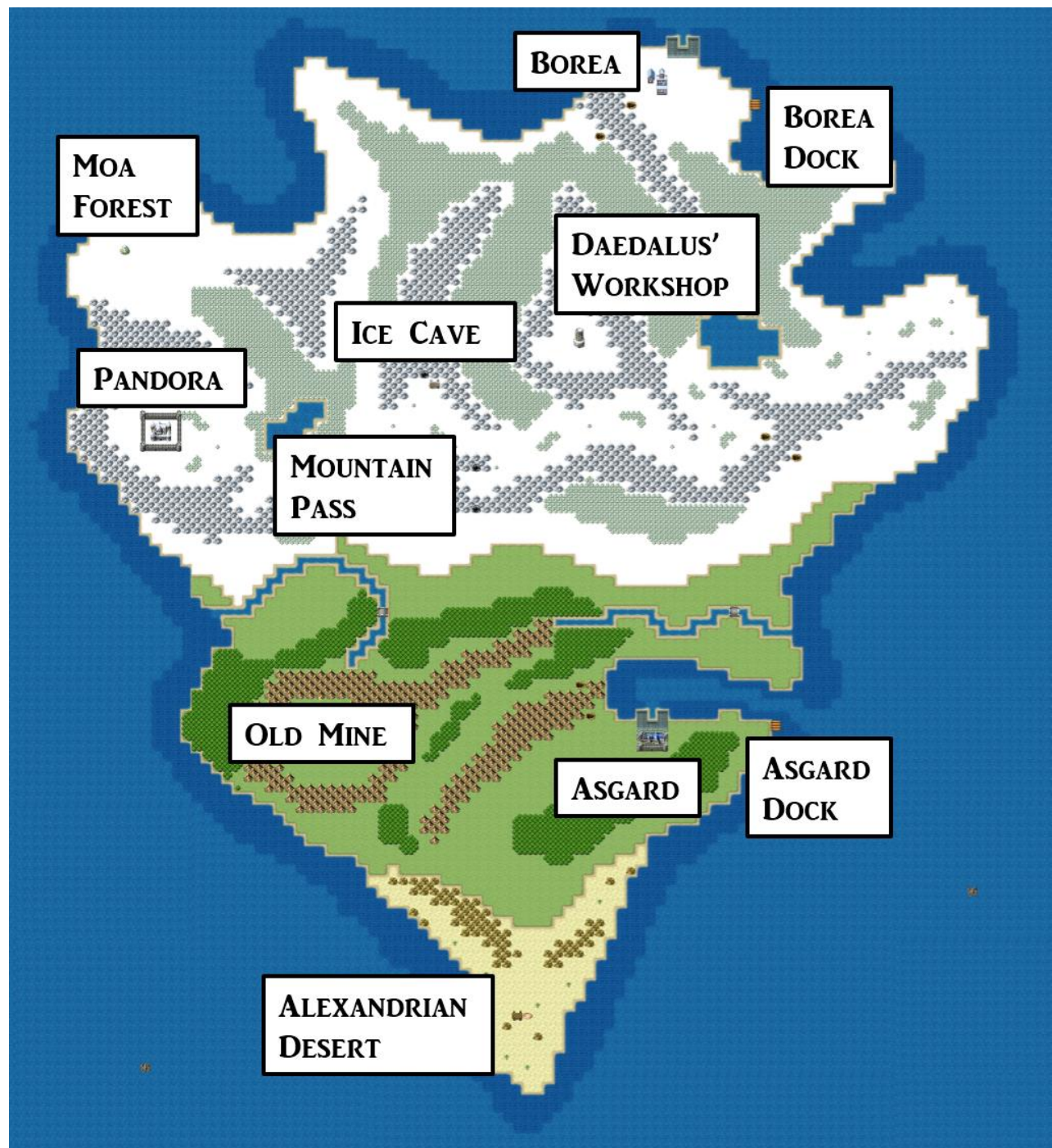
Besides the Asgard Catacombs, which are too deadly to be explored at this time, Asgard has been fully explored. Now, it is time to head north to the fourth and final Ultima Crystal shard.

**Battle Notes:** *In the Asgard Sewer, you'll find a huge variety of enemies, most of whom you've fought before. For details on Giant Cobras, Brutes, Dark Pixies, Sirens, and Wooden Prisoners, see the Battle Notes for **The Abandoned Laboratory**. For details on Insane Summoners and Werewolves, see the Battle Notes for **The Cliff Face**. For details on Jungle Rats and Jungle Raptors, see the Battle Notes for **The Northwest Continent**. For details on Wolf Men, see the Battle Notes for **The Underground Cave**. For details on Archfiends, Death Shamans, Apparitions, and Medusas, see the Battle Notes for **The Far Eastern Continent**. For details on Giant Satyrs, Tentacled Beasts, and Lizard Warriors, see the Battle Notes for **The Hunt for the Submersible Schematics**. For details on Catoblepas, Desert Ghosts, Green Slimes, and Sand Gremlins, see the Battle Notes for **The Journey to the Canyon Crystal**. For details on Alligators, Swamp Trolls, and Dark Nymphs, see the Battle Notes for **The Great Southern Marsh**. For details on Great Trolls and Hydras, see the Battle Notes for **Dragon Caves**.*

### 6.8.18 *North to the Naiad Mountains*

Suggested Level: 21

Enemies: (South of Naiad Mountains) Insane Summoner, Jungle Rat, Jungle Raptor, Werewolf, Giant Satyr, Green Slime, Medusa; (North of Naiad Mountains) Snow Golem, Polar Bear, Frozen Slime, Ice Sprite



From Asgard, you need to head north to the snowy tundra. You can take a shortcut if you have an Engineer via the *Tunnel* located just northwest of Asgard. The *Tunnel* will take you to the northern edge of the mountains. If you don't have an Engineer, you'll have to head southwest along the mountains until you reach the tip. From there, head northeast along the northern edge of the mountains until you reach the *Tunnel*.

From the Tunnel, head east until you find a bridge to the north. Cross the bridge and then head north into the snowy tundra until you find the southern edge of the Naiad Mountains. Head west along the southern edge until you find a cave to the north. This is the entrance to the Mountain Pass.

**Battle Notes:** *All of the enemies on the Northern Continent have been countered elsewhere. First, the references for enemies South of the Naiad Mountains will be given. For details on Insane Summoners and Werewolves, see the Battle Notes for **The Cliff Face**. For details on Jungle Rats and Jungle Raptors, see the Battle Notes for **The Northwest Continent**. For details on Giant Satyrs, see the Battle Notes for **The Hunt for the Submersible Schematics**. For details on Green Slimes, see the Battle Notes for **The Journey to the Canyon Crystal**. Finally, for details on Medusas, see the Battle Notes for **The Far Eastern Continent**. Second, all of the monsters North of the Naiad Mountains are encountered on the Southern Continent. For details on Snow Golems, Polar Bears, Frozen Slimes, and Ice Sprites, see the Battle Notes for **The Frozen Tundra – Part 1**.*

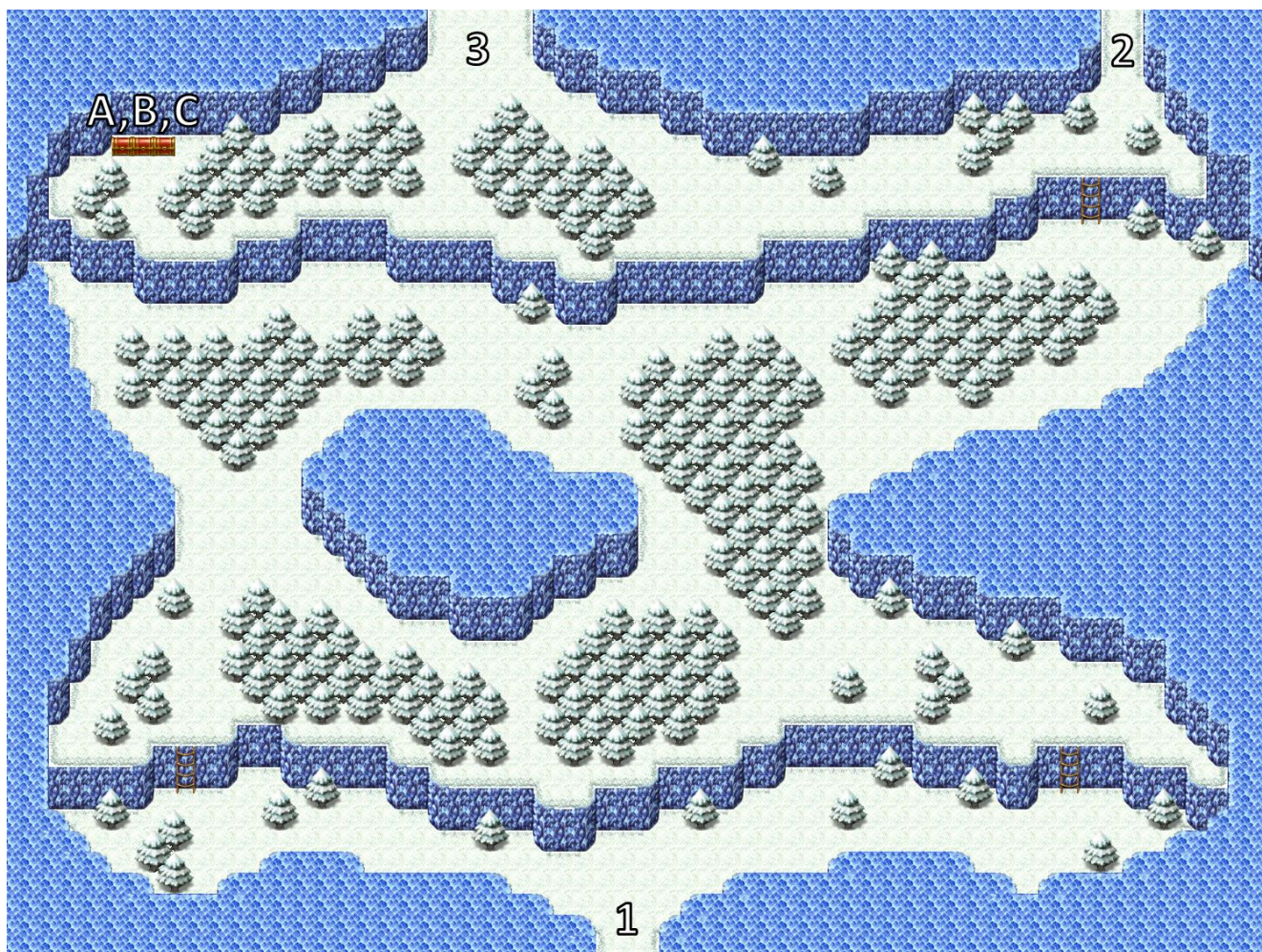


### 6.8.19 Mountain Pass

#### Southern Pass

**Suggested Level: 21**

**Enemies:** Snow Golem, Polar Bear, Frozen Slime, Ice Sprite, Ice Tiger, Ice Imp, Cockatrice, Dark Mummy, Ice Demon, Giant Tortoise, Ice Bull, Troll, Winter Wolf, Ice Goblin, Ice Hellion



Treasure Chest Legend	
A	2,000G
B	Huge Potion
C	Small Magic Potion

The Mountain Pass was once a well-established trade route between the northern and southern cities of the Legendary Alexandrian Empire. But with the fall of the Empire, the Mountain Pass fell into

disrepair and now wicked monsters roam the Pass. Trees have grown up over the once flat road, creating a maze for those who aren't familiar with the area.

From the entrance of the Mountain Pass (1), head west until you find the ladder to the upper level. Travel north through the trees and then turn northwest when the trees open up. Take the path south of the trees and northwest of the rocks. Follow the path until you find the cliff face and then head east. When trees block your way, head south, east, and north again to bypass the small grove. At the northern end of the path, you'll find a ladder leading up to the third level. Climb the ladder and trek up to find a path leading north through the rocks (2). This path leads to the first puzzle located in the Mountain Pass. See **Puzzle #33 – Mountain Pass A** for the puzzle solution.

After completing the puzzle, return to the main area. Next, head west along the third level of the Pass until you can turn northwest. Ignore the path that leads north and instead head south through the trees. Walk west along the edge of the cliff face until you find a small path north. Here, you'll find three treasures (**2,000G – A, Huge Potion – B, Small Magic Potion – C**). Retrace your steps east and then head north to the path leading to the second section of the Mountain Pass (3).

**Battle Notes:** *Many of the enemies in the Mountain Pass have been encountered before. For details on Snow Golems, Polar Bears, Frozen Slimes, and Ice Sprites, see the Battle Notes for **The Frozen Tundra – Part 1**. For details on Trolls, Winter Wolves, Ice Demons, Ice Goblins, Ice Bulls, and Giant Tortoises, see the Battle Notes for the Frozen Cave (**Section #1: The Outer Cave**). The other enemies you'll encounter (Ice Tigers, Ice Imps, Cockatrices, and Dark Mummies) are resident to the Ice Cave and will be discussed in the Battle Notes for **Ice Cave**.*



## Northern Pass

**Suggested Level: 21**

**Enemies:** Snow Golem, Polar Bear, Frozen Slime, Ice Sprite, Ice Tiger, Ice Imp, Cockatrice, Ice Demon, Troll, Winter Wolf, Ice Goblin, Ice Hellion



Treasure Chest Legend			
A	Small Magic Potion	D	Medium SP Orb
B	Warp Stone	E	Hurricane Bomb
C	Small Cottage	F	Dark Storm Bomb

From the entrance to the Northern Pass (3), head northwest along the corridor until you find three treasures (**Small Magic Potion – A, Small Cottage – B, Warp Stone – C**). After collecting the treasures, return southeast to the entrance. You can either continue east or head north. The way to the east is a dead end, so head north to the ladder. Climb the ladder to the second level of the Northern Pass. You'll quickly be presented by a northwest/northeast fork. Head northeast and follow the path as

it curves east and then southeast. Descend the ladder to the first level and then head south until you reach a path leading south through rocks (4). This path leads to the second puzzle hidden in the Mountain Pass. See **Puzzle #34 – Mountain Pass B** for the puzzle solution.

After completing the puzzle, return to the main Northern Pass area. Retrace your route north back to the ladder. Climb the ladder and then follow the path westward until you reach the initial ladder. Don't descend it. Instead, take the northwest fork and follow the path as it winds north, east, and then opens up to a northeast, southwest fork. Take the southwest fork and gather the three treasures at the end of the path (**Medium SP Orb – D, Hurricane Bomb – E, Dark Storm Bomb – F**). Backtrack to the fork and now head northeast. Continue on the path until you find a path leading north through the rocks (5). This is the exit of the Mountain Pass and leads to the northern edge of the Naiad Mountains.

From the exit of the Mountain Pass, it is only a short trek to the Ice Cave. Head northwest and you'll quickly find a sign inscribed with the words "Ice Cave - Beware of Thin Ice". Use a sleeping bag (or something stronger) to heal up before entering the Ice Cave. Prior to detailing the path through the Ice Cave, the alternate route to the Ice Cave from Borea will be detailed. Skip to Section 6.8.21 if you are ready to enter the Ice Cave.

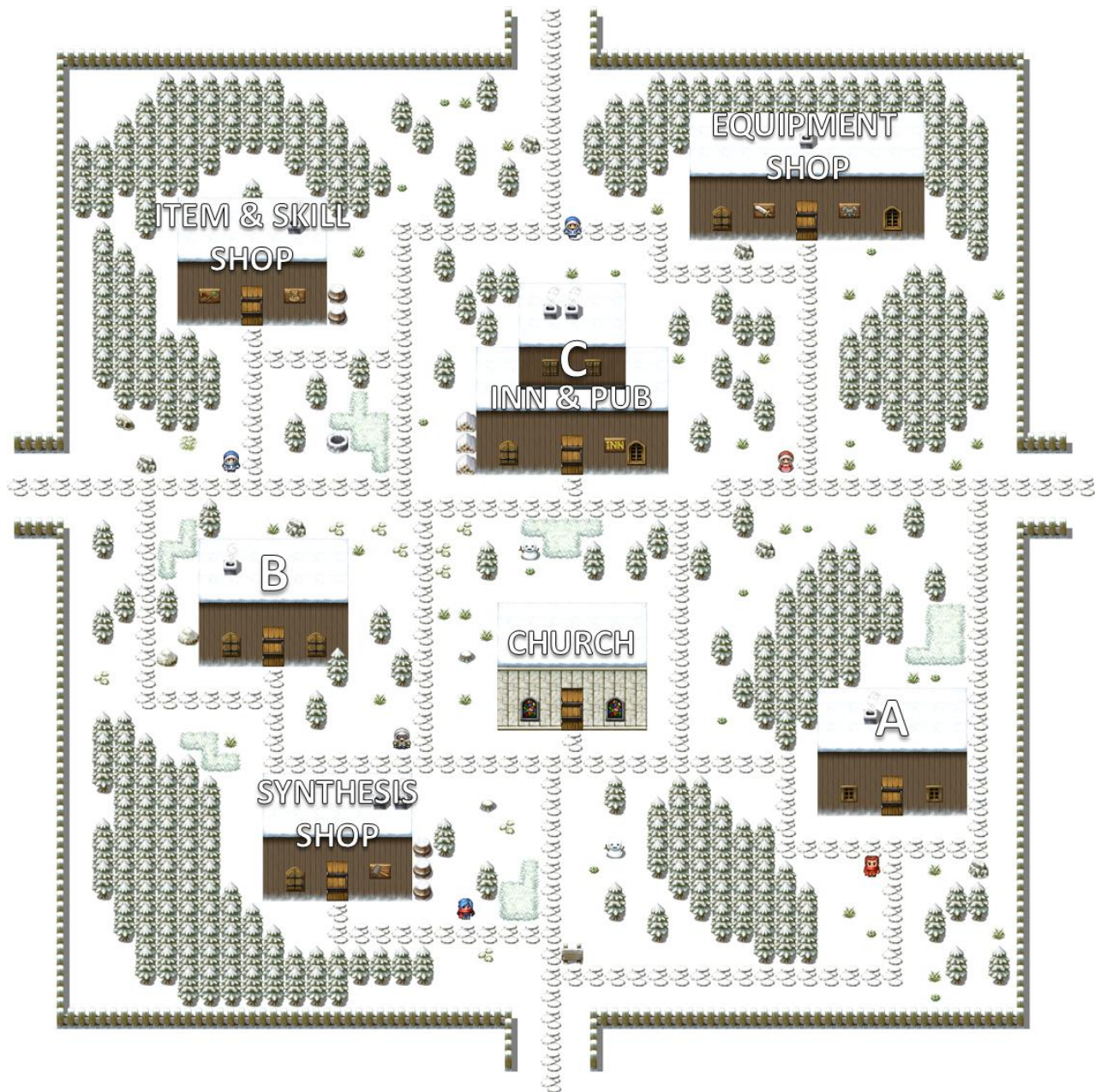
**Battle Notes:** For details on Snow Golems, Polar Bears, Frozen Slimes, and Ice Sprites, see the Battle Notes for **The Frozen Tundra – Part 1**. For details on Trolls, Winter Wolves, Ice Demons, Ice Goblins, Ice Bulls, and Giant Tortoises, see the Battle Notes for the Frozen Cave (**Section #1: The Outer Cave**). The other enemies you'll encounter (Ice Tigers, Ice Imps, Cockatrices, and Dark Mummies) are resident to the Ice Cave and will be discussed in the Battle Notes for **Ice Cave**.



## 6.8.20 Borea

Suggested Level: 21

Treasures: Map Shred #5



TREASURE CHEST LEGEND	
A	Mythril Knife
B	Small SP Orb
C	1,500G, Large Potion

The town of Borea is located near the northern tip of the Northern Continent. It is a remote town that doesn't participate much in global affairs. Nearly a thousand years ago, it was known as Snow Hill, prior even to the rise of the Alexandrian Empire.

Upon entry of Borea, head northwest to the Synthesis Shop. You've likely acquired a large number of recipes and ingredients. Remember, synthesized equipment is generally equivalent to equipment two tiers higher than that of the base. After synthesizing what you can, head east to the house in the southeast corner. Gather the treasure inside (**Mythril Knife – A**) and then investigate the bookcase in the northeast corner. You'll find **Map Shred #5** in the bookcase. Next, leave the house and head northwest to the Church. Save at the Church and proceed west to another private residence. Inside you'll find another treasure (**Small SP Orb – B**).

Head northeast to the Inn & Pub. Talk to the locals to catch up on gossip and perhaps learn some important tidbits of information. Next, rest at the Inn and then head upstairs and gather the two treasures (**1,500G, Large Potion - C**). Leave the Inn and proceed northwest to the Inn & Skill Shop. You should restock your supplies and make sure that you have plenty of Fire and Blaze Bombs for the Ice Cave. All of the enemies inside the Ice Cave are weak to Fire. Finally, if you aren't already fully equipped with Titanium equipment, head to the northeast corner of Borea and enter the Equipment Shop. Next, head to the Well east of the Inn. Investigate the Well and you'll find that there's a ladder leading to the bottom of the Well. Descend the ladder and enter the underground chamber. There, you'll find a strange clockwork creation on a pedestal and a locked door to the right with a combination lock. Enter the combination "57814" that you found on some scribbled notes in the office of Dr. Strand – The Royal Historian. Inside, you'll find another secret room with a bizarre scene involving some ghosts. Again, the secret room is meant only as an Easter Egg for dedicated explorers. Once you've explored the room to your heart's content, return up the ladder to the main area of Borea. Now that you've explored everything in Borea, it's time to leave and prepare for the short trek to the Ice Cave.

For a reference map, refer to Section **6.8.18**. After leaving Borea, head south along the eastern edge of the mountains. From the southern tip of the mountains, head southwest through the forest until you reach another mountain range. Again, head south along the eastern edge of the mountains. Eventually, there will be a small gap to the west between mountains to the north and south. Continue west until you reach the Northern entrance to the Mountain Pass. From there, head northwest until you reach the dreaded Ice Cave. Be sure to use a sleeping bag (or something stronger) to heal and save prior to entering.

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Claymore	7,500G	34	0	0	19	NO
Assassin's Knife	6,500G	29	0	0	14	NO
Great Axe	7,000G	50	0	0	37	YES
Great Spear	6,000G	21	0	13	7	NO
Rapidfire Crossbow	5,500G	26	0	8	4	NO
Power Whip	5,700G	17	0	17	7	NO
Wizard's Staff	7,500G	10	34	0	3	NO

## Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Titanium Armor	7,700G	29	8							70	
Elven Robe	7,700G	22	15								35
Titanium Shield	5,600G	21							8		
Elven Cloak	5,600G	18	14								
Elven Hat	5,600G	14	18								
Titanium Helm	5,600G	18	14								
Elven Gloves	5,600G	8		24							
Titanium Gauntlets	5,600G	10			8			14			
Elven Shoes	5,600G	12				10	10				
Titanium Boots	5,600G	16				8	8				

## Pub

ITEM NAME	SUMMARY	PRICE
BLITZ TONIC	Boosts ATK +10 & ATK +10% during battle	250G
WALL TONIC	Boosts DEF +10 & DEF +10% during battle	250G
MIND TONIC	Boosts INT +10 & INT +10% during battle	250G
WARD TONIC	Boosts MGD +10 & MGD +10% during battle	250G
JOLT TONIC	Boosts AGI +10 & AGI +10% during battle	250G
SHOCK TONIC	Boosts PRE +10 & PRE +10% during battle	250G
BUBBLE TONIC	Boosts Max HP +50% during battle	250G
SURGE TONIC	Boosts Max MP +50% during battle	250G
VIGOR TONIC	Boosts CRT +10 & CRT +10% during battle	250G
EAGLE EYE TONIC	Boosts ACC +10 & ACC +10% during battle	250G
HYPER BLITZ TONIC	Boosts ATK +30 & ATK +10% during battle	2,500G
HYPER WALL TONIC	Boosts DEF +30 & DEF +10% during battle	2,500G
HYPER MIND TONIC	Boosts INT +30 & INT +10% during battle	2,500G
HYPER WARD TONIC	Boosts MGD +30 & MGD +10% during battle	2,500G
HYPER JOLT TONIC	Boosts AGI +30 & AGI +10% during battle	2,500G
HYPER SHOCK TONIC	Boosts PRE +30 & PRE +10% during battle	2,500G
HYPER BUBBLE TONIC	Boosts Max HP +100% during battle	2,500G
HYPER SURGE TONIC	Boosts Max MP +100% during battle	2,500G
HYPER VIGOR TONIC	Boosts CRT +30 & CRT +10% during battle	2,500G
HYPER EAGLE EYE TONIC	Boosts ACC +30 & ACC +10% during battle	2,500G

### Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
LARGE POTION	Restores 250 HP for one ally	1,000G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SOFT	Cures stone	1,000G
VOCALIZER SERUM	Cures silence	500G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2,500G
MEDIUM COTTAGE	Recovers 1,000 HP & 500 MP for party	5,000G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G
BLAZE BOMB	~150 HP damage with fire element to all enemies	1,000G
THUNDERSTORM BOMB	~150 HP damage with thunder element to all enemies	1,000G
HOLY LIGHT BOMB	~150 HP damage with holy element to all enemies	1,000G
DARK STORM BOMB	~150 HP damage with dark element to all enemies	1,000G
HURRICANE BOMB	~150 HP damage with wind element to all enemies	1,000G
SNOWSTORM BOMB	~150 HP damage with ice element to all enemies	1,000G
WARP STONE	Allows warping out of some dungeons	5,000G

### Skill Shop

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 Skill Points	100G
SMALL SP ORB	Gains 200 Skill Points	500G
MEDIUM SP ORB	Gains 500 Skill Points	1,250G
LARGE SP ORB	Gains 1,000 Skill Points	2,500G



## 6.8.21 Ice Cave

### Floor #1

#### Suggested Level: 22

**Enemies:** Mindflayer, Ice Imp, Dark Mummy, Cockatrice, Ice Tiger, Snow Golem, Polar Bear, Frozen Slime, Ice Demon, Giant Tortoise,



Treasure Chest Legend			
A	Ice Helm	C	Ice Whip
B	Ice Shield		

The Ice Cave is the most deadly of the four crystal dungeons due to monsters known as Mindflayers that can inflict instant death with every attack. Without Protect Rings, you would be hard pressed to survive the Ice Cave, although it is possible. At this point, you should have a Protect Ring for each of your characters. Three gathered from the other three Crystal Dungeons and one from Tristan – the Puzzle Master. You also need a plentiful supply of healing items because of the thin ice that often breaks, leaving you severely lacerated. Each square of thin ice will cause a random amount of damage from 0 to 25 HP. After entering the Ice Cave (1), head north and you'll find yourself at a 4-way intersection. Travel down the western path until you find a Mining Crevice (2) along the northern wall. Use a *Mining Bomb* to open the crevice, enter the excavated chamber, and gather the treasure (**Large Potion, Remedy – 2**). Backtrack to the 4-way intersection and take the eastern path. Continue until you find another Mining Crevice (3) along the northern wall. Use another *Mining Bomb* and gather the treasure in the excavated chamber (**Large SP Orb – 3**). Again, backtrack to the 4-way intersection and

take the northern route. Follow the northern path as it twists and turns. Eventually, you'll reach a north/west fork. The western fork leads to a dead end so take the northern fork. Very quickly, you'll come upon an east/west fork. Here, take the western fork and gather the treasure at the dead end (**Ice Helm – A**). Return back to the fork and head down the eastern fork. After another couple of steps, you'll come to a north/east fork. The north fork is a dead end so head east. Continue along the path until you reach a south/east fork. Take the south fork and continue as it turns east and then north to the treasure (**Ice Shield – B**). Backtrack to the previous fork and then take the eastern path. Continue until you reach a north/east fork. Head down the east fork until you reach the third and final treasure on the first floor (**Ice Whip – C**). Retrace your steps to the previous fork and then take the northern fork. Continue down the path as it turns west, north, west, and north again. The narrow path will exit near a set of stairs (6). These stairs lead down to the **Floor #2**; however, there are still some areas that remain to be explored on the first floor. Prior to descending the stairs, head east until you find a path north (4). This path leads to the first puzzle hidden inside the Ice Cave. See **Puzzle #35 – Ice Cave A** for the puzzle solution. After completing the puzzle, return to the main area and go west past the stairs. Continue until you find a Mining Crevice (5) along the northern wall. Use a *Mining Bomb* to open the crevice, enter the excavated chamber, and gather the treasure (**Hellfire Bomb, Black Void Bomb – 5**). Finally, return to the stairs and descend to **Floor #2** (6).

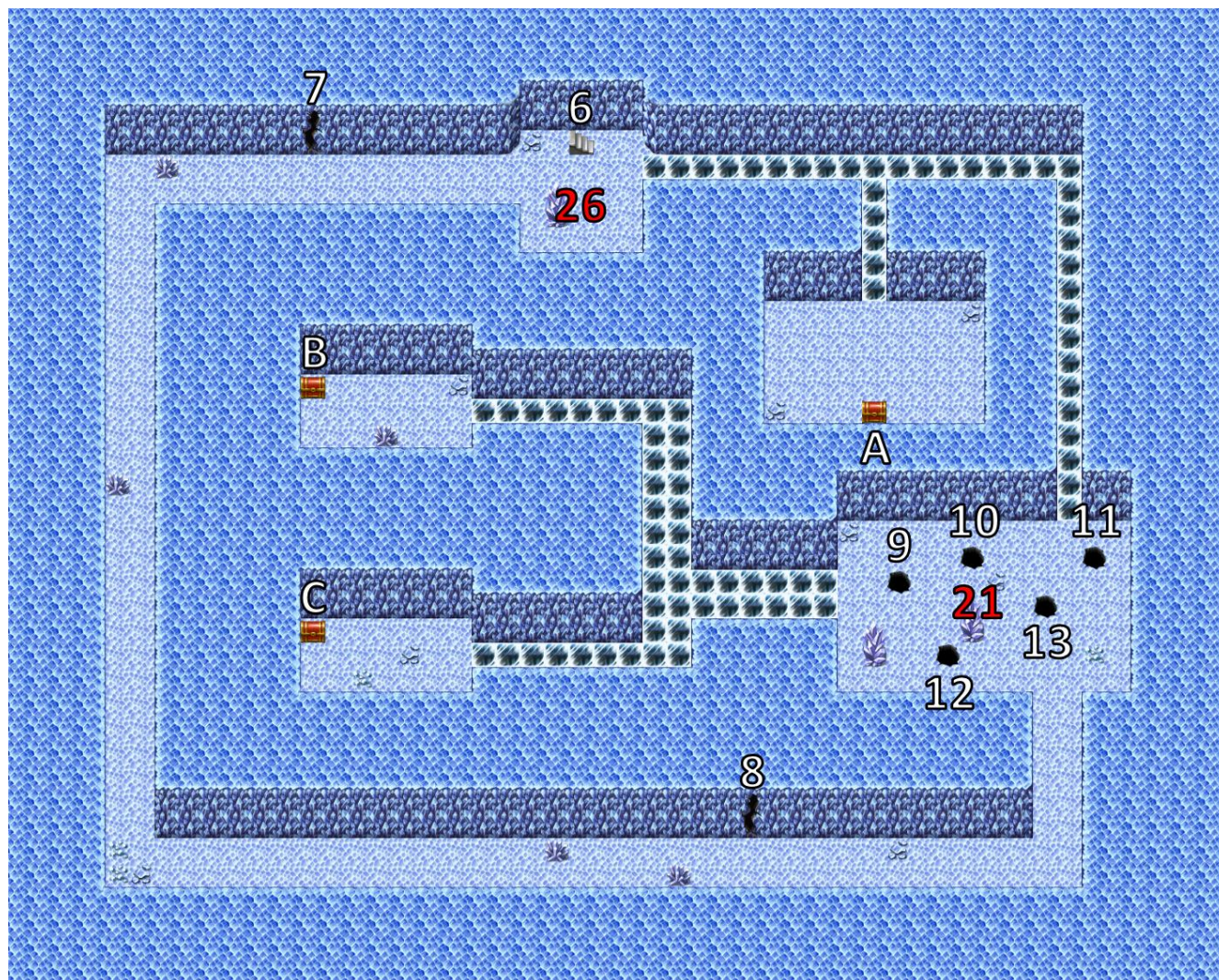
**Battle Notes:** *For details on Snow Golems, Polar Bears, and Frozen Slimes, see the Battle Notes for **The Frozen Tundra – Part 1**. For details on Ice Demons and Giant Tortoises, see the Battle Notes for the Frozen Cave (Section #1: The Outer Cave. There are five new enemy types in the Ice Cave: Mindflayers, Ice Imps, Dark Mummies, Cockatrices, and Ice Tigers. All of these enemies are resistant to Ice elemental attacks and weak to Fire elemental attacks; therefore, Fire Bombs or spells are the best way to dispatch these enemies. Mindflayers are by far the most dangerous enemy you'll encounter if you don't have Protect Rings equipped. Mindflayers only use two attacks, Death Hit and Grim Reaper, each of which will cause instant death. Mindflayers are also extremely quick (with very high PRE) and therefore they will almost always attack first. Therefore, if you don't have Protect Rings, you can expect that have at least one character die in each encounter with Mindflayers. Mindflayers are undead enemies and are therefore weak to Fire and Holy elemental attacks. Ice Imps are tremendously powerful magic casters that also have the highest MGD of any enemy you've fought thus far. Although they are weak to Fire elemental attacks, you should use Bombs rather than spells since the Ice Imp's high MGD will significantly decrease the damage from spells. Ice Imps can use Deep Freeze and Blizzard elemental spells. Ice Tigers are offensive powerhouses with high ATK and DEF. They can only use a normal physical attack. Cockatrices are the second enemy that you'll encounter (after the Medusa) that can turn your characters to stone. Cockatrices are a bit quicker than the standard enemy in this section but if you have high PRE, you can strike first. Dark Mummies are another undead enemy type that are weak to Fire and Holy elemental attacks. They have high ATK and DEF and can cause sleep with their physical attack. Dark Mummies can also use Black Hole to deal magic damage. If you have a Thief in your party, you can steal Large Potions, Muscle Relaxers, Hyper Blitz Tonics, Hyper Wall Tonics, and Remedies from Mindflayers. You can steal Snowstorm Bombs, Small SP Orbs, Blaze Bombs, and Medium Magic Potions from Ice Imps. You can steal Large Potions, Hyper Wall Tonics, Hyper Blitz Tonics, and Huge Potions from Ice Tigers. You can steal Softs, Large Potions, Hyper Jolt Tonics, Hyper Shock Tonics, and Medium SP Orbs from Cockatrices. Finally, you can steal Snowstorm Bombs, Hyper Mind Tonics, Holy Light Bombs, and Medium SP Orbs on Dark Mummies.*



## Floor #2

**Suggested Level: 22**

**Enemies:** Mindflayer, Ice Imp, Dark Mummy, Cockatrice, Ice Tiger, Snow Golem, Polar Bear, Ice Goblin, Ice Demon



Treasure Chest Legend	
A	High Potion
B	Small SP Orb
C	Glacial Axe

*Note: the red colored "26" on the screen represents the location you will fall after jumping through the hole marked "26" from **Floor #5**. The same goes for the red "21".*

On **Floor #2**, you can either head east or west from the stairs (6). The western path leads to a Mining Crevice (7); however, the excavated chamber is empty. Ignore it unless you are trying to acquire the Excavator Achievements. Head east across the thin ice until you reach an east/south fork. Head south and gather the treasure inside the room (**High Potion – A**). Backtrack to the previous fork and head east. Follow the narrow path as it continues east and then south. Make sure to keep a close eye on your HP while on this long section of thin ice. The narrow path will open to a room with five holes (9, 10, 11, 12, and 13). Ignore the holes for now and travel south and then west until you find another Mining Crevice (8). Use a *Mining Bomb* to open the crevice and gather the treasure inside (**2,500G – 8**). Return to the room with the holes and then head west onto the thin ice. You'll reach a north/south fork. First, take the north fork and follow the path until you find the treasure at the dead end (**Small SP Orb – B**). Retrace your steps to the previous fork and head south. Continue until you reach the treasure at the dead end (**Glacial Axe – C**).

Return east to the room with the five holes. Each hole leads to a different room. Three of the rooms lead to a treasure, one leads to nothing, and the last leads to the correct path. In the interest of the completion, you'll jump down the three holes that contain treasure (9, 10, 11) prior to jumping down the correct hole (12). To start, jump down hole "9".

**Battle Notes:** *For details on Mindflayers, Ice Imps, Dark Mummies, Cockatrices, and Ice Tigers, see the Battle Notes for Floor #1. For details on Snow Golems and Polar Bears, see the Battle Notes for The Frozen Tundra – Part 1. For details on Ice Demons and Ice Goblins, see the Battle Notes for the Frozen Cave (Section #1: The Outer Cave).*



## Floor #3

### Suggested Level: 22

**Enemies:** Mindflayer, Ice Imp, Dark Mummy, Cockatrice, Ice Tiger, Snow Golem, Frozen Slime, Ice Demon, Giant Tortoise, Ice Bull

Treasure Chest Legend	
A	Medium Cottage
B	Ice Lance
C	Ice bow

After jumping down the hole labeled “9”, gather the treasure (**Medium Cottage – A**). Next, jump down the hole labeled “14” to descend to **Floor #4**. You’ll explore **Floor #4** later, so instead head from the bottom level up the two ladders to the hole labeled “21”. This will return you to the room with the 5 holes.



Next, jump down the hole labeled “10” and gather the treasure in the room (**Ice Lance – B**). With the treasure in hand, jump down the hole labeled “15”. You’ll again find yourself on **Floor #4**. Repeat the process by trekking up to the top level and jumping into the hole labeled “21”. Finally, jump down the hole labeled “11” and gather the treasure in the room (**Ice Bow – C**). Next, jump through the hole labeled “16”. Proceed to the next section to explore **Floor #4**.

**Battle Notes:** For details on Mindflayers, Ice Imps, Dark Mummies, Cockatrices, and Ice Tigers, see the Battle Notes for **Floor #1**. For details on Snow Golems and Frozen Slimes, see the Battle Notes for **The Frozen Tundra – Part 1**. For details on Ice Demons, Giant Tortoises, and Ice Bulls, see the Battle Notes for the Frozen Cave (**Section #1: The Outer Cave**).

## Floor #4

### Suggested Level: 22

**Enemies:** Mindflayer, Ice Imp, Dark Mummy, Cockatrice, Ice Tiger, Snow Golem, Ice Sprite, Ice Demon, Ice Goblin

From the area where you land after jumping through hole “16”. Head north and you’ll find a Mining Crevice (19). Don’t use a Mining Bomb unless you’re trying to acquire the Excavator Achievements because the excavated chamber is empty. Head west until you find a ladder to the second level. Climb the ladder and head northeast and you’ll find a cave entrance (20). This cave leads to the second puzzle hidden in the Ice Cave. See **Puzzle #36 – Ice Cave B** for the puzzle solution.

After completing the puzzle, return to the main area, head east, and find the ladder up to the third level. Climb the ladder and then head northwest. You’ll find the hole (21) that you previously jumped through to return to the room with the 5 holes on **Floor #2**. On the second floor,

ignore the hole labeled “13” which contains nothing. Instead, jump down the hole labeled “12”. In the small room, jump down the hole labeled “17”. You’ll again find yourself in a small room where your only choice is to jump down a hole. Jump into the hole labeled “22” to descend to **Floor #5**.



**Battle Notes:** For details on Mindflayers, Ice Imps, Dark Mummies, Cockatrices, and Ice Tigers, see the Battle Notes for **Floor #1**. For details on Snow Golems and Ice Sprites, see the Battle Notes for **The Frozen Tundra – Part 1**. For details on Ice Demons and Ice Goblins, see the Battle Notes for the Frozen Cave (**Section #1: The Outer Cave**).



## Floor #5

### Suggested Level: 22

**Enemies:** Mindflayer, Ice Imp, Dark Mummy, Cockatrice, Ice Tiger, Snow Golem, Polar Bear, Ice Sprite, Ice Demon, Giant Tortoise



Treasure Chest Legend			
A	1,000G	C	Ice Gloves
B	Ice Robe	D	Hellfire Bomb

On **Floor #5**, you'll land near a save point (S.P.). Save, if you have the option, and then head east until you find a cave entrance (23). This path leads to the third and final puzzle located in the Ice Cave. See **Puzzle #37 – Ice Cave C** for the puzzle solution. After completing the puzzle, return to the main area and head back west to the room where you started. Now, head north across the thin ice and gather the four treasures at the dead end (1,000G – A, Ice Robe – B, Ice Gloves – C, Hellfire Bomb – D). Just to the

northeast of the treasures, you'll see a Mining Crevice (24). Use a *Mining Bomb* to open the excavated chamber and then gather the treasure inside (**Full Potion – 24**).

After collecting all the treasures, return south to the starting room and then head west. Along the northern wall, you'll find yet another Mining Crevice. Use a *Mining Bomb* to open the crevice and gather the treasure inside the excavated chamber (**Small Cottage, Medium Magic Potion – 25**). Continue west along the narrow corridor and follow it when it turns north. Midway up the corridor, you'll find the way blocked by the boss of the Ice Cave, the Giant Ice Tiger.

Remember, the stats shown below are for a LVL 1 Giant Ice Tiger; however, since you've completed three other Crystal dungeons, all the enemies inside the Ice Cave, including the Giant Ice Tiger are now LVL 4 which corresponds to a 30% increase in all their stats (including EXP, except PRE and MGD). Therefore, the Giant Tiger will be even more challenging than indicated by his stats.

## Boss Battle: Giant Ice Tiger



### Attacks

Attack (25%), Smite (25%), Double Attack (25%), Paralysis Attack (25%)

### Items to Steal

Large Potion (50%), Huge Potion (25%), Small Magic Potion (25%), Full Potion (5%), Medium SP Orb (5%), Ogre Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
8,000	500	100	75	50	65	34	150	10	5,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	D	D	F	C

The Giant Ice Tiger has only four attacks; however, any of them can be devastating with his extremely high ATK. Smite does a ~40 HP more damage than a normal attack but its true power lies in its ability to stun your characters. Meanwhile, double attack can easily kill one of your characters if the Giant Ice Tiger happens to target the same character twice. Lastly, Paralysis Attack is similar to Smite except it does slightly less damage but inflicts a harsher paralysis status rather than simply stunning your character. The Giant Ice Tiger, like all enemies in the Ice Cave, is weak to Fire elemental attacks. He is also resistant to Ice, Thunder, and Wind elemental attacks.

Knights should boost their ATK with Hyper Blitz Tonics followed by Destroy Armor. This should be followed up by repeated uses of Berserker or simply a normal physical attack. Monk's should also boost their attack and then repeatedly use normal attacks which should have 3-5 hits by this point.

White Mages should focus on boosting the HP and DEF of the party. Skills like Bubble, Protect, and other buffing skills are especially useful. They should also keep everyone healed with their most



powerful Heal spells as well as reviving any characters that die. Black Mages should bombard the Giant Ice Tiger with their most powerful Fire spells. Hyper Mind Tonics and Genius can also be useful in boosting the damage done by the Black Mage's spells. Engineers should unleash their most powerful Fire/Blaze/Hellfire Bombs against the Giant Ice Tiger. If you've caught Icewater Fish, the Yellowtail and Longneck Eels are especially useful. If you're low on the bombs, the Engineer can also be a powerful healer in conjunction with high-tier Saltwater fish. Deluxe Rod Saltwater fish can easily keep your party fully healed.

Hunters should follow their normal buff/debuff strategy. They should use all of their scans to boost the party's stats while also using Hamstring/Slow Enemy to debuff the Giant Ice Tiger. Thieves should use a Hyper Jolt Tonic to boost their AGI and attempt to steal the Ogre Ring that the Giant Ice Tiger possesses. Lastly, Gray Mages should follow either the Knight or Black Mage strategy depending on their build.

After defeating the Giant Ice Tiger, head north and gather the final Ultima Crystal shard. You can leave by using a Warp Stone or the Black Mage's Warp spell; alternatively, if you can't warp out, you should follow the narrow corridor south, east across the intersection, and then north to a hole leading back to **Floor #2** (26). After jumping through the hole (26), head up the stairs (6) to the first floor. Finally, head south along any of the three possible paths to the exit (1).

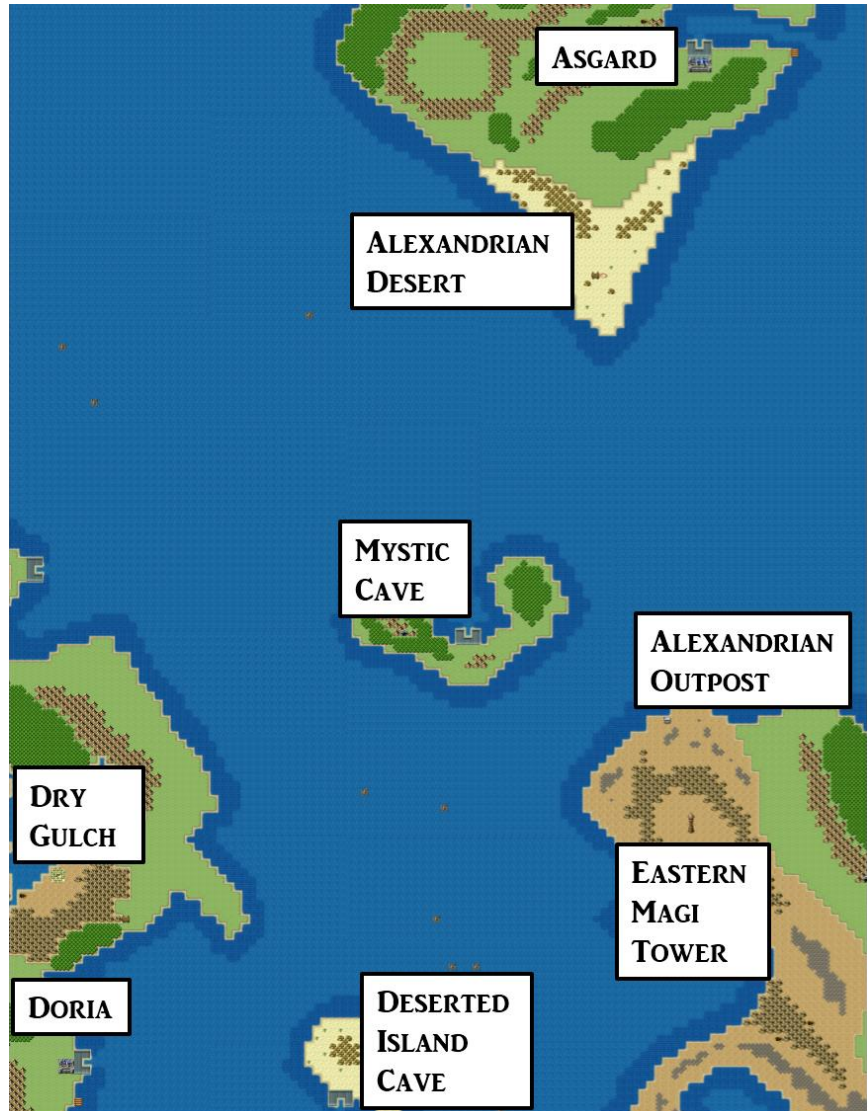
**Battle Notes:** *For details on Mindflayers, Ice Imps, Dark Mummies, Cockatrices, and Ice Tigers, see the Battle Notes for **Floor #1**. For details on Snow Golems, Polar Bears, and Ice Sprites, see the Battle Notes for **The Frozen Tundra – Part 1**. For details on Ice Demons and Giant Tortoises, see the Battle Notes for the Frozen Cave (**Section #1: The Outer Cave**).*

## 6.8.22      *The Four Crystals Shards*

### Suggested Level: 22

#### **Enemies: None (Submersible Assumed)**

After collecting the four Ultima Crystal shards, head back to either the Asgard or Borea Ports. Board your ship and convert to Submersible mode. From the Borea Port, sail south along the eastern coastline of the Northern Continent until you reach the Bay leading to Asgard Port. At this point, the Asgard and Borea paths are the same. Sail south along the eastern coastline of the Northern Continent until you reach the southern tip. From there, sail south until you reach the western coastline of the Eastern Continent. Next, sail due west until you reach the eastern coastline of the Central Continent. Finally, sail south along the coastline of the Central Continent until you reach the Port of Doria. Convert back to Ship mode, dock at the Port, and enter Doria. Head to the Castle and speak to the King of Doria. At this point, it comes to light that the Ancient Hermit has attempted to sabotage your attempt to use the Crystal shards. The key to activating the



Ultima Crystal lies in the ancient Elven Relic known as *Kali's Medallion*, that the Ancient Hermit found ~50 years ago. Unbeknownst to the King, the Ancient Hermit left and hid *Kali's Medallion* in the foulest place known to man, the Great Southern Marsh on the Southwest Continent. The weary King suggests that you set out for the Great Southern Marsh immediately to find *Kali's Medallion*.

## 6.9 KALI'S MEDALLION

### 6.9.1 *The Trek to the Great Southern Marsh*

**Suggested Level: 22**

**Enemies: None (Submersible Assumed)**

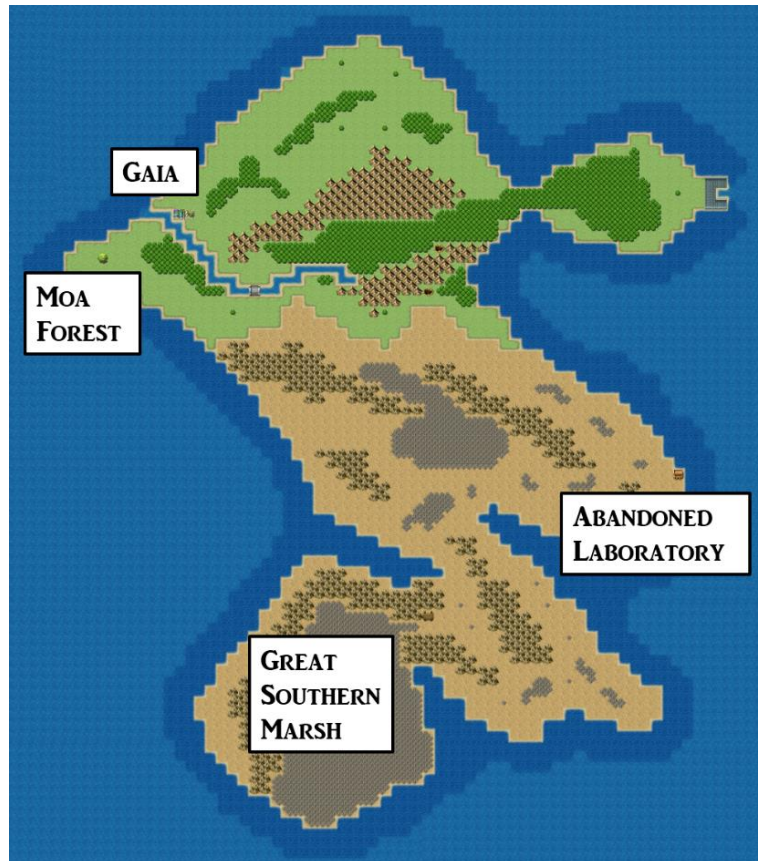


Leave the King's Throne Room and head toward the port just outside Doria. Board your ship and convert to Submersible mode. Once under the waves, head south along the eastern coastline of the Central Continent. When you reach the southern coastline, head west until you arrive at the southern port. From here, sail south until you see the Blue Moa Forest Island. Finally, sail due west until you find the Southwest Continent Port.

## 6.9.2 The Southwest Continent

### Suggested Level: 22

**Enemies:** (Northern Portion) Giant Satyr, Lizard Warrior, Tentacled Beast; (Southern Portion) Giant Cobra, Dark Pixie, Wooden Prisoner, Brute, Siren



You've likely already explored the Southwest Continent if you acquired the Submersible Schematics from the Abandoned Laboratory. From the Southwest Continent Port, head west until you reach Gaia. For a map of Gaia, see Section 6.6.2. After acquiring two of the Crystal Shards, you can buy Crystal level equipment from the Equipment Shop. After restocking in Gaia, it's time to head south to the Great Southern Marsh.

From Gaia, head south across the bridge and into the desert. Trek southeast along the mountains until you can head due south through the desert. You'll reach a narrow isthmus that is split down the middle by a mountain range. Take the western path and you'll shortly arrive at the entrance of the Great Southern Marsh.

**Battle Notes:** *You've likely already explored the Great Southern Marsh in your search for the Submersible Schematics and thus, you've probably already encountered all the enemies on this continent. For details on Giant Cobras, Brutes, Dark Pixies, Sirens, and Wooden Prisoners, see the Battle Notes for **The Abandoned Laboratory**. For details on Giant Satyrs, Tentacled Beasts, and Lizard Warriors, see the Battle Notes for **The Hunt for the Submersible Schematics**.*



### 6.9.3 The Great Southern Marsh

#### Section #1: The Outer Marsh

**Suggested Level: 23**

**Enemies:** Alligator, Swamp Bloom, Centipede, Manticore, Swamp Troll, Dark Nymph, Dark Gryphon, Giant Cobra, Siren, Wooden Prisoner, Brute, Dark Pixie, Great Troll, Horned Dragon, Bog Monster



Treasure Chest Legend	
A	Crystal Spear
B	Crystal Shoes

The Great Southern Marsh is the most toxic place in all of Terra. The very air is laden with poisonous spores that drain your health. You can use antidotes to cure yourself of the poison; however, after a single step, you'll find your entire party poisoned again. The only way to protect yourself against the toxins is to equip *Poison Rings* (or other rings that protect against poison) which will make you

immune to the poisonous dangers of the Marsh. You can acquire the *Recipe for Poison Ring* from the Ascetic's Cave. Another unique feature of the Great Southern Marsh is the bogs that can be crossed by rafts. Each bog is inhabited by a fearsome beast known as a Bog Monster. When you cross a bog via a raft, you'll have a 50% chance of having to fight the Bog Monster. Once defeated, the bog can be freely crossed. Note that the map shows two rafts for each bog; only the nearer raft at each bog is actually there. The second raft simply shows the location of the raft whe sailed to the other side.

From the entrance of the Great Southern Marsh (1), you can take a few steps south and find a southwest/southeast fork. Take the southwest fork and you'll quickly find a bog and a tunnel. If you have an Engineer, use the Tunnel to cross to the other side of the bog; otherwise, board the raft and push off towards the southern bank. Defeat the Bog Monster if you happen to encounter one. Once on the southern bank of the bog, head west and follow the path as it turns north to two treasures (**Crystal Spear – A, Crystal Shoes – B**).

Return to the southern bank of the bog and then head east until you reach a northwest/east fork. Take the east fork and follow it until you southwest/south fork. The south fork leads to another bog and Tunnel. In the interest of completeness, avoid the bog and instead take the southwest fork until you reach an east/south fork. Take the south fork which leads to path south through the Marsh (2). This leads to the first and only puzzle in the Great Southern Marsh. See **Puzzle #38 – Great Southern Marsh** for the puzzle solution.

After completing the puzzle, return to the main area and then head east until you reach a northeast/southeast fork. The northeast fork leads back to the southern edge of the previously avoided bog. Instead, take the southeast fork and follow the path until it leads to the second area of the Great Southern Marsh, the Dank Marsh (3).

**Battle Notes:** *For details on Giant Cobras, Brutes, Dark Pixies, Sirens, and Wooden Prisoners, see the Battle Notes for **The Abandoned Laboratory**. For details on Great Trolls and Horned Dragons, see the Battle Notes for **Dragon Caves**. The new enemy types in the Great Southern Marsh are Alligators, Swamp Blooms, Centipedes, Manticores, Swamp Trolls, Dark Nymphs, and Dark Gryphons. Depending on your luck, you may also encounter Bog Monsters while crossing the Great Souther Marsh bogs.*

*Alligators are incredibly quick enemies (with very high PRE) and therefore will nearly always attack first. They can use Weaken to decrease your party's DEF and then unleash Berserker to deal massive damage to your party. They have an elemental weakness to Ice but are resistant to Fire and Wind elemental attacks.*

*Swamp Blooms are excellent support characters that can put your party to sleep with Sleep Pollen, confuse your entire party with Uncanny Fog, and paralyze a single character with their normal attack. They have an elemental weakness to Fire but are resistant to Ice elemental attacks.*

*Centipedes are surprisingly powerful physical attackers that can boost their physical attack with Powerhouse and increase the enemy party's DEF with Protect. They also have an elemental weakness to Fire but are resistant to Ice elemental attacks.*

*Manticores are powerful magic casters that can use Black Hole, Tsunami, Water Bubble, and Blizzard to deal a great deal of damage to your party. They have an elemental weakness to Fire but are resistant to Ice elemental attacks.*

*Swamp Trolls are primarily physical attackers but also act as support characters by decreasing your party's DEF with Debilitate and healing the enemy party with Heal 2. They have elemental weaknesses to Fire and Ice.*

*Dark Nymphs can be very annoying because they can confuse your characters with their normal attack and also increase their AGI with Dissolve. Dark Nymphs have no elemental weaknesses and are resistant to Dark elemental attacks.*

*Dark Gryphons have higher than average PRE and will usually attack first unless you have moderately high PRE. They can cause blindness with their physical attack. They have elemental weaknesses to Ice, Thunder, and Wind but are resistant to Fire elemental attacks.*

*Bog Monsters are very powerful enemies that approach the mid-boss level. They have substantially higher HP, ATK, and DEF than the other enemies native to the Greath Southern Marsh. They are also powerful magic casters that can use Stiff Breeze, Shock, and Gale. They can boost their own INT with Genius and reduce your party's INT with Stupefy. Finally, they can silence your party with Silence Song. They have no elemental weaknesses.*

*Most of the enemies in the Great Southern Marsh (except Dark Gryphons and Alligators) are weak to Fire elemental attacks. Kill Dark Gryphons and Alligators with physical attacks or Ice elemental attacks and use Fire elemental spells or Bombs to kill all other enemy types.*

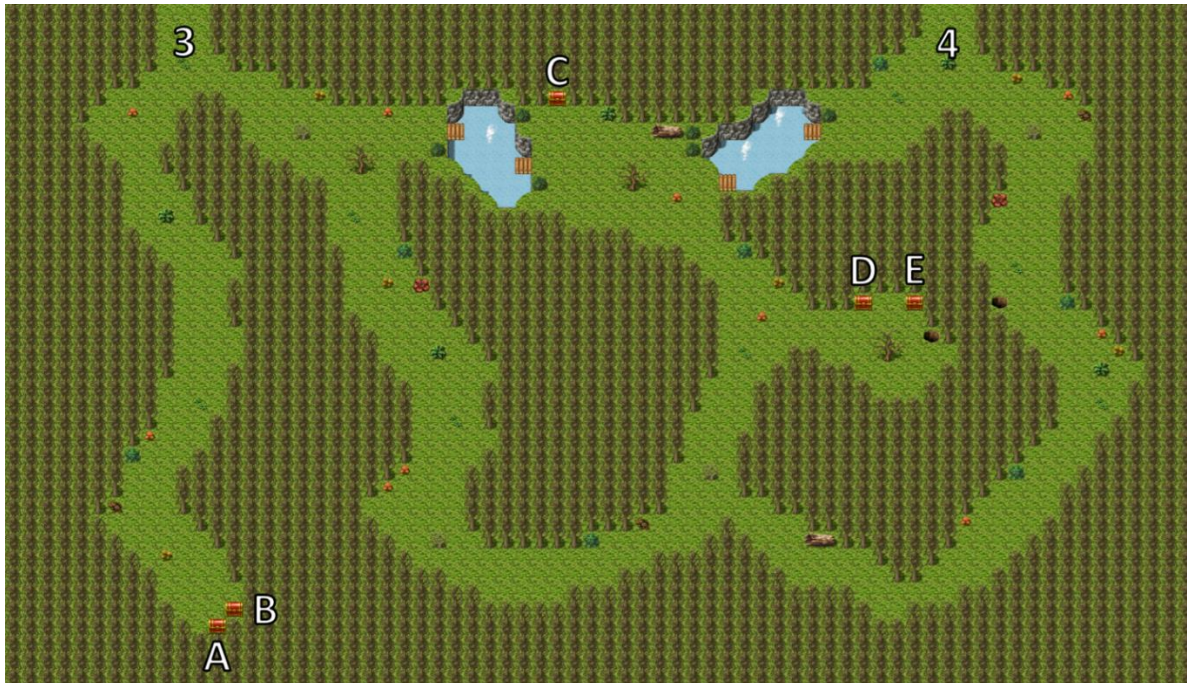
*If you have a Thief in your party, you can steal Small SP Orbs, Small Magic Potions, Medium Magic Potions, and Medium SP Orbs from Alligators. You can steal Muscle Relaxers, Smelling Salts, Blaze Bombs, and Remedies from Swamp Blooms. You can steal Hyper Blitz Tonics, Hyper Wall Tonics, Small SP Orbs, and Huge Potions from Centipedes. You can steal Small Magic Potions, Snowstorm Bombs, Hurricane Bombs, and Medium Magic Potions from Manticores. You can steal Dark Storm Bombs, Large Potions, Small Cottages, and Medium SP Orbs from Swamp Trolls. You can steal Smelling Salts, Hyper Shock Tonics, Hyper Jolt Tonics, and Medium Magic Potions from Dark Nymphs. You can steal Tents, Eye Drops, Small Cottages, and Medium Cottages from Dark Gryphons. Finally, you can steal Hyper Mind Tonics, Hyper Ward Tonics, Vocalizer Serums, Remedies, Small SP Orbs, Medium SP Orbs, and Medium Magic Potions from Bog Monsters.*



## Section #2: The Dank Marsh

### Suggested Level: 23

**Enemies:** Alligator, Swamp Bloom, Centipede, Manticore, Swamp Troll, Dark Nymph, Dark Gryphon, Giant Cobra, Siren, Dark Pixie, Wooden Prisoner, Brute, Hydra, Ninetails, Great Troll, Evil Eye, Savage Demon, Bog Monster



Treasure Chest Legend			
A	Hellfire Bomb	D	Remedy
B	Huge Potion	E	Crystal Bow
C	Medium Magic Potion		

From the entrance to the Dank Marsh (3), head a few steps south until you find a southwest/southeast fork. Take the southwest fork and follow it south until you find two treasures (**Hellfire Bomb – A, Huge Potion – B**). Return north along the path until you reach the previous fork. Now, take the southeast fork and continue east until you reach a south/east fork. The southern path avoids the bog but is much longer. Instead, take the eastern path and cross the bog. Defeat the Bog Monster, if you encounter one, and then acquire the treasure on the eastern bank of the bog (**Medium Magic Potion – C**).

After acquiring the treasure, continue east until you reach the western bank of another bog. Rather than cross the bog, head south and when you reach a south/east fork, go east. Trek east for a few steps and then gather the two treasures (**Remedy – D, Crystal Bow – E**). If you have an Engineer, use the Tunnel just to the east of the treasures and cross to the east of the trees. From the east side of the trees, head north until you reach the entrance to the next area (4). If you don't have an Engineer, return west until you find the north/south fork. Take the north fork and continue north until you reach



the bog. Cross the bog, fighting the Bog Monster, if necessary. On the east bank of the bog, head northeast until you reach the entrance to the third and final area of the Great Southern Marsh, the Deep Marsh (4).

**Battle Notes:** *For details on Giant Cobras, Brutes, Dark Pixies, Sirens, and Wooden Prisoners, see the Battle Notes for **The Abandoned Laboratory**. For details on Hydras, Ninetails, Evil Eyes, and Savage Demons, see the Battle Notes for **Dragon Caves**. For details on Alligators, Swamp Blooms, Centipedes, Manticores, Swamp Trolls, Dark Nymphs, Dark Gryphons, and Bog Monsters, see the Battle Notes for **The Great Southern Marsh**.*

### Section #3: The Deep Marsh

Suggested Level: 23

**Enemies:** Alligator, Swamp Bloom, Centipede, Manticore, Swamp Troll, Dark Nymph, Dark Gryphon, Giant Cobra, Dark Pixie, Siren, Wooden Prisoner, Brute, Horned Dragon, Ninetails, Evil Eye, Great Troll, Savage Demon, Bog Monster



Treasure Chest Legend			
A	Medium SP Orb	D	Crystal Dagger
B	Sonic Boom Bomb	E	Crystal Robe
C	Black Void Bomb		

From the entrance of the Deep Marsh, head north and then east until you reach a north/east fork. Take the north fork until you reach a bog. Before crossing the bog, head west until you find a treasure at the dead end of the path (**Medium SP Orb – A**). After acquiring the treasure, return east to the bog. Use the raft to cross to the north side of the bog and fight the Bog Monster, if necessary.

From the northern bank, head northwest until you find a save point and treasures. Save if you can and then gather the two treasures (**Sonic Boom Bomb – B**, **Black Void Bomb – C**). After gathering the treasures, travel southeast to the north edge of the bog. A few steps east you'll find a north/east fork. Take the east fork and continue east until you find a north/south fork. Head north until you find the lone treasure at the end of the path (**Crystal Dagger – D**). If you have an Engineer, use the tunnel to cross under the trees and near the next treasure; otherwise, head south along the path until you can head west. Continue west until you can turn north. Keep heading north until you find the Tunnel to which you would have traveled with your Engineer. Take a few more steps north and gather the treasure (**Crystal Robe – E**).

After gathering the treasure, return south to west/south fork. Take the western fork and continue until you find the bog. This final bog contains the Marsh Beast, the boss of the Great Southern Marsh. Prior to boarding the raft, make sure you are fully prepared. When you're ready, board the raft and engage the Marsh Beast in battle.

## Boss Battle: Marsh Beast



### Attacks

Attack (50%), Vampirism (25%), Powerhouse (12.5%), Debilitate (12.5%)

### Items to Steal

Large SP Orb (50%), Sleep Ring (25%), Paralysis Ring (25%), Silence Ring (25%), Poison Ring (25%), Protect Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
10,000	300	125	90	130	85	55	170	5	6,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

The Marsh Beast is likely one of the toughest bosses you've fought up until this point. It has no elemental weaknesses and can restore its own HP with a powerful attack known as Vampirism. Due to its Vampirism attack, it is possible that you simply won't be able to defeat the Marsh Beast due to it regenerating its HP quicker than you can damage it; however, if you are at the suggested level for this dungeon, that shouldn't be an issue. The Marsh Beast has two other dangerous attacks: Debilitate and



Powerhouse. With Powerhouse, the Marsh Beast can massively boost its already lethal physical attack. Finally, Debilitate will reduce your party's defense. The combination of Debilitate and Powerhouse can lead to a single strike killing one of your party members.

In the battle against the Marsh Beast, Knights should first use Adamantine Vest to double their HP. Next, they should boost their ATK with Hyper Blitz Tonics or have the Black Mage cast Powerhouse on them. Finally, Knights should use a combination of Destroy Armor and normal physical attacks. Monks should also have their ATK boosted with Hyper Blitz Tonics and Powerhouse. It is also important for Monks to boost their DEF to protect against the powerful physical attack of the Marsh Beast. Monks should then follow up with their multi-hit normal physical attack each round.

Black Mages should focus on boosting the ATK of physical party members with Powerhouse. If you're overleveled, you may even have Juggernaut. Black Mages should then increase the CRT of physical party members. If you've focused heavily on INT, it may be worth it for your Black Mage to use elemental spells despite the neutrality of the Marsh Beast. White Mages should focus heavily on HP and DEF boosts. Spells like Bubble and Protect are must casts. In the first round, White Mages should use Purge to cure everyone of poison for the rest of the battle. Finally, the White Mage should keep everyone fully healed.

Hunters should keep the party boosted with her scan skills such as Ultra Scan, Meta Scan, Critical Scan, and Scan. When the party is fully buffed, focus the Hunter on debuffing the Marsh Beast with Hamstring and Slow Enemy. If the Hunter gets low on HP, use Lifesteal. Engineers should use Hyper Tonics to boost the stats of the rest of the party. Hyper Blitz and Wall Tonics are especially useful in this battle. If you've been busy fishing, you may have a good stock of Deluxe or Luring Rod Icewater fish that can be used against the Marsh Beast. Engineers can also function as excellent healers with high level Saltwater fish. Lastly, Freshwater fish can function as Tonics for the entire party.

Of any battle thus far, this battle is most important for the Thief. The Marsh Beast has an amazing assortment of five rings that can be stolen. Using a Hyper Jolt Tonic on the Thief is a must. If you have a White Mage, have her use her most powerful AGI boosting spells on the Thief. Lastly, the Gray Mage should follow either the Knight or Black Mage strategy depending on his build.

After defeating the Marsh Beast, you'll cross to the northwest bank of the bog. Continue northwest along the path and you'll find *Kali's Medallion*. With the Medallion in hand, use either a Warp Stone or the Black Mage's Warp spell to exit the Marsh. If you can't warp out, backtrack through the areas and exit the Marsh.

**Battle Notes:** *For details on Giant Cobras, Brutes, Dark Pixies, Sirens, and Wooden Prisoners, see the Battle Notes for **The Abandoned Laboratory**. For details on Hydras, Horned Dragons, Ninetails, Evil Eyes, and Savage Demons, see the Battle Notes for **Dragon Caves**. For details on Alligators, Swamp Blooms, Centipedes, Manticores, Swamp Trolls, Dark Nymphs, Dark Gryphons, and Bog Monsters, see the Battle Notes for **The Great Southern Marsh**.*



### 6.9.4 The Sealed Chests

**Suggested Level: 25**

**Enemies: None (Submersible Assumed);**

Now that you have Kali's Medallion, you can finally return to all the mysteriously sealed chests that you've encountered throughout your journey. In total, there are eight mysterious sealed chests that you've encountered. The table below shows all their locations and each treasure chest's contents:

Location	Contents	Location	Contents	Location	Contents
Ancient Ruins	<i>Augury Ring</i>	Forest Tower	<i>Mugging Ring</i>	Earth Cave	<i>Omphalos Ring</i>
Desert Mountains	<i>Stasis Ring</i>	Mt. Gerra	<i>Expansion Ring</i>	Asgard Sewer	<i>Wind Ring</i>
Woods of Despair	<i>Element Ring</i>	Dread Woods	<i>Fire, Thunder, Ice Ring</i>		



### 6.9.5 The Class Upgrade

#### Suggested Level: 25

**Enemies:** (Ocean) None (Submersible Assumed);  
(Bahamut's Island) Insane Summoner, Jungle Raptor, Jungle Rat, Werewolf, Giant Satyr, Green Slime, Medusa

*Kali's Medallion* is not only the key to unlocking the true power of the Ultima Crystal shards, but it unlocks the ancient ritual by which Bahamut will share his power with you. *Kali's Medallion* is also the key to accessing The Abyss. For information on the super-dungeon Abyss, see Section 6.20. To acquire the Class Upgrade from Bahamut, you'll have to sail far to the north and land on a barren island. The Dragon Caves block the way and can be bypassed once you have the Airship, but the Class Upgrade is valuable enough to brave the dangers of the Dragon Caves.

From the Great Southern Marsh, head north through the desert until you reach the grassland just south of the mountains and river. Head west until you find a bridge. Cross the bridge to the north and then continue west to Gaia. Restock on supplies, rest, and save. From Gaia, trek east to the lone port at the northeast corner of the Southwest Continent.

Board your ship and convert to Submersible mode. Sail north until you reach the eastern coastline of the Northwest Continent. Follow the coastline north until you reach the peninsula which houses Babel Citadel. Follow the coastline west until you reach the first set of mountains that run to the coastline. Use your Map menu feature to correctly locate the mountains. From the mountains, sail due north until you reach the sinuous desert island. Convert back to Ship mode and dock at the port. Head north through the desert until you reach the Dragon Caves.

**Battle Notes:** For information on Giant Satyrs, see the Battle Notes for *The Abandoned Laboratory*. For details on Green Slimes, see the Battle Notes for *The Journey to the Canyon Crystal*. For details on Medusas, see the Battle Notes for *The Far Eastern Continent*. For details on Insane Summoners and Werewolves, see the Battle Notes for *The Cliff Face*. For details on Jungle Rats and Jungle Raptors, see the Battle Notes for *The Northwest Continent*.



## 6.9.6 Dragon Caves

### Section #1: The Southern Cave

**Suggested Level: 25**

**Enemies:** Hydra, Great Troll, Ninetails, Savage Demon, Evil Eye, Horned Dragon



Treasure Chest Legend			
A	Recipe for Dozing Dagger	C	2,000G
B	Recipe for Thunder Axe		

The Dragon Caves will likely be the most difficult dungeon you've faced thus far. If you find they are too difficult, proceed to Section **6.10.1** and on to the Alexandrian Desert. There you can procure the Airship, allowing you to bypass the Dragon Caves and go directly to Bahamut's Lair. In the days of the ancient Vanir, the Dragon Caves were filled with thousands of dragons; sadly, the Dragon race has slowly

dwindled and now, it appears only Bahamut remains. Given the remoteness of Bahamut's Lair, humans don't even believe dragons exist.

From the entrance of the Dragon Caves (1), head north until you reach an east/west fork. Take the eastern fork and continue down the path (2). This path leads to the first of two puzzles in the Dragon Caves. See **Puzzle #39 – Dragon Caves A** for the puzzle solution. After completing the puzzle, return to the main area and head west. At the south/west fork, continue west until you reach a north/west fork. Head north and after a few steps you'll find a northwest/northeast fork. If you have an Engineer, head up the northwest path first so that you'll go up the northeast path second and be able to use the *Tunnel* to your full advantage. If you don't have an Engineer, take the northeast path and collect the treasure at the end (**Recipe for Dozing Dagger – A**).

After collecting the treasure, return southwest to the fork and then go up the northwest fork. Continue until the dead end and collect the treasures (**Recipe for Thunder Axe – B, 2,000G – C**). With all the treasures from the Southern Cave, head south until you reach the southern wall and an east/west fork. Take the western fork and continue along the path as it turns north and east. You'll eventually reach the other end of the Tunnel where you would have come out if you had an Engineer. Continue northeast along the path until you reach the entrance to the next area (3).

**Battle Notes:** *You'll encounter six new enemy types in the Dragon Caves: Hydra, Great Troll, Ninetails, Savage Demon, Evil Eye, and Horned Dragon. There is a large leap in the strength of the enemies between the Great Southern Marsh and the Dragon Caves.*

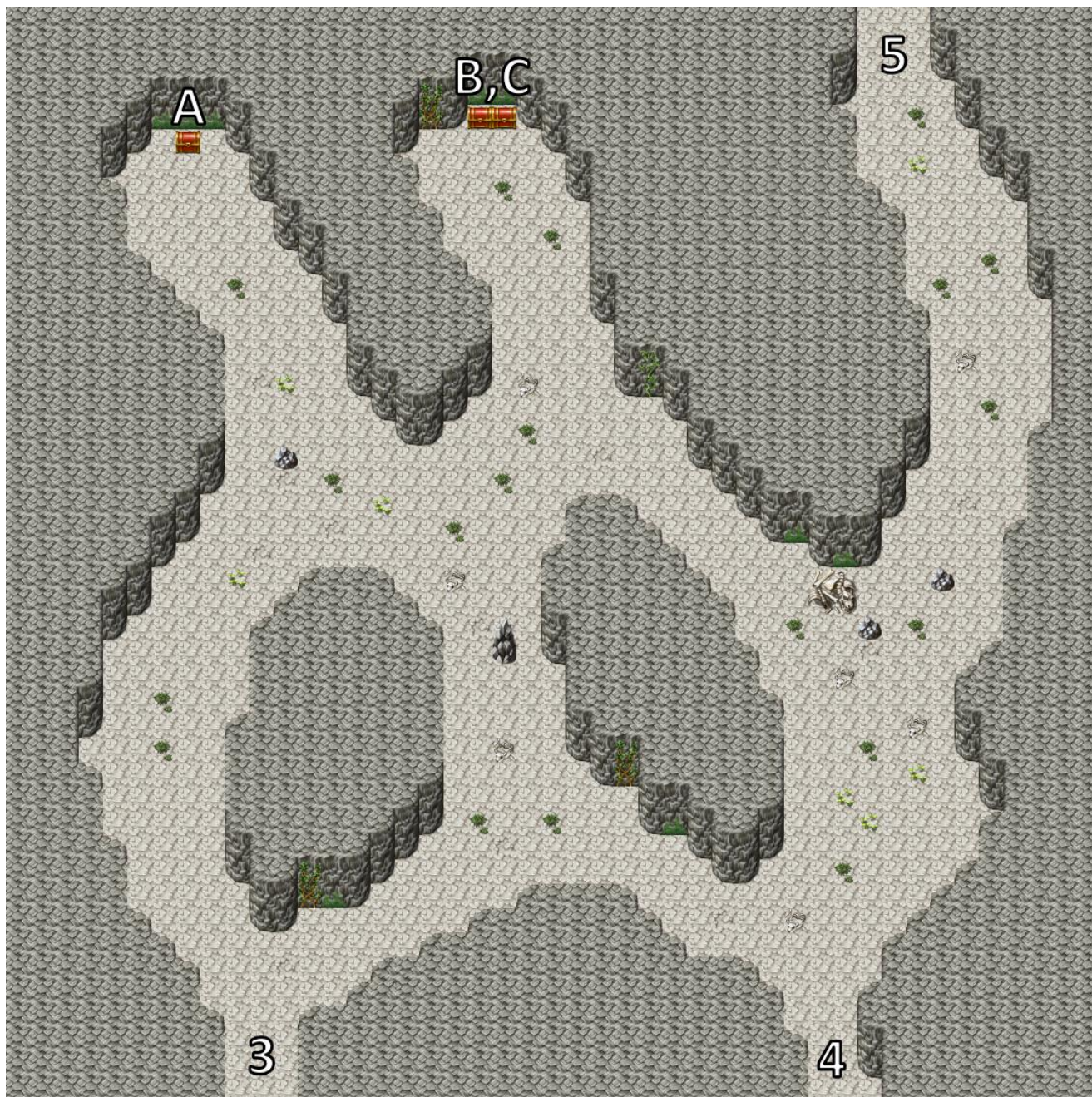
*Hydra are powerful physical attackers that can use Double Attack to deal double damage as well as Zeal to attack your entire party. They also have fairly high PRE so it will be difficult to attack before them. They have elemental weaknesses to Ice and Thunder but are resistant to Fire and Wind elemental attacks. Great Trolls are also physical attackers that can use Berserker to deal massive amounts of damage to your party. They are weak to Ice elemental attacks but are resistant to Fire and Wind elemental attacks. Ninetails are weaker than either Great Trolls or Hydras. They only have a normal physical attack and have an elemental weakness to Fire. Savage Demons are incredibly quick (with very high PRE) and therefore will almost always attack first. They can cripple a single party member with Hamstring or inflict poison or blindness with their physical attack. Savage Demons have an elemental weakness to Ice and are resistant to Fire elemental attacks. Evil Eyes are one of the most powerful support characters in the game. They are the first enemy type that you'll encounter that possesses the debilitating attack, Devil's Breath, which can inflict any/all status effects on your entire party. Evil Eyes can also decrease your party's DEF with Weaken and Debilitate. Finally, they can decrease your party's INT with Stupefy. They have an elemental weakness to Thunder but are resistant to Fire and Ice elemental attacks. Horned Dragons are powerful casters and physical attackers. Their magic spells are Frying Pan and Firestorm. They can also increase their physical damage with Smite. Horned Dragons have an elemental weakness to Ice but are resistant to Fire and Wind elemental attacks. If you have a Thief in your party, you can steal Huge Potions, Small SP Orbs, Medium SP Orbs, and Large SP Orbs from Hydras. You can steal Huge Potions, Medium Cottages, and Large Cottages from Great Trolls. You can steal Huge Potions, Medium SP Orbs, and Full Potions from Ninetails. You can steal Remedies, Huge Potions, Sonic Boom Bombs, Blizzard Bombs, and Full Potions from Savage Demons. You can steal 3x Remedies, Hyper Surge Tonics, Hyper Bubble Tonics, Medium SP Orbs, and Full Potions from Evil Eyes. Finally, you can steal Hyper Blitz Tonics, Hyper Wall Tonics, Hellfire Bombs, Blizzard Bombs, and Warp Stones from Horned Dragons.*



## Section #2: The Northern Cave

**Suggested Level: 25**

**Enemies:** Hydra, Great Troll, Ninetails, Savage Demon, Evil Eye, Horned Dragon



Treasure Chest Legend			
A	Recipe for Weightless Axe	C	Medium SP Orb
B	Large Potion		



From the entrance of the Northern Cave (3), head north a few steps and you'll reach a northwest/northeast fork. Take the northwest fork and continue northward along the path (through another fork) until you reach a dead end and a treasure chest (**Recipe for Weightless Axe – A**). After gathering the treasure, head south until you reach a south/east fork. Head east and then loop northward along the next path you find. Continue northward and gather the other two treasures in the Northern Cave (**Large Potion – B, Medium SP Orb – C**).

Next, head due south (through a 4-way intersection) until you reach the southern wall at which point you can east or west. Head east until you reach a north/south fork. Take the south fork (4) which leads to the second puzzle in the Dragon Caves. See **Puzzle #40 – Dragon Caves B** for the puzzle solution. After completing the puzzle, return to the main area and then head due north while following the eastern wall. Eventually, you reach the exit from the Dragon Caves (5). On the mainland, head a bit north and you'll find Bahamut's Lair.

**Battle Notes:** For details on Hydras, Great Trolls, Ninetails, Savage Demons, Evil Eyes, and Horned Dragons, see the Battle Notes for **Section #1: The Southern Cave**.

### 6.9.7 Bahamut's Lair

#### The Main Lair

**Treasures (Tiamat Rewards):** 10x Large SP Orbs, 50,000G, Midas' Ring

**Enemies:** None

Bahamut is the oldest living entity on Terra, and the only being to directly remember the ancient Vanir. As a result of his well-founded belief that he is the only living dragon alive, he is ready to pass on...

From the entrance of Bahamut's Lair (1), head north and you'll find Bahamut at the northern end of the Lair. When you approach Bahamut, he recognizes *Kali's Medallion* as the ancient symbol of the Elves, and the key to the ritual exchange of power. Bahamut will automatically perform the ritual, with you thereby receiving the Class Upgrade. The Class Upgrade gives each of your party members 150 AP to distribute among their various parameters. This is nearly comparable to three level ups! Hence, you should allocate your newfound AP wisely. The Class Upgrade will also unlock higher level skills.

After receiving the Class Upgrade, head west and descend the stairs (2). Note: If you return later after rescuing Tiamat from the Mines of Dvergar, you'll be rewarded with **Midas' Ring, 10x Large SP Orbs** and **50,000G**.



## The Western Basement

Enemies: None



Treasure Chest Legend			
A	Recipe for Deflecting Cloak	C	Recipe for Reservoir Staff
B	Recipe for Deadly Knife	D	Full Potion

From the staircase in the Western Basement (2), take a couple of steps north and gather the treasure (**Recipe for Deflecting Cloak – A**). After gathering the treasure, head south and follow the path as it begins to turn west. Near the turn, you'll find another treasure (**Recipe for Deadly Knife – B**). Gather the treasure and then continue west. Follow the path as it turns north and then collect the two treasures at the end of the path (**Recipe for Reservoir Staff – C, Full Potion – D**). After acquiring all the treasures, return back along the path and ascend the stairs (2). In the Main Lair, cross east and descend the eastern staircase (3).



## The Eastern Basement

Enemies: None



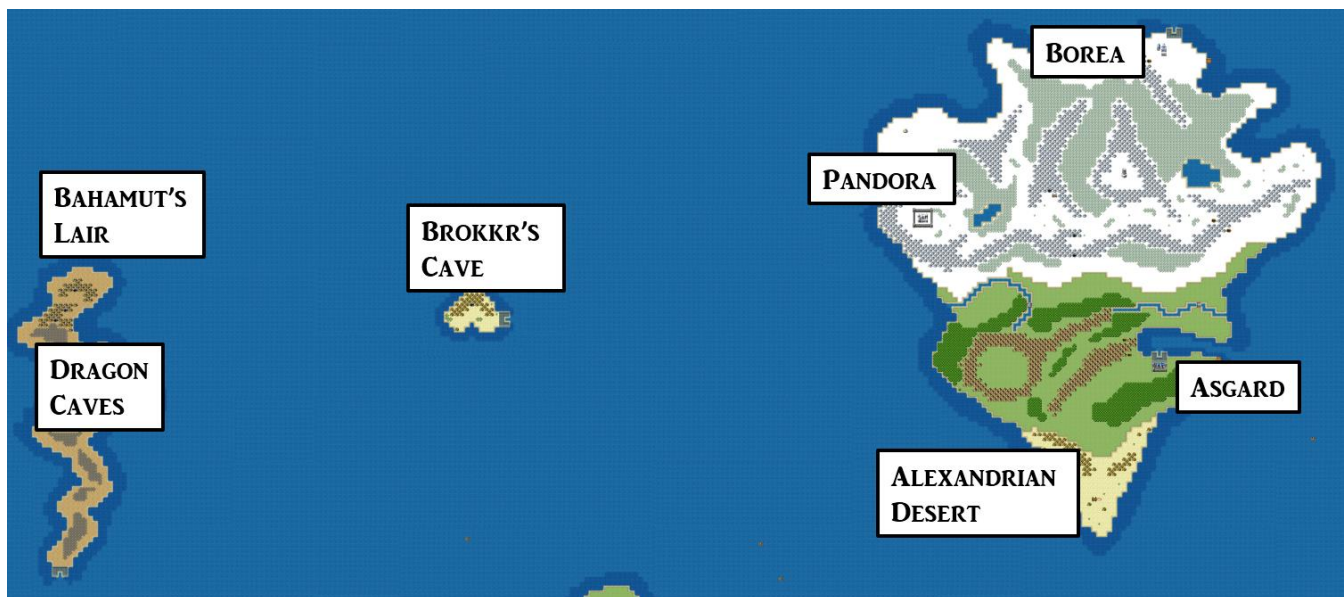
Treasure Chest Legend			
A	Medium Cottage	C	Large SP Orb
B	Recipe for Ember Helm	D	Recipe for Slender Crossbow

From the eastern staircase (3), head southeast until you find a north/south fork. Take the northern fork and gather the two treasures along the path (**Medium Cottage – A, Recipe for Ember Helm – B**). Return southwest along the path until you reach the same fork. Now take the southern fork and continue until you find a treasure along the eastern wall (**Large SP Orb – C**). Continue along the path south and follow it as it turns west. Along the northern wall, you'll find the final treasure (**Recipe for Slender Crossbow – D**). After collecting the final treasure, head west and then turn north and proceed back to the staircase (3). Ascend the stairs and then head south in the Main Lair to the exit (1).



## 6.10 THE AIRSHIP

The next step in your journey is to acquire the ancient Elven Airship as suggested by the King of Midgard. The Airship is the ideal way to travel and leaves even the Blue Moa in its dust. It was hidden nearly a century ago by Helios in the Alexandrian Desert in the ancient Vanir cargo hold. For centuries, intrepid explorers have attempted to navigate the perpetual sandstorm that the Vanir generator creates. At best, they lose their way and stumble half alive out of the desert; at worst, they are never seen again. With *Kali's Medallion*, you now have the key to enter the sandstorm and navigate the desert path; however, even the Medallion itself isn't powerful enough to completely protect you from the deadly sandstorm. You will still be blinded at all times due to the abrading sand.



The Alexandrian Desert is located near the southern tip of the Northern Continent. From Bahamut's Lair, head south and traverse back through the Dragon Caves. Next, head due south along the island until you reach your ship at the southern tip. Board your ship and convert to Submersible mode. Sail due east until you hit the northern tip of the Central Continent. From there, continue due east until you reach the southern tip of the Northern Continent. Sail north along the eastern coastline until you reach the bay near Asgard. Sail into the bay, convert back to ship mode, and dock at the Port.

Make a short stop in Asgard to restock on supplies, rest at the Inn, and save at the Church. From Asgard, proceed south to the desert area. Near the southern tip, you'll find the famed Alexandrian Desert.

### 6.10.1 *The Alexandrian Desert*

#### Section #1: The Desert Entrance

**Suggested Level: 25**

**Enemies:** Desert Flower, Desert Spider, Shrunkn Troll, Orc, Deadly Scorpion, Sand Gremlin, Green Slime, Desert Ghost, Hydra, Great Troll, Warlock, Anubis

**Treasures:** None



As stated earlier, you will be blinded at all times in the desert due to the perpetual sandstorm. Another feature of the desert is the omnipresent quicksand. If you take a step off the beaten track, you'll quickly find yourself pulled beneath the sand and into an Underground Cave. Avoid the quicksand at all costs since it will force you back to near the beginning of the Alexandrian Desert.

After entering the Alexandrian Desert (1), head north until you find a northwest/east fork. Take the eastern fork and follow the path until you reach a northwest/east fork. Again, head east and follow the path to the next area (3). This path leads to the first puzzle of the Alexandrian Desert. See **Puzzle #41 – Alexandrian Desert A** for the puzzle solution. After completing the puzzle, return to the main area and head west until you reach the northwest/southwest fork. Take the northwest fork and follow the path until you reach the next area (4). Note that the hole in the northwest corner of the map (2) leads to the Underground Cave. This guide doesn't directly take you to the Underground Cave because it is assumed that you will inadvertently fall into the quicksand and thus end up in the Underground Cave.

**Battle Notes:** *For details on Sand Gremlins, Green Slimes, and Desert Ghosts, see the Battle Notes for **The Journey to the Canyon Crystal**. For information on Hydra and Great Trolls, see the Battle Notes for **Section #1: The Southern Cave**. You'll also encounter two new enemies (Warlocks and Anubis) that are properly located in the Eastern Magi Tower. For details on Warlocks and Anubis, see the Battle Notes for **The Eastern Magi Tower**.*

*The five new enemy types are Desert Flowers, Desert Spiders, Shrunk Trolls, Orcs, and Deadly Scorpions. Desert Flowers are powerful support characters that can silence or paralyze your entire party. They can also increase the enemy party's DEF with Protect. Desert Flowers have no elemental weaknesses. Desert Spiders are extremely quick enemies that will almost always attack first. They only have a normal physical attack and elemental weaknesses to Fire and Ice attacks. Shrunk Trolls are powerful magic casters that can use Water Bubble, Tsunami, and Frying Pan to deal damage to your party. They have elemental weaknesses to Fire and Holy elemental attacks because they are creatures created by the Dark Arts. They are also resistant to Ice and Dark elemental attacks. Orcs are extremely powerful physical attackers that can boost their ATK with Powerhouse. They have no elemental weaknesses. Deadly Scorpions are similar to Orcs but can poison or paralyze with their normal physical attack. They also have no elemental weaknesses.*

*If you have a Thief in your party, you can steal Large Potions, Small Magic Potions, Medium Magic Potions, and Warp Stones. You can steal Hyper Jolt Tonics, Hyper Shock Tonics, Small SP Orbs, and Hellfire Bombs with Desert Spiders. You can steal Hyper Mind Tonics, Hyper Ward Tonics, Small Cottages, Medium Magic Potions, and Medium SP Orbs from Shrunk Trolls. You can steal Hurricane Bombs, Blaze Bombs, Small Cottages, and Medium Cottages from Orcs. Finally, you can steal Hyper Blitz Tonics, Hyper Wall Tonics, Remedies, and Black Void Bombs from Deadly Scorpions.*

## Section #2: The Arid Desert

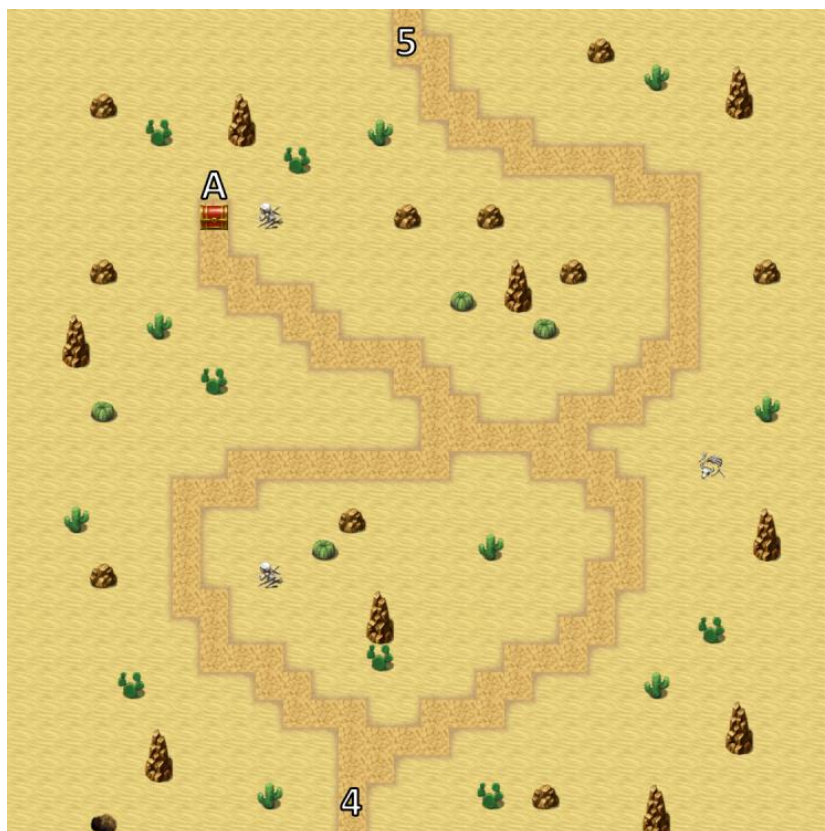
### Suggested Level: 25

**Enemies:** Desert Flower, Desert Spider, Shrunkn Troll, Orc, Deadly Scorpion, Sand Gremlin, Desert Ghost, Catoblepas, Insane Summoner, Jungle Rat, Evil Eye, Savage Demon, Hydra, Vampire, Mutant Dragon

Treasure Chest Legend	
A	2,000G

From the entrance of the Arid Desert (4), head north a few steps and you'll find a northwest/northeast fork. Both paths loop to the same point but you should take the northeast path since it is a bit shorter. Follow the path until you arrive at a 4-way intersection. Take the northwest path and continue on until you find the treasure (**2,000G – A**). Then return southeast to the 4-way intersection and then take the northeast fork. Head up the path until you reach the next area (5).

**Battle Notes:** For information on Desert Flowers, Desert Spiders, Shrunkn Trolls, Orcs, and Deadly Scorpions, see the Battle Notes for **Section #1: The Desert Entrance**. For details on Sand Gremlins, Catoblepas, and Desert Ghosts, see the Battle Notes for **The Journey to the Canyon Crystal**. For details on Insane Summoners, see the Battle Notes for **The Cliff Face**. For details on Jungle Rats, see the Battle Notes for **The Northwest Continent**. For details on Hydras, Evil Eyes, and Savage Demons, see the Battle Notes for **Dragon Caves**. There are two new enemy types (Vampires and Mutant Dragons) that properly belong in the Souther Magi Tower. For details on Vampires and Mutant Dragons, see the Battle Notes for **The Southern Magi Tower**.





### Section #3: The Underground Cave

Suggested Level: 25

**Enemies:** Desert Flower, Desert Spider, Shrunk Troll, Orc, Deadly Scorpion, Desert Ghast, Green Slime, Evil Eye, Savage Demon, Warlock, Necromancer, Catoblepas



Treasure Chest Legend			
A	Muscle Relaxer	D	Soft
B	Antidote	E	Huge Potion
C	Remedy	F	Dragon Helm

In the unfortunate event that you fall into the quicksand, you'll find yourself in the Underground Cave. You'll start in the southwest corner of the Cave. Head a few steps south and you'll find four treasures (**Muscle Relaxer – A, Antidote – B, Remedy – C, Soft – D**). After gathering the treasures, trek northeast until you reach the northern wall and a Mining Crevice (6). Use a *Mining Bomb* to open the Mining Crevice (6). Enter the excavated chamber and gather the treasure (**Full Potion, Black Void Bomb – 6**). Leave the excavated chamber and take a few steps east to the next treasure (**Huge Potion – E**). After gathering the treasure, head south until you can turn northwest. Take a few steps northwest and you'll find the last treasure (**Dragon Helm – F**). The Dragon Helm is likely an improvement on your current equipment so you should equip it immediately.

With all the treasures collected, head southeast until you can turn north. Go north until you reach the northern wall. Follow the northern wall west until you reach a rope that leads back to the surface (2). Refer to map of the Desert Entrance to see where you exit the Underground Cave. If you have an Engineer, you can take a shortcut from near the Underground Cave exit to the entrance to the Arid Desert (4).

**Battle Notes:** *For information on Desert Flowers, Desert Spiders, Shrunk Trolls, Orcs, and Deadly Scorpions, see the Battle Notes for **Section #1: The Desert Entrance**. For details on Green Slimes, Catoblepas, and Desert Ghosts, see the Battle Notes for **The Journey to the Canyon Crystal**. For details on Evil Eyes and Savage Demons, see the Battle Notes for **Dragon Caves**. For details on Warlocks and Necromancers, see the Battle Notes for **The Eastern Magi Tower**.*



## Section #4: The Western Desert

### Suggested Level: 25

**Enemies:** Desert Flower, Desert Spider, Shrunkn Troll, Orc, Deadly Scorpion, Sand Gremlin, Desert Ghast, Catoblepas, Great Troll, Horned Dragon, Devil, Incubus

**Treasures:** None

From the Arid Desert, you'll enter the Western Desert (5). Head north along the path and you'll find a northwest/east fork. At the fork, you'll also find a Tunnel which leads to the northern section of the Southeast Desert. Even if you have an Engineer, ignore this Tunnel for now and take the northwest fork. Continue northwest along the fork until you find a hole in the desert floor (7). Jump down into the hole (7) and refer to the 1<sup>st</sup> section of **Section #8: The 2nd Underground Cave**.

After exploring that area of the cave, return to the Western Desert and head east along the path until you reach a southeast/northeast fork. Take the northeast fork and follow until you reach yet another fork. Ignore the eastern path and head northwest. Continue along the path until you reach a north/west fork. Take the northern fork and continue along the path to the next area (8). This path leads to the second puzzle in the Alexandrian Desert. See **Puzzle #42 – Alexandrian Desert B** for the puzzle solution.

After completing the puzzle, return to the main area and head south until you reach the fork. Take the western fork and continue until you find a cave entrance (9).

**Battle Notes:** For information on Desert Flowers, Desert Spiders, Shrunkn Trolls, Orcs, and Deadly Scorpions, see the Battle Notes for **Section #1: The Desert Entrance**. For details on Green Slimes, Catoblepas, and Desert Ghasts, see the Battle Notes for **The Journey to the Canyon Crystal**. For details on Great Trolls and Horned Dragons, see the Battle Notes for **Dragon Caves**. For details on Devils and Incubi, see the Battle Notes for **The Eastern Magi Tower**.



## Section #5: The Western Desert Cave

Suggested Level: 25

**Enemies:** Desert Flower, Desert Spider, Shrunkn Troll, Orc, Deadly Scorpion



Treasure Chest Legend	
A	Medium Cottage
B	Dragon Robe

There isn't much to the Western Desert Cave. Head north from the entrance (9) and collect the two treasures along the northern wall (**Medium Cottage – A, Dragon Robe – B**). The *Dragon Robe* is likely an improvement and should be equipped to any Mages you have in your party. After collecting the treasures, exit the Western Desert Cave and return to the Western Desert.

In the Western Desert, head southeast until you reach a north/east fork. Continue east through that fork and then turn south at the next fork. Follow the path until you reach a west/southeast fork and take the southeast fork. Continue until you reach the entrance to the Southeast Desert (11).

**Battle Notes:** For information on Desert Flowers, Desert Spiders, Shrunkn Trolls, Orcs, and Deadly Scorpions, see the Battle Notes for **Section #1: The Desert Entrance**.



## Section #6: The Southeast Desert

**Suggested Level: 25**

**Enemies:** Desert Flower, Desert Spider, Shrunk Troll, Orc, Deadly Scorpion, Sand Gremlin, Green Slime, Desert Ghast, Hydra, Ninetails, Great Troll, Vampire, Liquid Evil, Black Knight

**Treasures:** None



From the northwest entrance to the Southeast Desert (11), head east until you reach an east/southwest fork. Take the southwest fork and take a few steps along the path until you reach an east/west fork. Take the eastern fork and continue until you reach an east/south fork. Head south and follow the path to the next area (12). This path leads to the third and final puzzle in the Alexandrian Desert. See ***Puzzle #43 – Alexandrian Desert C*** for the puzzle solution.

After completing the puzzle, return to the Southeast Desert and then head north to an east/west fork. Take the eastern fork and after a couple of steps, you'll find a hole in the desert floor (13). Jump into the hole (13) and refer to the 2<sup>nd</sup> section of ***Section #8: The 2nd Underground Cave***. After collecting the treasures in that section, return up the rope to the Southeast Desert. Head east and follow the path as it turns north and then northwest. You'll reach a north/southwest fork. Head north and continue up past the *Tunnel* (previously referenced from the Arid Desert) until you reach the Northeast Desert (15).

**Battle Notes:** For information on Desert Flowers, Desert Spiders, Shrunk Trolls, Orcs, and Deadly Scorpions, see the Battle Notes for ***Section #1: The Desert Entrance***. For details on Green Slimes, Sand Gremlins, and Desert Ghasts, see the Battle Notes for ***The Journey to the Canyon Crystal***. For details on Great Trolls, Hydras, and Ninetails, see the Battle Notes for ***Dragon Caves***. For details on Vampires, Liquid Evils, and Black Knights, see the Battle Notes for ***The Southern Magi Tower***.

## Section #7: The Northeast Desert

Suggested Level: 25

**Enemies:** Desert Flower, Desert Spider, Shrunkn Troll, Orc, Deadly Scorpion, Sand Gremlin, Green Slime, Desert Ghost, Insane Summoner, Werewolf, Savage Demon, Ninetails, Devil, Incubus

**Treasures:** None



From the southern entrance to the Northeast Desert (15), head west along the path and follow it as it turns north. You'll eventually find a northwest/northeast fork. Take the northeast fork and continue east until you find another hole in the desert floor (16). Jump into the hole (16) and refer to the 3<sup>rd</sup> section in **Section #8: The 2nd Underground Cave**. After acquiring the treasures in that area, return to the surface and continue east along the path. Eventually, you'll reach the entrance to the Guardian's Cave (19) in the northeast corner.

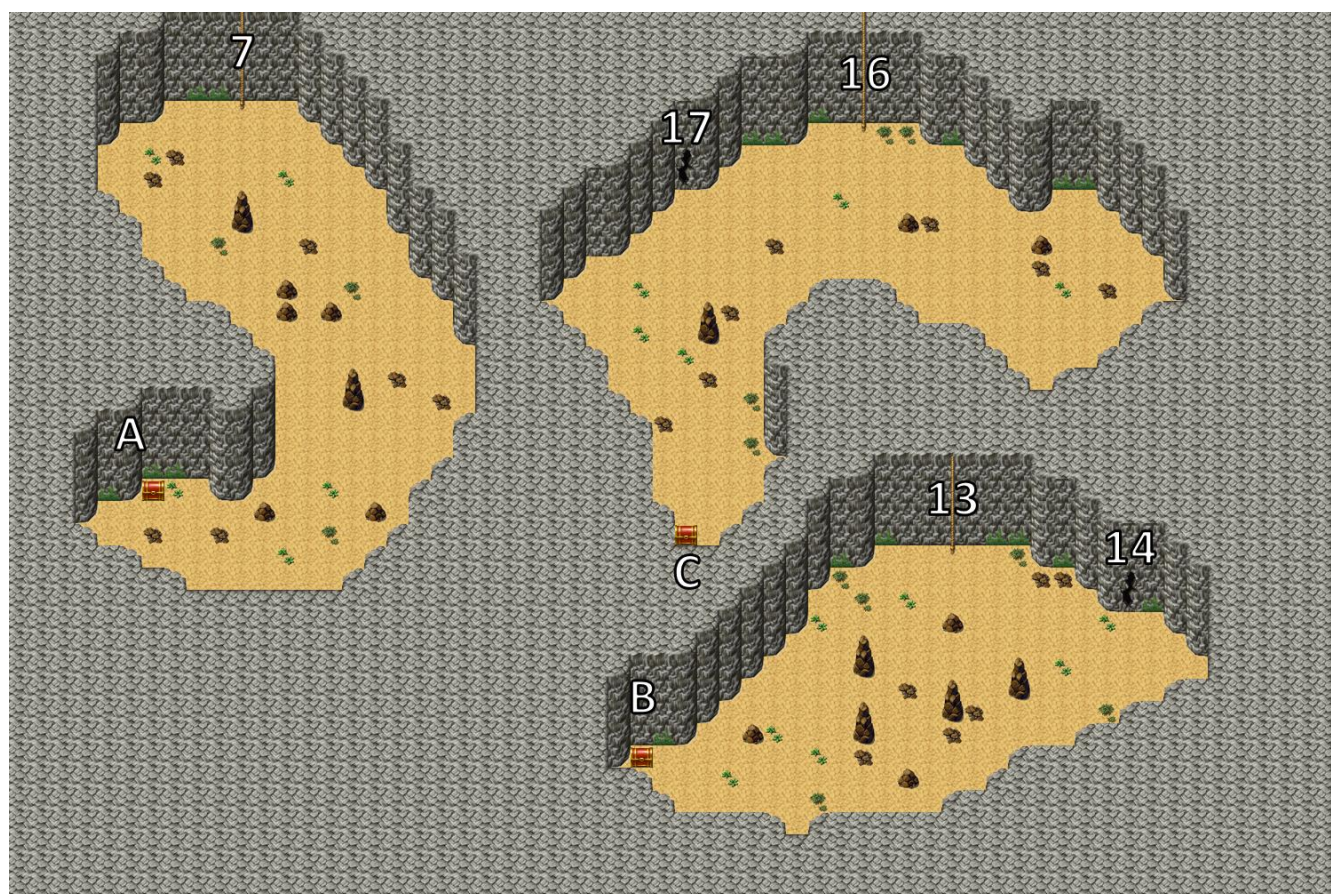
**Battle Notes:** For information on Desert Flowers, Desert Spiders, Shrunkn Trolls, Orcs, and Deadly Scorpions, see the Battle Notes for **Section #1: The Desert Entrance**. For details on Green Slimes, Sand Gremlins, and Desert Ghosts, see the Battle Notes for **The Journey to the Canyon Crystal**. For details on Insane Summoners and Werewolves, see the Battle Notes for **The Cliff Face**. For details on Savage Demons and Ninetails, see the Battle Notes for **Dragon Caves**. For details on Devils and Incubi, see the Battle Notes for **The Eastern Magi Tower**.



## Section #8: The 2<sup>nd</sup> Underground Cave

Suggested Level: 25

**Enemies:** Desert Flower, Desert Spider, Shrunk Troll, Orc, Deadly Scorpion, Catoblepas, Desert Ghost, Sand Gremlin, Insane Summoner, Jungle Rat, Evil Eye, Great Troll, Savage Demon, Vampire, Mutant Dragon



Treasure Chest Legend			
A	Dragon Boots	C	Dragon Hat
B	Dragon Bow		

Section #1: From the hole in the Arid Desert (7), head south until you can see the southern wall and then turn west. After a few steps, you'll find the lone treasure in this section of the 2<sup>nd</sup> Underground Cave (**Dragon Boots – A**). Again, Dragon level equipment is likely an improvement and should be equipped immediately. The same goes for the other two treasures you'll find in the 2<sup>nd</sup> Underground Cave. After gathering the treasure, head north and climb the rope (7) to **Section #4: The Western Desert**.



Section #2: From the hole in the Southeast Desert (13), head east and you'll see a Mining Crevice (14). Use a *Mining Bomb* to open the excavated chamber and then gather the treasure inside (**Large Cottage – 14**). Return to the main cave area and then head to the southwest corner where you'll find the only treasure chest (**Dragon Bow – B**). After collecting the treasure, return northeast and climb the rope (13) to **Section #6: The Southeast Desert**.

Section #3: From the hole in the Northeast Desert (16), take a few steps west and you'll find a Mining Crevice (17). Ignore it because the excavated chamber is empty unless you're trying to acquire the Excavator Achievements. If you do wish to open the Excavated Chamber, you'll have to return later after gathering more *Mining Bombs* because at this point, your supply is exhausted. Next, head south until you find the treasure (**Dragon Hat – C**). Equip it to your Hunter or Engineer, if you have one. Finally, return northeast and climb the rope to the Northeast Desert (16).

**Battle Notes:** *For information on Desert Flowers, Desert Spiders, Shrunk Trolls, Orcs, and Deadly Scorpions, see the Battle Notes for **Section #1: The Desert Entrance**. For details on Catoblepas, Sand Gremlins, and Desert Ghosts, see the Battle Notes for **The Journey to the Canyon Crystal**. For details on Insane Summoners, see the Battle Notes for **The Cliff Face**. For details on Jungle Rats, see the Battle Notes for **The Northwest Continent**. For details on Savage Demons, Great Trolls, and Evil Eyes, see the Battle Notes for **Dragon Caves**. For details on Vampires and Mutant Dragons, see the Battle Notes for **The Southern Magi Tower**.*

## Section #9: The Guardian's Cave

### Suggested Level: 25

**Enemies:** None

**Treasures:** None

From the entrance of the Guardian's Cave (19), you can see a Save Point (S.P.) just to the north. If you can, save, and then continue north until the way is blocked by a rock wall and the boss of the Alexandrian Desert, the Desert Guardian.

The Desert Guardian is a more balanced boss than your previous test, the Marsh Beast in the Great Southern Marsh. The Desert Guardian can kill with both powerful magic spells and strong physical attacks. The Desert Guardian has four elemental spells: Black Hole, Tsunami, Water Bubble, and Blizzard. All these spells can be boosted with the spell Genius.

The Desert Guardian can also confuse party members with Temptation Song and Sweet Breath. Both can be devastating if cast they affect your physical class characters. The Desert Guardian can also significantly weaken your Mages by silencing them with Silence Song.

The Desert Guardian is weak to Ice elemental spells but resistant to Fire and Wind elemental spells.

In the battle against the Desert Guardian, Knights should a similar strategy to the battle with the Marsh Beast. Knights should first cast Adamantine Vest to double their HP and then use Hyper Blitz Tonics to boost their ATK. Next have your Knight use Destroy Armor and then follow up with Berserker. Monks should also boost their own ATK with Hyper Blitz Tonics and then repeatedly use his multi-hit attack against the Desert Guardian.

White Mages should first cast Bubble to double the party's HP and then follow up with her most powerful physical and magical defense spells like Protect, Sentinel, Magic Shield, or Magic Bulwark. White Mages should then keep everyone fully healed and resurrect any party members that die. Black



Mages should first use Powerhouse on physical party members and then use their most powerful Ice elemental spell against the Desert Guardian.

Hunters should follow their normal support role with their most powerful scans and then debuff the boss with Hamstring and Slow Enemy. Engineers should support physical classes with Hyper Tonics and use Snowstorm or Blizzard Bombs against the boss. Lastly, if you have high level fish, you can use either Icewater fish to damage the boss, Freshwater fish as tonics, or Saltwater fish to heal the party. Thieves again must boost their own agility with Hyper Jolt Tonics so that they can steal the amazing bounty that the Desert Guardian possesses. Thieves can steal five different elemental rings (*Fire, Thunder, Ice, Wind, and Dark Rings*). Finally, make sure that you don't defeat the Desert Guardian before you steal his greatest prize, the *Bulwark Ring*. Gray Mages should follow either the Knight or Black Mage strategy.

## Boss Battle: Desert Guardian



### Attacks

Attack (11.1%), Black Hole (11.1%), Tsunami (11.1%), Water Bubble (11.1%), Blizzard (11.1%), Temptation Song (11.1%), Sweet Breath (11.1%), Silence Song (11.1%), Genius (11.1%)

### Items to Steal

Fire Ring (25%), Dark Ring (25%), Thunder Ring (25%), Ice Ring (25%), Wind Ring (25%), Bulwark Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
15,000	1,000	150	100	70	88	60	200	5	7,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	B	C	D	F	C

After defeating the Desert Guardian, head north and you'll find a strange mechanical contraption. **Warning: Once you activate the contraption, the World Map monsters will become much stronger. The side effect is that many monster remains required for early game synthesis recipes will become more difficult to farm because they will only appear in dungeons (rather than on the World Map). If you're trying to synthesize all of the recipes in the game, be aware of this side effect to the activation of the Airship controls. You may want to delay the Airship to farm any remaining early game remains.** When you're ready, press some of the buttons on the device and suddenly the ground will begin to rumble. Unknowingly, you have unlocked the secret resting place of the ancient Elven Airship. After the earthquake subsides, head to the door along the northern wall. Unlock it and walk north to the exit (20). Outside the Alexandrian Desert, you'll find the ancient Elven Airship.

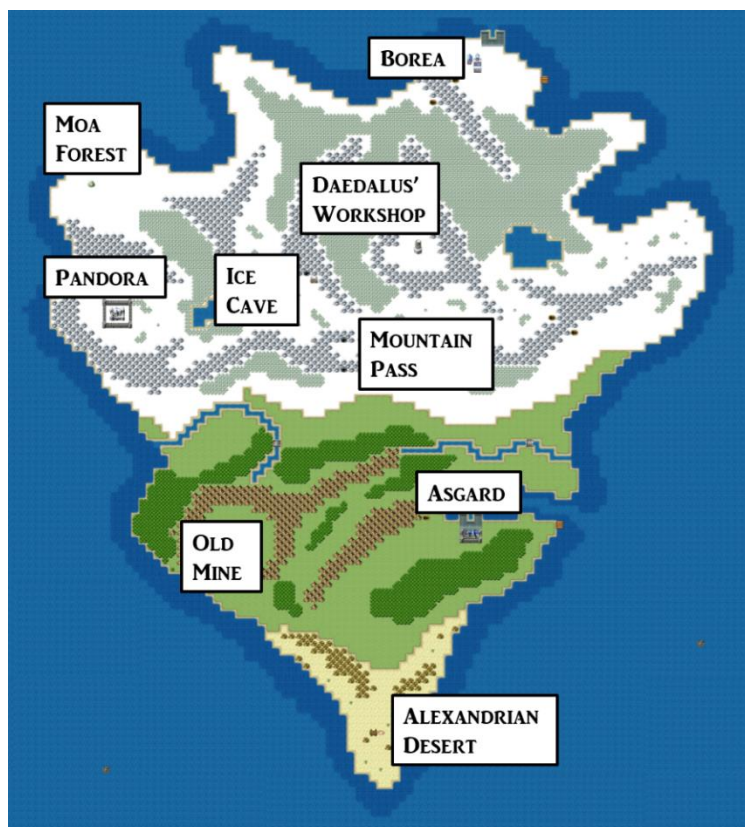


## 6.11 AIRSHIP EXPLORATION

Similar to the acquisition of the Ship, the Elven Airship opens up a variety of new locations to explore. The next step in the main quest is to journey to Midgard and tell the King you've discovered the Airship; however, you'll first explore the new locations that you can reach with the Airship. Some of the optional places that the Airship allows you to reach include Lemuria, the Old Mine, Daedalus' Workshop, and the Mines of Dvergar. This is also a great time to gather all of the Sonar treasures. For details on the locations of Sonar treasures, see Section 6.19. You can now also reach Pandora, the two Magi Towers, and the Well of Souls but these locations are all part of the main quest. Furthermore, Lemuria must be done after Pandora Castle; otherwise, you won't be able to understand the strange language of the Lemurians. Also, the Mines of Dvergar are home to some of the most dangerous monsters on Terra and will be left until later. Therefore, the first stop will be the Old Mine on the Northern Continent.

### 6.11.1 *Flying through the Air – To the Old Mine*

**Suggested Level: 25**



The flight from the Alexandrian Desert to the Old Mine is short. Fly northwest from the Alexandrian Desert until you reach a ring of mountains surrounding grassland. Along the northern edge of the inner ring you'll find a path into the mountains that leads to the Old Mine. Land your airship next to the mountain path and then enter the Old Mine.

### 6.11.2 *The Old Mine*

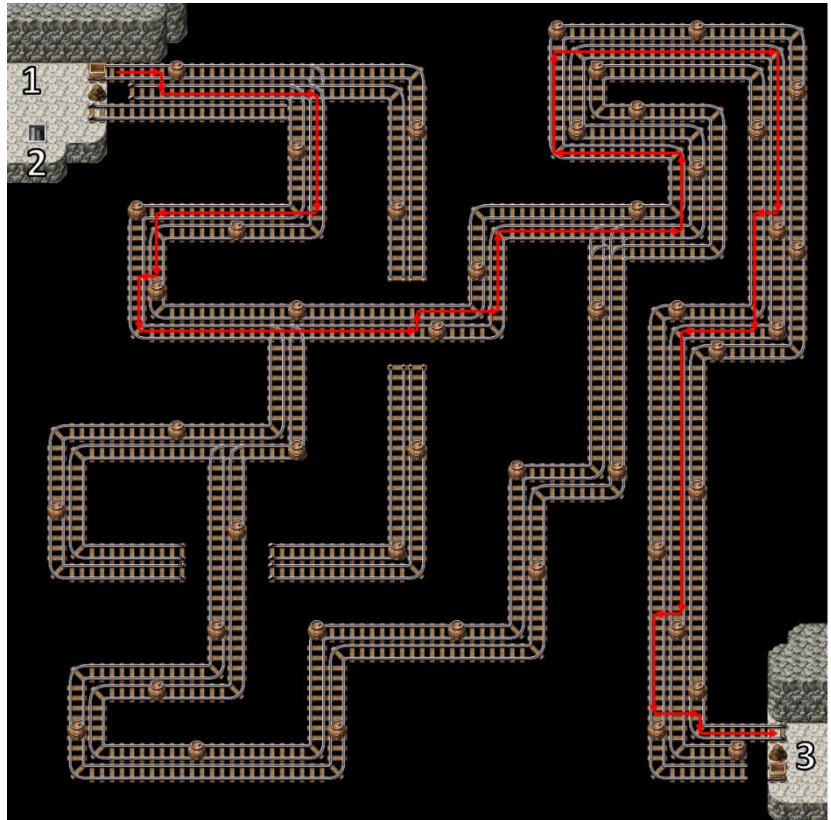
## Section #1: The Outer Mine Cart Tracks

**Suggested Level: 25**

**Enemies: None**

**Treasures: None**

The Old Mine has long been abandoned but some treasures still rest deep in the mine. The uniqueness of the Old Mine comes from the Mine Cart tracks that you can ride along. A successful ride will take you to the other end of the tracks where you can disembark from the Mine Cart and delve deeper into the Old Mine. The Mine Cart tracks are littered with barrels filled with the same explosive meant to explore for valuable ores. While riding the Mine Cart along the tracks you have to avoid the barrels. If you do happen to hit a barrel, you'll fall off the tracks and down into the Underground Cave below. See the next section for the exploration of this area. From the Underground Cave, you'll return up the stairs (2) to the beginning.



Upon entering the Old Mine (1), you'll be presented with stairs down to Underground Cave (2) and the Mine Cart. Board the cart and follow the red line on the map. For completeness, the path is described below:

Head **east** on the cart. At the first fork, turn **south** and follow the tracks until you reach another fork. At the second fork, continue **east** and follow the tracks until the next fork. At the third fork, continue **east** and then follow the tracks until you reach the end of the line. Disembark and proceed to the next area (3).

## Section #2: Underground Cave #1

**Suggested Level: 25**

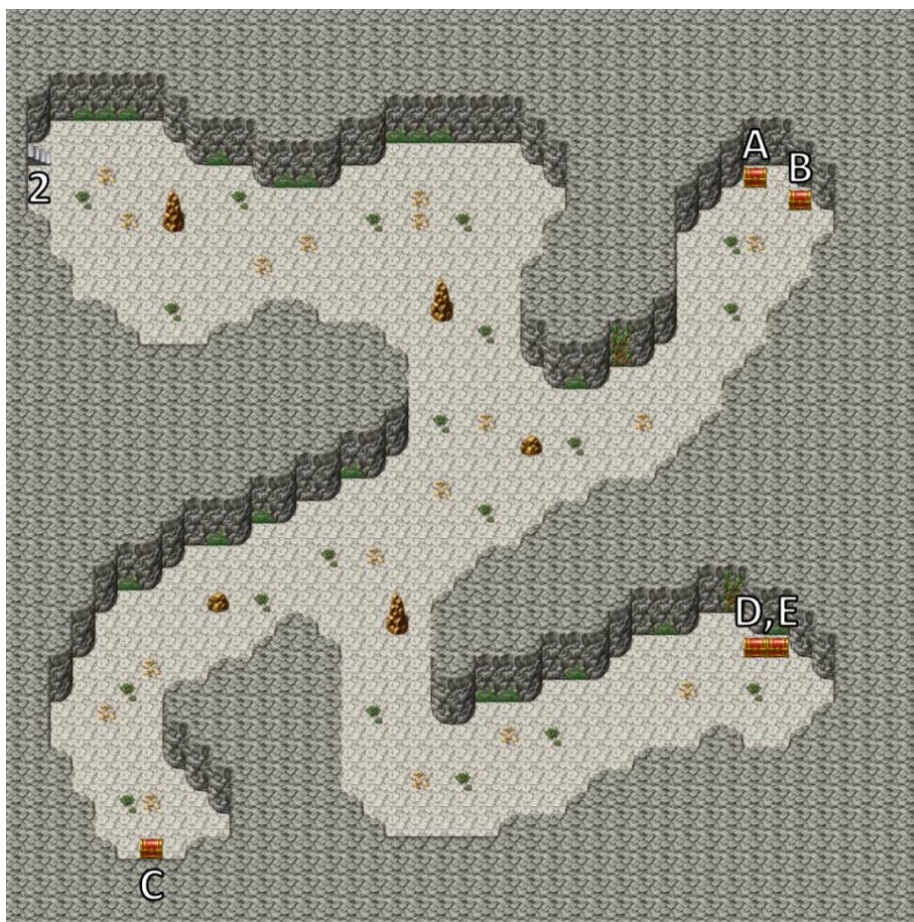
**Enemies:** Hydra, Great Troll, Ninetails, Savage Demon, Evil Eye, Horned Dragon

Treasure Chest Legend	
A	Large Potion
B	Small Cottage
C	5000G
D	Holy Fire Bomb
E	Remedy

If you fall into the 1<sup>st</sup> Underground Cave, you'll land in the northwest corner just a bit east of the stairs to the Outer Mine Cart Tracks (2). Head southeast until you reach a northeast/southwest fork. Head northeast until you reach the dead end and then collect the two treasures (**Large Potion – A, Small Cottage – B**). Return to the fork and then take the southwest fork.

After a few steps toward the southwest, you'll find a south/southwest fork.

Take the southwest fork and follow the path to the single treasure (**5,000G – C**). After collecting the treasure, return to the previous fork and now head south. Follow the path south and then east to the last two treasures (**Holy Fire Bomb – D, Remedy – E**). With all the treasure in hand, return to the previous fork and then head north until you reach the northern wall. Finally, head west and ascend the stairs to the Outer Mine Cart Tracks (2).



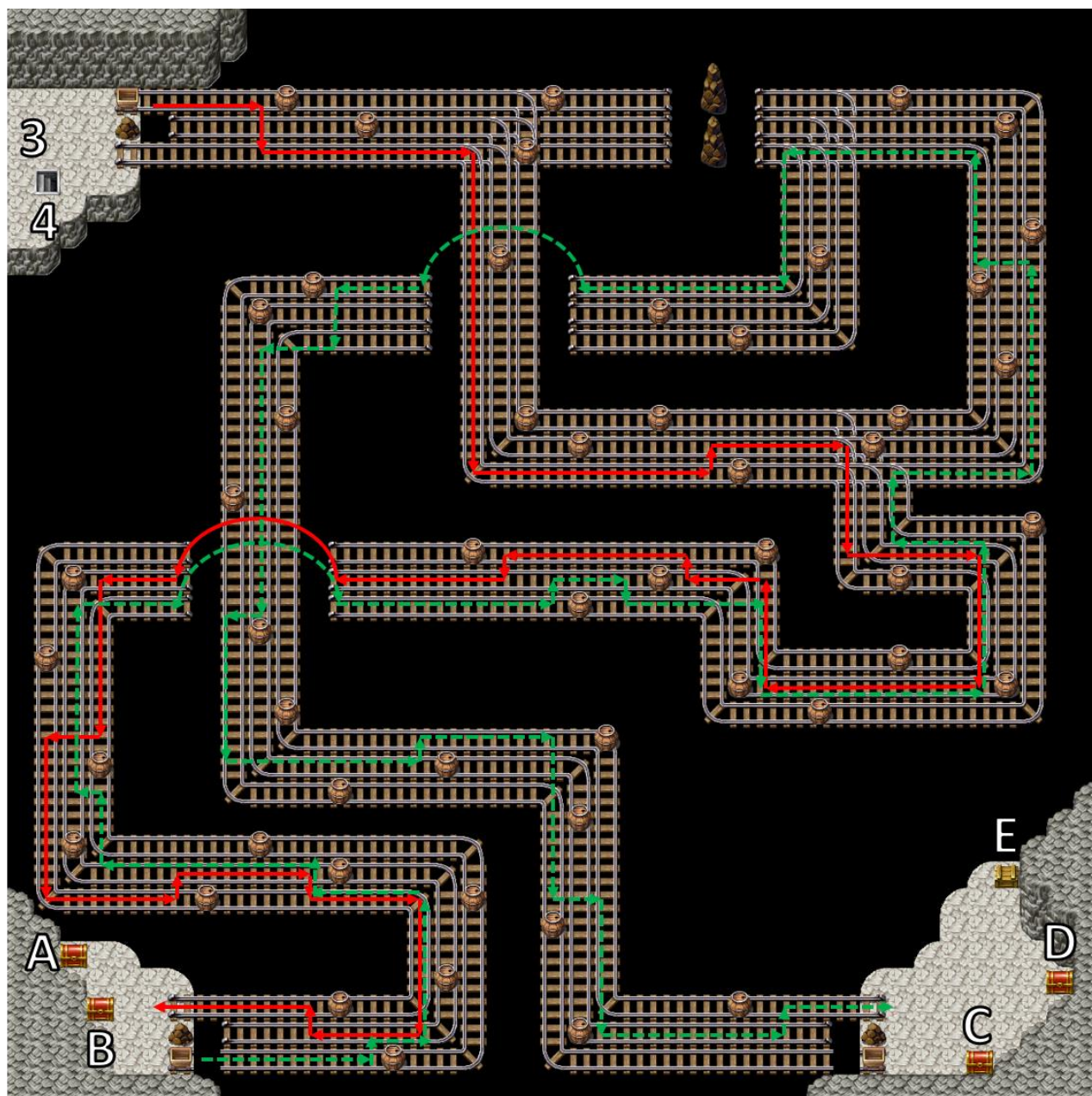
**Battle Notes:** For details on Hydras, Great Trolls, Ninetails, Savage Demons, Evil Eyes, and Horned Dragons, see the Battle Notes for **Dragon Caves**.



### Section #3: The Inner Mine Cart Tracks

Suggested Level: 25

Enemies: None



Treasure Chest Legend			
A	Recipe for Blight Whip	D	Recipe for Thunder Robe
B	Recipe for Mobile Hat	E	3x Mining Bombs
C	Recipe for Corrupted Spear		

From the entrance of the Inner Mine Cart Tracks (3), you can head a few steps east and find the start of another set of Cart Tracks. Again, if you hit a barrel, you'll fall to an Underground Cave (this time a different cave). Refer to the next section for information on exploring that Underground Cave; alternatively, you can simply head down the stairs at the start (4).

To navigate the Inner Mine Cart Tracks, board the Mine Cart and then follow the path red line on the map above. Specifically, head **east** to the fork. At the first fork, turn **south** and follow the track as they turn east until the next fork. At the second fork, turn **south** and follow the track as it turns east, south, west, north, and then west again. You'll have to perform a **well-timed Mine Cart jump** over the other set of tracks that time your way. Press the "action button" right when you are on the edge of the tracks and you should jump over to the other side.

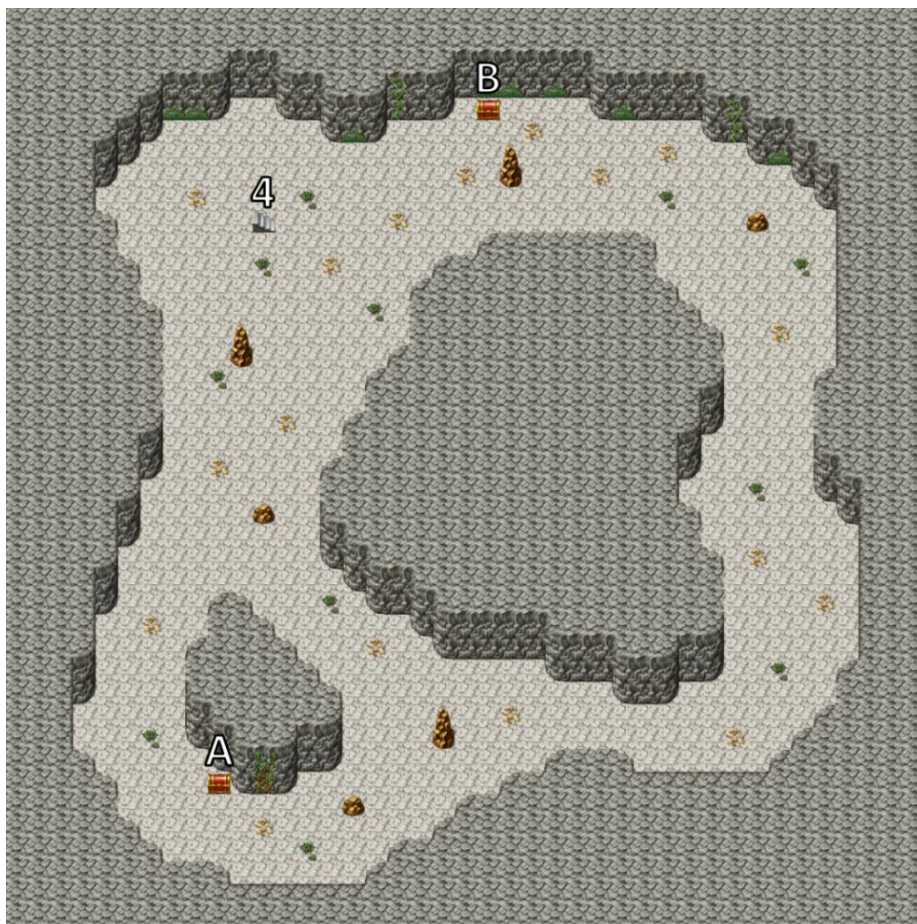
After jumping the tracks, follow the track west, south, east, south, and then finally west to the rock outcropping in the southwest. Gather the two treasures (**Recipe for Blight Whip – A, Recipe for Mobile Hat – B**) and then board the Mine Cart again. This time follow the green line on the map to the rocky outcropping in the southeast corner.

Specifically, board your cart and head east along the track and follow it as it turns north, west, north, and east. You'll have to perform another Mine Cart jump over the tracks. Continue east along the track and follow it as it turns south, east, north, west, and north to the first fork. At the first fork, head east and follow the track as it turns north and west until you reach the second fork just before a Mine Cart jump. Turn south and avoid the jump. Continue along the track as it turns west and then perform another Mine Cart jump. On the other side of the tracks, follow the track as it turns south, east, south, and then east again to the rocky outcropping in the southeast corner. Here, you'll find three more treasures (**Recipe for Corrupted Spear – C, Recipe for Thunder Robe – D, 3x Mining Bombs – E**). If you've already fallen down into the 2<sup>nd</sup> Underground Cave, then you should warp out using a Warp Stone or the Black Mage's spell; otherwise, board the cart and purposely drive into a barrel.

## Section #4: Underground Cave #2

**Suggested Level: 25**

**Enemies:** Hydra, Great Troll, Ninetails, Savage Demon, Evil Eye, Horned Dragon



Treasure Chest Legend	
A	Large SP Orb
B	Medium Magic Potion

If you hit a barrel in the Inner Mine Cart Tracks, you'll land southeast corner of the 2<sup>nd</sup> Underground Cave. Head west until you reach a northwest/southwest fork. Take the southwest fork and continue for a few steps until you find the treasure (**Large SP Orb – A**). After collecting the treasure, head due north until you find the stairs (4). Don't go up the stairs yet; instead, head east along the northern wall until you find the other treasure (**Medium Magic Potion – B**). With both treasures collected, return west and ascend the stairs (4) to return to the Inner Mine Cart Tracks.

**Battle Notes:** For details on Hydras, Great Trolls, Ninetails, Savage Demons, Evil Eyes, and Horned Dragons, see the Battle Notes for **Dragon Caves**.

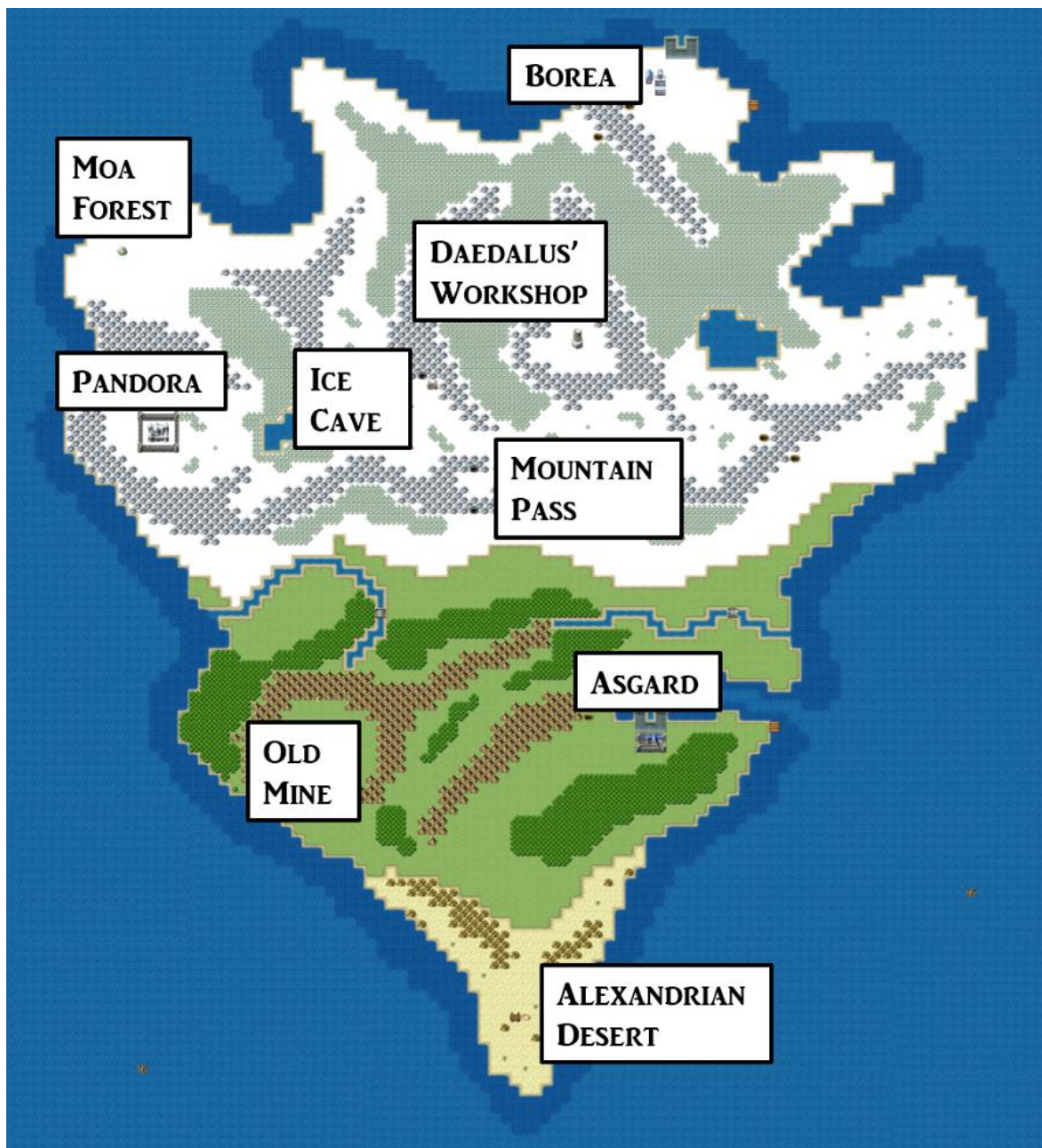


### 6.11.3 *To Daedalus' Workshop*

**Suggested Level: 25**

**Enemies: None (No Encounters in Airship)**

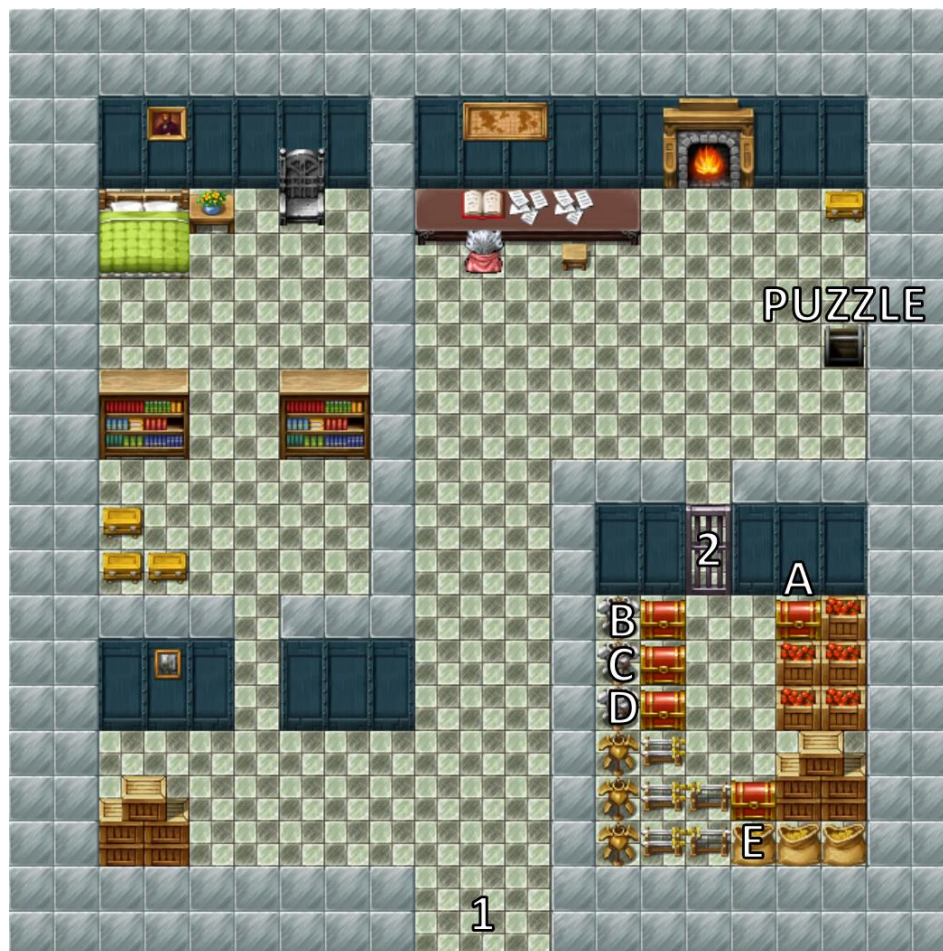
After completing the Old Mine, board your Airship and fly north to the Naiad Mountains (the mountains that split the Northern Continent in half). Next, fly east along the mountains until you reach the Mountain Pass and then finally fly a short way to the northeast until you find a tower encircled by icy mountains. Land inside the mountains and enter Daedalus' Workshop.



### 6.11.4 Daedalus' Workshop

#### The Workshop

Suggested Level: 27



Treasure Chest Legend			
A	15,000G	D	Black Void Bomb
B	Medium Magic Potion	E	Holy Fire Bomb
C	Warp Stone	F	

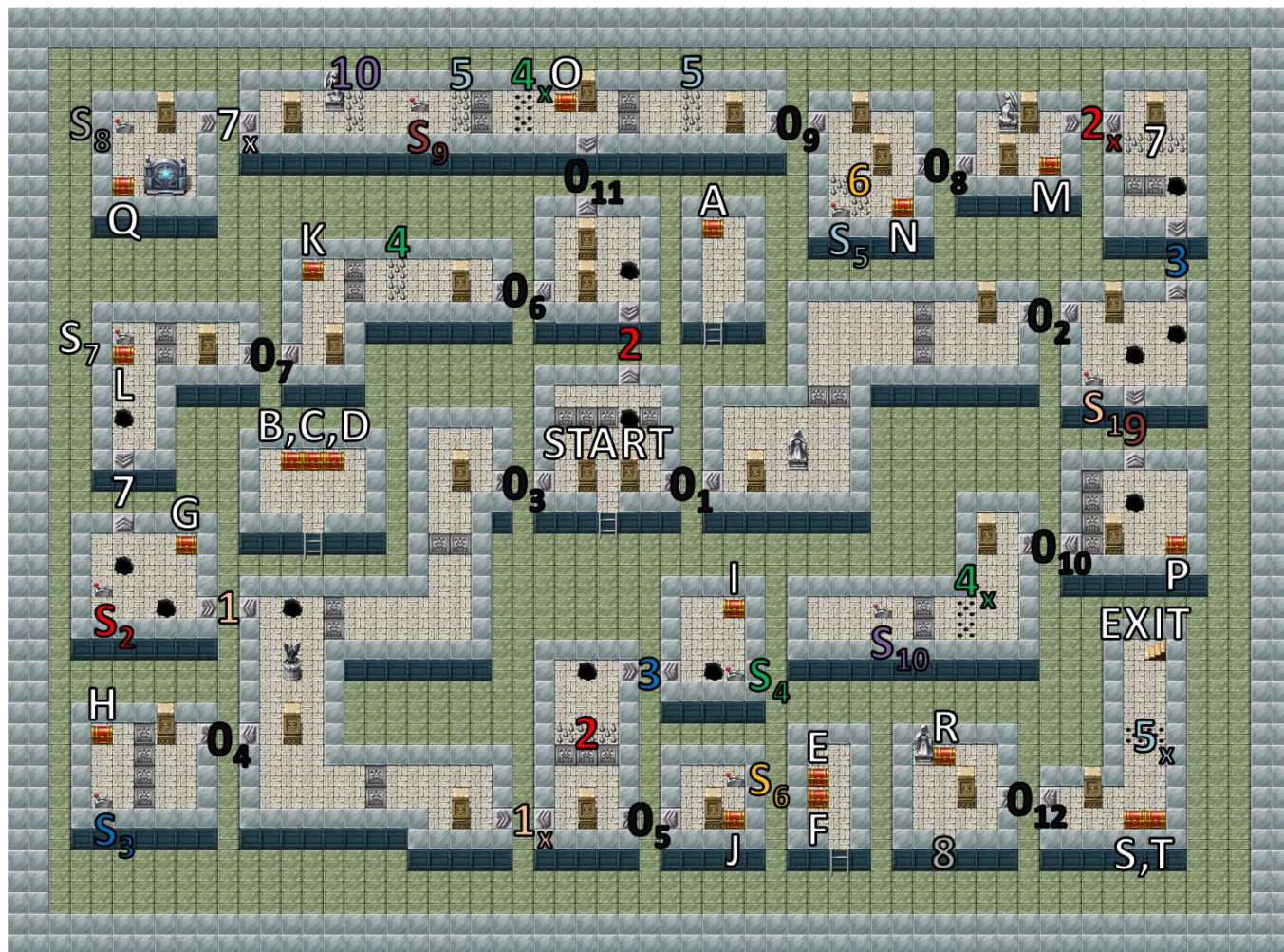
Daedalus is an eccentric inventor bent upon devising the most complicated puzzle known to man. Alas, he has no visitors and therefore no one on which to test his diabolical machinations. From the entrance to Daedalus' Workshop (1), head north and you'll find Daedalus along the northern wall. He invites you to descend the ladder (PUZZLE) and test your wits in his puzzle room. If you have the Upgraded Skeleton Key, you can unlock the door (2) in the southeast corner of the room. Inside you'll find five treasures (15,000G – A, Medium Magic Potion – B, Warp Stone – C, Black Void Bomb – D, Holy Fire Bomb – E). Finally, head down the ladder (PUZZLE) to test your wits.



## The Diabolical Puzzle

Suggested Level: 27

Enemies: Warlock, Anubis, Trickster, Necromancer, Incubus, Devil



Treasure Chest Legend					
A	5,000G	H	Diamond Axe	O	Medium Cottage
B	5,000G	I	Diamond Bow	P	Diamond Whip
C	Soft	J	10,000G	Q	Diamond Sword
D	Vocalizer Serum	K	Huge SP Orb	R	Diamond Spear
E	Huge Potion	L	Diamond Dagger	S	Blizzard Bomb
F	Full SP Orb	M	Remedy	T	Hellfire Bomb
G	Full Potion	N	Diamond Staff		



Daedalus' Puzzle is filled with a huge variety of treasures to ensnare greedy explorers. Unfortunately, when you descend the ladder (*START*), Daedalus pulls up the ladder, leaving you trapped inside his diabolically mind-bending puzzle. This is by far the most complicated puzzle in all of Terra and can confuse even the cleverest of minds.

At the start of the puzzle, there is a grappling hook which allows you to jump between platforms that have large square stone statues. Some of the stone statues are fixed while others will raise or lower depending on one of the ten switches in the room. The ten switches in the room are denoted on the map by  $S_N$  where  $N$  is the number of the switch. Each switch controls one or more stone statues and/or spike strips (or in one case, a ladder); however, each spike strip or stone statue is only controlled by a single switch.

The goal is to make it to the staircase that exits the puzzle (*EXIT*) in the southeast corner. Along the way, you'll clearly want to gather all 20 treasures in the puzzle room. You'll have to backtrack many times because sometimes a switch will open the way while at other times it will block the way. The numbers between stone statue gaps represent the switch that must be flipped ON (i.e. to the right) for that statue gap to become active. The same goes for spike strips. If a number next to a statue gap or spike strip has a subscript "x", that denotes the switch must remain OFF (i.e. to the left) for that spike strip or statue gap to be passable. The black " $0_N$ "s represent gaps that are always active (i.e. not tied to any switch). The subscript  $N$  is labeled according to the order in which you must use these always active gaps. Lastly, there are patterned tiles scattered across the raised platforms. These are trap doors that when crossed sometimes release powerful enemies that you'll have to fight. There are no random encounters in the puzzle room.

From the start of the puzzle (*START*), you should go collect the free treasures on isolated platforms throughout the room. First, descend the ladder at the southern end of the starting platform. Take a few steps east and then head north through the narrow gap between platforms. When the narrow corridor opens up, you'll see a ladder leading to a platform to the north by northeast. Climb the ladder and collect the single treasure (**5,000G – A**).

Next, descend the ladder and then head due west until you meet a wall blocking your way. Now head due south (while taking one step back east) and through another narrow corridor. Follow the path as it turns west and you'll find a ladder up to another platform. Climb the ladder and gather the three treasures on the platform (**5,000G – B, Soft – C, Vocalizer Serum – D**).

With those treasures in hand, descend the ladder and head west until you meet a wall forcing you either north or south. Head south and continue until you reach the southern edge of the puzzle room. From here, head east along the southern edge until you see a ladder leading up a platform. Climb the ladder and gather the two treasures (**Huge Potion – E, Full SP Orb – F**). The *Full SP Orb* should be used to learn a new skill to battle the powerful monsters hidden by the patterned tiles.

You've now collected all the free treasures and it is time to return to the start of the puzzle. Descend the ladder and take a few steps west until you find a narrow corridor heading north. Follow the corridor until you meet a wall blocking your way. Turn west again and continue until you find a ladder. Climb the ladder to return to the original starting point (*START*).

From the starting platform (*START*), head right and jump over the gap to the east ( $O_1$ ). Continue east along the next platform across two sets of patterned tiles. When you reach the eastern end, jump over another gap ( $O_2$ ). You'll find yourself on a nearly square platform with a couple of holes in the ground and a switch ( $S_1$ ). **Flip the switch ( $S_1$ ) to the on position (e.g to the right)** and return west across the two gaps ( $O_2$  and  $O_1$ ) to the starting platform (*START*).

Now, head west and jump the gap ( $O_3$ ) and then proceed south and west on the western platform. The gap labeled (1) will now be passable since you flipped switch ( $S_1$ ). Cross the gap to the west, **flip the switch ( $S_2$ ) to the on position (e.g. to the right)**, and gather the treasure (**Full Potion – G**). Return east across the gap (1) to the previous platform and head south. Near the southwest corner of the platform, you'll find another gap ( $O_4$ ). Cross the gap ( $O_4$ ) to the platform in the southwest corner of the puzzle room. **Flip the switch ( $S_3$ ) to the on position (e.g. to the right)** and gather the treasure (**Diamond Axe – H**). If you have a Knight in your party and enjoy using Axes over Swords or Spears, you should equip the Diamond Axe immediately.

Next, return east across the gap ( $O_4$ ) to the previous platform. There is a gap at the southeast corner of the platform that requires that switch ( $S_1$ ) is turned off. Therefore, return north along the platform and cross the gap ( $O_3$ ) back to the starting platform (*START*). Cross two more gaps ( $O_1$  and  $O_2$ ) to the east and **flip switch ( $S_1$ ) off (e.g. to the left)**. Now, return west across the two gaps ( $O_2$  and  $O_1$ ) to the starting platform (*START*). Cross the gap to the west ( $O_3$ ) and then follow the platform south to the southeast corner. You'll now be able to cross the gap ( $1_x$ ) and reach the platform with passable gaps in the northeast and southeast corners. Cross the northeast gap (3), **flip the switch ( $S_4$ ) to the on position (e.g. to the right)**, and gather the treasure (**Diamond Bow – I**).

Return across the gap (3) to the previous platform and then head to the southeast corner and cross the gap ( $O_5$ ). On the next platform, **flip the switch ( $S_6$ ) to the on position (e.g. to the right)** and gather the treasure (**10,000G – J**). Return west across the two gaps ( $O_5$  and  $1_x$ ) onto the long platform. Head north until you reach the gap in the northeast corner ( $O_3$ ). Cross the gap ( $O_3$ ) to the starting platform (*START*).

From here (*START*), head east across the gap ( $O_1$ ) and then continue east along the platform. At the eastern end, cross another gap to the east ( $O_2$ ) and **flip the switch ( $S_1$ ) back to the on position (e.g. to the right)**. Return west across two gaps ( $O_2$  and  $O_1$ ) to the starting platform (*START*).

From the starting platform (*START*), head across the northern gap (2) and then across the western gap ( $O_6$ ) on the next platform. Since you've flipped switch ( $S_4$ ), the spikes (4) will be lowered. Head west on the platform and gather the treasure (**Huge SP Orb – K**). Walk to the southwest corner and cross the gap ( $O_7$ ) to the next platform. Head west a few steps and **flip the switch ( $S_7$ ) to the on position (e.g. to the right)**. Collect the treasure (**Diamond Dagger – L**) just south of the switch ( $S_7$ ) and then head to the southern end of the platform. Cross the southern gap (7) to the platform that houses switch ( $S_2$ ). Cross the gap in the southeast corner (1). On this platform, head to the northeast corner and cross the gap ( $O_3$ ) to the starting platform (*START*).

From the starting platform (*START*), head east across the two gaps ( $O_1$  and  $O_2$ ) to the switch ( $S_1$ ). **Flip the switch ( $S_1$ ) back to the off position (e.g. to the left)**. Return west across the two gaps ( $O_2$  and  $O_1$ ) to the starting platform (*START*). Head west across the gap ( $O_3$ ) and then continue along the next platform to the southeast corner. Cross the gap ( $1_x$ ) and head to the northeast corner across the spikes (2). Cross the gap (3) and **flip the switch ( $S_4$ ) to the off position (e.g. to the left)** on the next platform. Now, return west across the two gaps (3) and ( $1_x$ ) until you are on the long north/south platform. Head to the northeast corner and cross the gap ( $O_3$ ) to the starting platform (*START*).

From here (*START*), head east across the two gaps ( $O_1$  and  $O_2$ ) to the switch ( $S_1$ ). **Flip the switch ( $S_1$ ) to the on position (e.g. to the right)** and then return west across the same two gaps ( $O_2$  and  $O_1$ ) to the starting platform (*START*). Head across the western gap ( $O_3$ ) and then west to the gap near the northwest corner of the platform (1). Cross the platform (1) and **flip the switch ( $S_2$ ) to the off position (e.g. to the left)** on the next platform. Finally, return across the gap to the east (1) and then head

northeast along the next platform. At the northeast corner, cross the gap ( $O_3$ ) to the starting platform (*START*).

Cross the gap to the right ( $O_1$ ) and continue east along the platform to the eastern end. Cross the gap at the end ( $O_2$ ) and then cross the gap in the northeast corner (3). The spikes on the platform in the northeast corner (7) will have lowered since you flipped switch ( $S_7$ ). Proceed north across the lowered spikes (7) and head west across the gap ( $2_x$ ) which is activated since switch ( $S_2$ ) is in the off position. Collect the treasure on the platform (**Remedy – M**) and then cross the western gap ( $O_8$ ) to the next platform. Acquire the treasure (**Diamond Staff – N**) and immediately equip the *Diamond Staff* to a Mage character, if you have one. Next, cross the lowered spikes (6) to the switch ( $S_5$ ). **Flip the switch ( $S_5$ ) to the on position (e.g. to the right)** and then cross the gap in the northwest corner ( $O_9$ ). On the next platform, proceed west over the lowered spikes (5) and gather the treasure (**Medium Cottage – O**). Continue west across two more lowered spike strips ( $4_x$  and 5) until you reach the switch ( $S_9$ ). **Flip the switch ( $S_9$ ) to the on position (e.g. to the right)** and head to the eastern edge of the platform. Cross to the east across three consecutive gaps ( $O_9$ ,  $O_8$ , and  $2_x$ ) until you are on the platform in the northeast corner of the puzzle room. Jump across the gap to the south (3) and you will be on the platform with a switch ( $S_1$ ). Cross the gap to the south (9) and gather the treasure (**Diamond Whip – P**). If you have an Engineer or Thief, equip the *Diamond Whip* immediately. Cross the gap in the southwest corner ( $O_{10}$ ) and then proceed west across the lowered spikes ( $4_x$ ). Near the western edge of the platform, **flip the switch ( $S_{10}$ ) to the on position (e.g. to the right)**. Return across the gap to the east ( $O_{10}$ ) and then across the northern gap on the next platform (9).

Don't worry, you're almost finished. The goal now is to reach the switch ( $S_8$ ) in the northwest corner which, when flipped, will activate the ladder leading to the puzzle room exit (*EXIT*). Unfortunately, you can't take the same route you used to reach the switch ( $S_9$ ) because of the contradictory spike strips and stone statues connected to switch ( $S_7$ ). From your current platform, head west across two gaps ( $O_2$  and  $O_1$ ) to the starting platform (*START*).

From the starting platform (*START*), head west across the gap ( $O_3$ ) to the long north/south platform. Cross the gap in the northwest corner (1) and **flip the switch ( $S_2$ ) to the on position (e.g. to the right)**. Return east across the gap (1) and then cross the gap in the northeastern platform to the starting platform (*START*). Continue east across two more gaps ( $O_1$  and  $O_2$ ) and then **flip the switch ( $S_1$ ) to the off position (e.g. to the left)**. Return west across the two gaps ( $O_2$  and  $O_1$ ) to the starting platform (*START*).

From here (*START*), head across the western gap and then follow the long platform until you reach the southeast corner ( $1_x$ ). Cross the gap ( $1_x$ ) and then head to the northeast corner of the platform across the lowered spikes (2). Cross the gap in the northeast corner (3) and then **flip the switch ( $S_4$ ) to the on position (e.g. to the right)** on the next platform. Return to the west across two gaps (3 and  $1_x$ ). Follow the platform to the northeast corner and cross the gap ( $O_3$ ) to the starting platform (*START*).

From the starting platform (*START*), head north across the gap the starting platform (2). Next, head west across the gap ( $O_6$ ) and then continue west across the lowered spikes (4). Cross the gap to the west in the southwest corner ( $O_7$ ) of the platform and then **flip the switch ( $S_7$ ) to the off position (e.g. to the left)** in the northwest corner of the platform. After flipping the switch ( $S_7$ ) to the off position (e.g. to the left), return to the east across two gaps ( $O_7$  and  $O_6$ ). Then head across the southern gap (2) to the starting platform (*START*).

From the starting platform (*START*), head across the gap to the west ( $O_3$ ) and then proceed along the next platform until you reach the gap in the southeast corner ( $1_x$ ). Cross the gap ( $1_x$ ) and then head



up across the lowered spikes (2). Cross the gap in the northeast corner (3) and then **flip the switch (S<sub>4</sub>) to the off position (e.g. to the left)** on the next platform. Return west across two gaps (3) and (1<sub>x</sub>). Next, head north along the platform and cross the gap in the northeast corner (O<sub>3</sub>) to the starting platform (START).

From the starting platform (START), cross the northern gap (2). From this platform, cross the northern gap (O<sub>11</sub>) and then proceed west past the three sets of lowered spikes (4<sub>x</sub>, 5, and 10) until you reach the western end of the platform. Cross the gap to the west (7<sub>x</sub>) and then **flip the switch (S<sub>8</sub>) to the on position (e.g. to the right)** on the platform in the northwest corner. After flipping the switch (S<sub>8</sub>), collect the treasure (**Diamond Sword – Q**). Return east across the previous gap (7<sub>x</sub>) and then cross the three sets of spike strips to the east (10, 5, and 4<sub>x</sub>) until you reach a gap to the south (O<sub>11</sub>). Cross the gap (O<sub>11</sub>) and then continue south across another gap (2) to the starting platform.

You're nearly finished at this point. All that remains is to flip switch (S<sub>5</sub>) to the off position (e.g. to the left) so that the spike strips (5<sub>x</sub>) that protects the exit (EXIT) are lowered. To do so, you'll have to flip switch (S<sub>7</sub>) back to the on position (e.g. to the right). From the starting platform (START), cross the gap to the west (O<sub>3</sub>) and then continue to the southeast corner (1<sub>x</sub>). Cross the gap (1<sub>x</sub>) and then head northeast and cross the gap (3) to the next platform. **Flip the switch (S<sub>4</sub>) to the on position (e.g. to the right)** and then return west across the previous two gaps (3 and 1<sub>x</sub>). From the long platform, head north to the northeast corner and cross the gap (O<sub>3</sub>) to the starting platform (START).

Cross the gap to the north (2) and then proceed across the gap to the west (O<sub>6</sub>). Continue west over the lowered spikes (4) and then cross the gap at the western edge (O<sub>7</sub>). On this platform, **flip the switch (S<sub>7</sub>) to the on position (e.g. to the right)** and then return east across the two gaps (O<sub>7</sub> and O<sub>6</sub>). Finally, head south across the gap (2) to the starting platform (START).

From the starting platform (START), head across the two gaps to the east (O<sub>1</sub> and O<sub>2</sub>) until you are on the platform that houses switch (S<sub>1</sub>). **Flip the switch (S<sub>1</sub>) to the on position (e.g. to the right)**. Return west across the two gaps (O<sub>2</sub> and O<sub>1</sub>) to the starting platform (START). From here (START), cross the western gap (O<sub>3</sub>) and continue to the northwest corner of the next platform. Cross the gap (1) and **flip the switch (S<sub>2</sub>) to the off position (e.g. to the left)**. Return across the gap to the east (1) and then trek back to the northeast corner (O<sub>3</sub>). Cross the gap (O<sub>3</sub>) to the starting platform (START).

From the starting platform (START), head east across two gaps (O<sub>1</sub> and O<sub>2</sub>) until you are on the platform with the switch (S<sub>1</sub>). Head north across the gap (3) and then across the lowered spikes (7). Cross the gap to the west (2<sub>x</sub>) and then yet another to the west (O<sub>8</sub>). Head to the southwest corner and **flip the switch (S<sub>5</sub>) to the off position (e.g. to the left)**. Return east across the two gaps (O<sub>8</sub> and 2<sub>x</sub>). Cross the lowered spikes (7) and then cross the gap to the south (3). Head west across two more gaps (O<sub>2</sub> and O<sub>1</sub>) to the starting platform (START).

Descend the ladder to the lower level and then head due south until you reach the southern edge of the puzzle room. Now, head east past the first ladder until you reach the second ladder (8). Climb the ladder (8) and then gather the treasure (**Diamond Spear – R**). After collecting the treasure, head across the gap to the east (O<sub>12</sub>) and then collect the last two treasure chests (**Blizzard Bomb – S**, **Hellfire Bomb – T**). Cross the lowered spikes to the north (5<sub>x</sub>) and then climb the stairs to exit Daedalus' puzzle. When you climb out of the puzzle room and back into Daedalus' Workshop, he'll express his disappointment that you were able to escape his labyrinth and that he must work harder to make the puzzle even more complicated.

If the detailed instructions are difficult to follow, you may find these shorthand instructions more helpful:

Step	Change	Switches									
		1	2	3	4	5	6	7	8	9	10
0	N/A	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
1	1 ON	ON	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
2	2 ON	ON	ON	OFF	OFF	OFF	OFF	OFF	OFF	OFF	OFF
3	3 ON	ON	ON	ON	OFF	OFF	OFF	OFF	OFF	OFF	OFF
4	1 OFF	OFF	ON	ON	OFF	OFF	OFF	OFF	OFF	OFF	OFF
5	4 ON	OFF	ON	ON	ON	OFF	OFF	OFF	OFF	OFF	OFF
6	6 ON	OFF	ON	ON	ON	OFF	ON	OFF	OFF	OFF	OFF
7	1 ON	ON	ON	ON	ON	OFF	ON	OFF	OFF	OFF	OFF
8	7 ON	ON	ON	ON	ON	OFF	ON	ON	OFF	OFF	OFF
9	1 OFF	OFF	ON	ON	ON	OFF	ON	ON	OFF	OFF	OFF
10	4 OFF	OFF	ON	ON	OFF	OFF	ON	ON	OFF	OFF	OFF
11	1 ON	ON	ON	ON	OFF	OFF	ON	ON	OFF	OFF	OFF
12	2 OFF	ON	OFF	ON	OFF	OFF	ON	ON	OFF	OFF	OFF
13	5 ON	ON	OFF	ON	OFF	ON	ON	ON	OFF	OFF	OFF
14	9 ON	ON	OFF	ON	OFF	ON	ON	ON	OFF	ON	OFF
15	10 ON	ON	OFF	ON	OFF	ON	ON	ON	OFF	ON	ON
16	2 ON	ON	ON	ON	OFF	ON	ON	ON	OFF	ON	ON
17	1 OFF	OFF	ON	ON	OFF	ON	ON	ON	OFF	ON	ON
18	4 ON	OFF	ON	ON	ON	ON	ON	ON	OFF	ON	ON
19	7 OFF	OFF	ON	ON	ON	ON	ON	OFF	OFF	ON	ON
20	4 OFF	OFF	ON	ON	OFF	ON	ON	OFF	OFF	ON	ON
21	8 ON	OFF	ON	ON	OFF	ON	ON	OFF	ON	ON	ON
22	4 ON	OFF	ON	ON	ON	ON	ON	OFF	ON	ON	ON
23	7 ON	OFF	ON	ON	ON	ON	ON	ON	ON	ON	ON
24	1 ON	ON	ON	ON	ON	ON	ON	ON	ON	ON	ON
25	2 OFF	ON	OFF	ON	ON	ON	ON	ON	ON	ON	ON
26	5 OFF	ON	OFF	ON	ON	OFF	ON	ON	ON	ON	ON

**Battle Notes:** *The enemies in Daedalus' Workshop are discussed later in the Eastern Magi Tower (see Section 6.14.1).*

## 6.12 THE ASSASSINATION ATTEMPT

After the Old Mine and Daedalus' Workshop, it is time to return to the main quest and that means journeying to Midgard to speak to the King. The easiest way to navigate your Airship from Daedalus' Workshop to Midgard is to first fly just past the southern tip of the Northern Continent. Next, fly west until you reach the north tip of the Central Continent and the town of Oakwood. From Oakwood, fly due south until you are a few tiles south of the Desert Mountains. Lastly, fly due west until you reach the northern tip of the Northwest Continent and Midgard Fortress.

Land your Airship next to Midgard and enter the fortress. Proceed to the 3<sup>rd</sup> floor (see Section **6.8.10** for a map of Midgard Fortress) and talk to the King. He explains the basics of the proposed assassination plot against the leader of the Pandoran Empire, General Thanatos a.k.a. the Dark Lord. Veteran soldiers from the Midgard Empire will fly the Airship to Pandora where you will lower yourself via ropes inside the high Pandoran Castle walls. You will then stealthily make your way through Pandora Castle to the Throne Room and assassinate General Thanatos. Note that this is your only opportunity to enter Pandora. You will not be allowed to return to Pandora once you've finished the mission. When you're prepared, the King will alert his soldiers and you'll begin your flight to Pandora. After a short cutscene, you'll land in the city of Pandora.





## 6.12.1 Pandora

**Suggested Level: 25**



Treasure Chest Legend			
A	Black Void Bomb	C	Large Potion
B	Crystal Whip	D	Small SP Orb

You are now in the belly of the beast. The impregnable walls of Pandora surround you but also mean lax security inside. You'll start in the northeast corner. Head to the house in the southeast corner and gather the treasure inside (**Black Void Bomb – A**).

Next, head west to the Equipment & Synthesis Shop. On the western side of the first floor, you'll find the only Ring Shop outside of the VIP area of the Arena. At the Ring Shop, you can purchase both Tier #1 and #2 rings as well as a variety of status effect rings. On the eastern side of the first floor, you'll find the Equipment Shop where you'll find Crystal level equipment. The only other place to buy Crystal equipment is in Gaia after collecting two of the Ultima Crystal shards. Note that the rings are twice as expensive as at the Arena VIP area. On the second floor, you can synthesize some various items. Before leaving, be sure to gather the treasure (**Crystal Whip – B**).

Leave the Equipment and Synthesis Shop and head west to the Inn. Rest and then head up to the second story and gather the treasure (**Large Potion – C**). Next, head west to the Item Shop and restock on all your supplies because you'll be trapped inside Pandora Castle once you enter. Last, head north to the Pub. Talk to the Pub patrons and then head up to the second floor and gather the treasure (**Small SP Orb – D**). Once you've finished exploring the Pandora, enter the castle to the north.

## Item Shop

ITEM NAME	SUMMARY	PRICE
<b>POTION</b>	Restores 30 HP for one ally	50G
<b>HIGH POTION</b>	Restores 100 HP for one ally	300G
<b>LARGE POTION</b>	Restores 250 HP for one ally	1,000G
<b>ANTIDOTE</b>	Cures poison	75G
<b>EYE DROPS</b>	Cures blindness	60G
<b>MUSCLE RELAXER</b>	Cures paralysis and stun	120G
<b>SMELLING SALTS</b>	Cures confusion	150G
<b>SOFT</b>	Cures stone	1,000G
<b>VOCALIZER SERUM</b>	Cures silence	500G
<b>SLEEPING BAG</b>	Recovers 30 HP for party	75G
<b>TENT</b>	Recovers 100 HP for party	300G
<b>SMALL COTTAGE</b>	Recovers 300 HP & 300 MP for party	2,500G
<b>MEDIUM COTTAGE</b>	Recovers 1,000 HP & 500 MP for party	5,000G
<b>FIRE BOMB</b>	~50 HP damage with fire element to all enemies	250G
<b>THUNDER BOMB</b>	~50 HP damage with thunder element to all enemies	250G
<b>HOLY BOMB</b>	~50 HP damage with holy element to all enemies	250G
<b>DARK BOMB</b>	~50 HP damage with dark element to all enemies	250G
<b>WIND BOMB</b>	~50 HP damage with wind element to all enemies	250G
<b>ICE BOMB</b>	~50 HP damage with ice element to all enemies	250G
<b>BLAZE BOMB</b>	~150 HP damage with fire element to all enemies	1,000G
<b>THUNDERSTORM BOMB</b>	~150 HP damage with thunder element to all enemies	1,000G
<b>HOLY LIGHT BOMB</b>	~150 HP damage with holy element to all enemies	1,000G
<b>DARK STORM BOMB</b>	~150 HP damage with dark element to all enemies	1,000G
<b>HURRICANE BOMB</b>	~150 HP damage with wind element to all enemies	1,000G
<b>SNOWSTORM BOMB</b>	~150 HP damage with ice element to all enemies	1,000G
<b>HELLFIRE BOMB</b>	~300 HP damage with fire element to all enemies	2,500G
<b>SONIC BOOM BOMB</b>	~300 HP damage with thunder element to all enemies	2,500G
<b>HOLY FIRE BOMB</b>	~300 HP damage with holy element to all enemies	2,500G
<b>BLACK VOID BOMB</b>	~300 HP damage with dark element to all enemies	2,500G
<b>VICIOUS TORNADO BOMB</b>	~300 HP damage with wind element to all enemies	2,500G
<b>BLIZZARD BOMB</b>	~300 HP damage with ice element to all enemies	2,500G
<b>WARP STONE</b>	Allows warping out of some dungeons	5,000G

### Ring Shop

RING	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Shield Ring	20,000G	10									
Mystic Ring	20,000G		10								
Rune Ring	20,000G			10							
Might Ring	20,000G				10						
Swift Ring	20,000G					10					
Spry Ring	20,000G						10				
Focus Ring	20,000G							10			
Fortuitous Ring	20,000G								10		
Bulwark Ring	60,000G	30									
Arcane Ring	60,000G		30								
Illusion Ring	60,000G			30							
Ogre Ring	60,000G				30						
Burglary Ring	60,000G					30					
Nimble Ring	60,000G						30				
Nucleus Ring	60,000G							30			
Random Ring	60,000G								20		

RING	PRICE	POISON	SILENCE	SLEEP	PARALYSIS	CONFUSION	BLIND	STONE
Poison Ring	50,000G	X						
Silence Ring	50,000G		X					
Sleep Ring	50,000G			X				
Paralysis Ring	50,000G				X			
Confusion Ring	50,000G					X		
Blind Ring	50,000G						X	
Stone Ring	50,000G							X

### Equipment Shop - Weapons

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Crystal Sword	10,000G	44	0	0	22	NO
Crystal Dagger	8,500G	36	0	0	16	NO
Crystal Axe	9,500G	64	0	0	44	YES
Crystal Spear	9,000G	26	0	18	8	NO
Crystal Bow	8,000G	32	0	12	4	NO
Crystal Whip	8,200G	22	0	22	8	NO
Crystal Staff	10,000G	12	44	0	4	NO



### Equipment Shop - Armor

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Crystal Armor	11,200G	37	11							80	
Crystal Robe	11,200G	28	20								40
Crystal Shield	8,800G	30							10		
Crystal Cloak	8,800G	24	20								
Crystal Hat	8,800G	18	26								
Crystal Helm	8,800G	26	18								
Crystal Gloves	8,800G	13		31							
Crystal Gauntlets	8,800G	15			11			18			
Crystal Shoes	8,800G	16				14	14				
Crystal Boots	8,800G	22				11	11				

### Pub

ITEM NAME	SUMMARY	PRICE
BLITZ TONIC	Boosts ATK +10 & ATK +10% during battle	250G
WALL TONIC	Boosts DEF +10 & DEF +10% during battle	250G
MIND TONIC	Boosts INT +10 & INT +10% during battle	250G
WARD TONIC	Boosts MGD +10 & MGD +10% during battle	250G
JOLT TONIC	Boosts AGI +10 & AGI +10% during battle	250G
SHOCK TONIC	Boosts PRE +10 & PRE +10% during battle	250G
BUBBLE TONIC	Boosts Max HP +50% during battle	250G
SURGE TONIC	Boosts Max MP +50% during battle	250G
VIGOR TONIC	Boosts CRT +10 & CRT +10% during battle	250G
EAGLE EYE TONIC	Boosts ACC +10 & ACC +10% during battle	250G
HYPER BLITZ TONIC	Boosts ATK +30 & ATK +10% during battle	2,500G
HYPER WALL TONIC	Boosts DEF +30 & DEF +10% during battle	2,500G
HYPER MIND TONIC	Boosts INT +30 & INT +10% during battle	2,500G
HYPER WARD TONIC	Boosts MGD +30 & MGD +10% during battle	2,500G
HYPER JOLT TONIC	Boosts AGI +30 & AGI +10% during battle	2,500G
HYPER SHOCK TONIC	Boosts PRE +30 & PRE +10% during battle	2,500G
HYPER BUBBLE TONIC	Boosts Max HP +100% during battle	2,500G
HYPER SURGE TONIC	Boosts Max MP +100% during battle	2,500G
HYPER VIGOR TONIC	Boosts CRT +30 & CRT +10% during battle	2,500G
HYPER EAGLE EYE TONIC	Boosts ACC +30 & ACC +10% during battle	2,500G

## 6.12.2 Pandora Castle

### Section #1: The Dungeon

**Suggested Level: 25**

**Enemies:** Pandoran Prison Guard

**Treasures:** Pickaxe, Key,

**Treasures (Prisoner Rewards):**

3x Large SP Orbs, Full Potion, Medium Magic Potion – *Old Prisoner*

5x Remedies, 3x Hellfire Bombs, 3x Blizzard Bombs – *Angry Thief*

Recipe for Black Sword, Recipe for Typhoon Shield – *Disheveled Mercenary*

10x Super Bait – *Oakwood Prisoner*



When you first enter Pandora castle (1), you will actually enter through **Section #5: Lobby – Floor #1**; however, you will spend so little time there initially, that that map is left for later. Upon entering, head north and you'll start a short cutscene. In the cutscene, you'll continue walking north into what appears an ambush. Then troops will surround you from the south as well. General Octavius is leading

the troops and tells you that the Dark Lord knows and sees all. He then orders the Pandoran troops to take you to the Castle Dungeon.

You'll awake in the Castle Dungeons (2) with your equipment removed. Immediately, a Pandoran Guard will come to tell you to remain quiet. In your jail cell, you'll find a pick axe along the western wall (**PICK AXE**), some boulders along the northern wall (4), and the jail door to the south (3). At this point, you have a choice whether you want to try to dig your way out with the Pick Axe through the boulders to the north (4) or you want to try to escape through the jail cell door.

If you wish to tunnel your way through the boulders, grab the Pick Axe and then use it (with the button mash game) to destroy the boulders. Eventually, you'll make it to the crevice behind the three boulders that leads to the Hidden Cave. Skip to **Section #2: A Hidden Cave** if you choose that route.

If you wish to escape through the jail cell door, bang on the door until the Pandoran Guard comes to give you a stern talking to. He'll return to his post but if you bang on the door again, you'll anger him enough that he'll open the door to beat you into submission. If you happen to lose to the Pandoran Guard, the game won't end. Instead, you'll simply have the option to bang on the door again or to tunnel through the northern wall. If you defeat the Pandoran Guard, you'll escape the jail cell and be able to explore the rest of the Castle Dungeon.

After escaping the jail cell by defeating the Pandoran Guard, head south to the table and grab the key (**KEY**) next to the sleeping guard. Make your way to the three occupied jail cells and free the occupants. Listen to their stories because if you find them in their respective locations, they will reward you for freeing them. Roderick Asekhauno – The Old Prisoner in the southwest jail cell hails from Asgard. After freeing him, you can find him in the Asgard Pub. If you talk to him after escaping Pandora Castle, you'll receive **3x Large SP Orbs**, **Full Potion**, and **Medium Magic Potion**. The Angry Thief in the south center cell hails from Doria and can be found in the Thieves' Guild after he is freed. If you find him in Doria after escaping, you'll be rewarded with **5x Remedies**, **3x Hellfire Bombs**, and **3x Blizzard Bombs**. Next, there are two prisoners to rescue in the northeast jail cell. The Oakwood Prisoner hails from Oakwood and can be found in the private household in the southeast corner of the town. If you find him after escaping Pandora Castle, you'll be rewarded with **10x Super Bait**. Finally, the Disheveled Oakwood Mercenary hails from Alfheim and can be found in the Pub. When you find him in Alfheim after escaping, you'll receive **Recipe for Black Sword** and **Recipe for Typhoon Shield**. Last, in the southeast jail cell, you'll find one more prisoner that you can rescue. Andrew Clouter – The Intrepid Reporter will return to Doria and can be found in the Pub after you rescue him. If you find him after escaping, he'll reward you with *full healing*.

After freeing all the prisoners, head east past the stairs (6) until you find a path to a new area (5). This leads to the first of two puzzles in Pandora Castle. See **Puzzle #44 – Pandora Castle A** for the puzzle solution. After completing the puzzle, return to the Castle Dungeon and then head up the stairs (6) to the Lower Basement (skip the Hidden Cave and proceed to **Section #3: Lower Basement**).

**Battle Notes:** *There is only one enemy type in the Pandora Castle Dungeon: Pandoran Prison Guard. Pandoran Prison Guards are quite strong, especially without your equipment. They have a potent physical attack but that is their only attack. They have elemental weaknesses to Thunder and Dark. If you have a Thief in your party, you can steal Large Potions, Hyper Blitz Tonics, Hyper Wall Tonics, 500G, and Huge Potions from these enemies.*

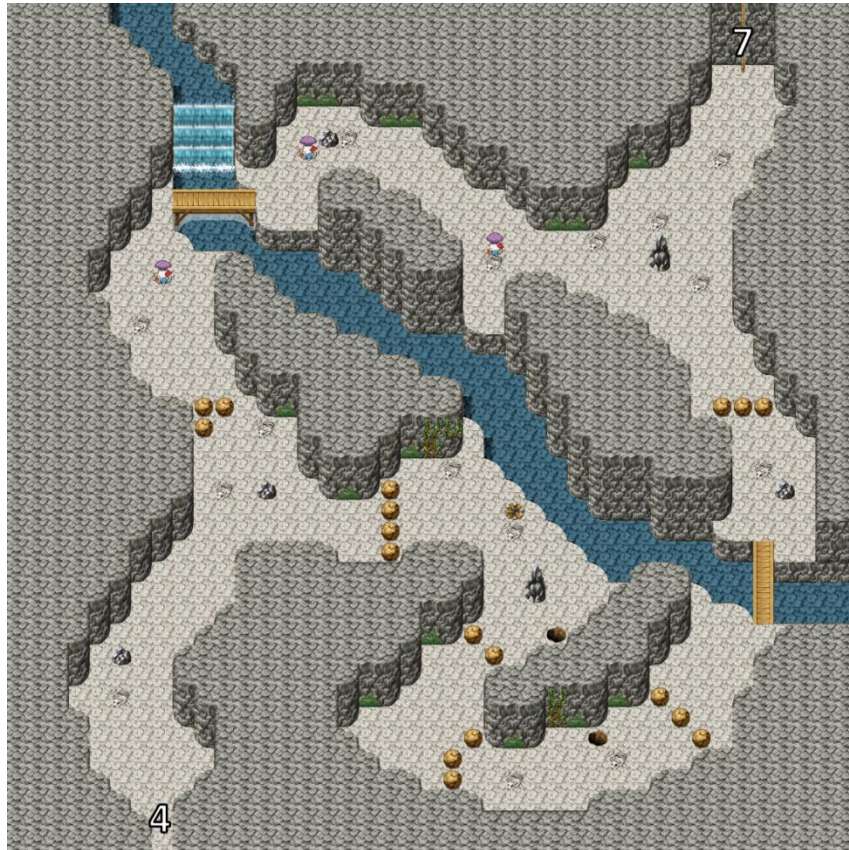


## Section #2: A Hidden Cave

**Suggested Level: 25**

**Enemies:** Magic Mushroom, Rat

**Treasures:** None



After tunneling through the boulders, you'll find yourself in the Hidden Cave (4). Head north through the cave until you find a north/east fork. Both paths lead to the same area and neither contains any treasure. The northern path leads through one set of boulders and then three groups of enemies. The eastern path leads through five sets of boulders; however, if you have an Engineer, you can use a *Tunnel* to bypass one set of boulders.

The northern path is slightly quicker and therefore, you should choose that path. Dig through the lone set of boulders and then fight the three groups of enemies along the northern path. When you reach a north/south fork, head north because the path south leads back to connect with the other path. At the end of the northern path, you'll find a rope (7) leading up to the Upper Basement. Skip to the Upper Basement map.

**Battle Notes:** For details on Magic Mushrooms and Rats, see the Battle Notes for **Section #1: The Rainy Woods**.

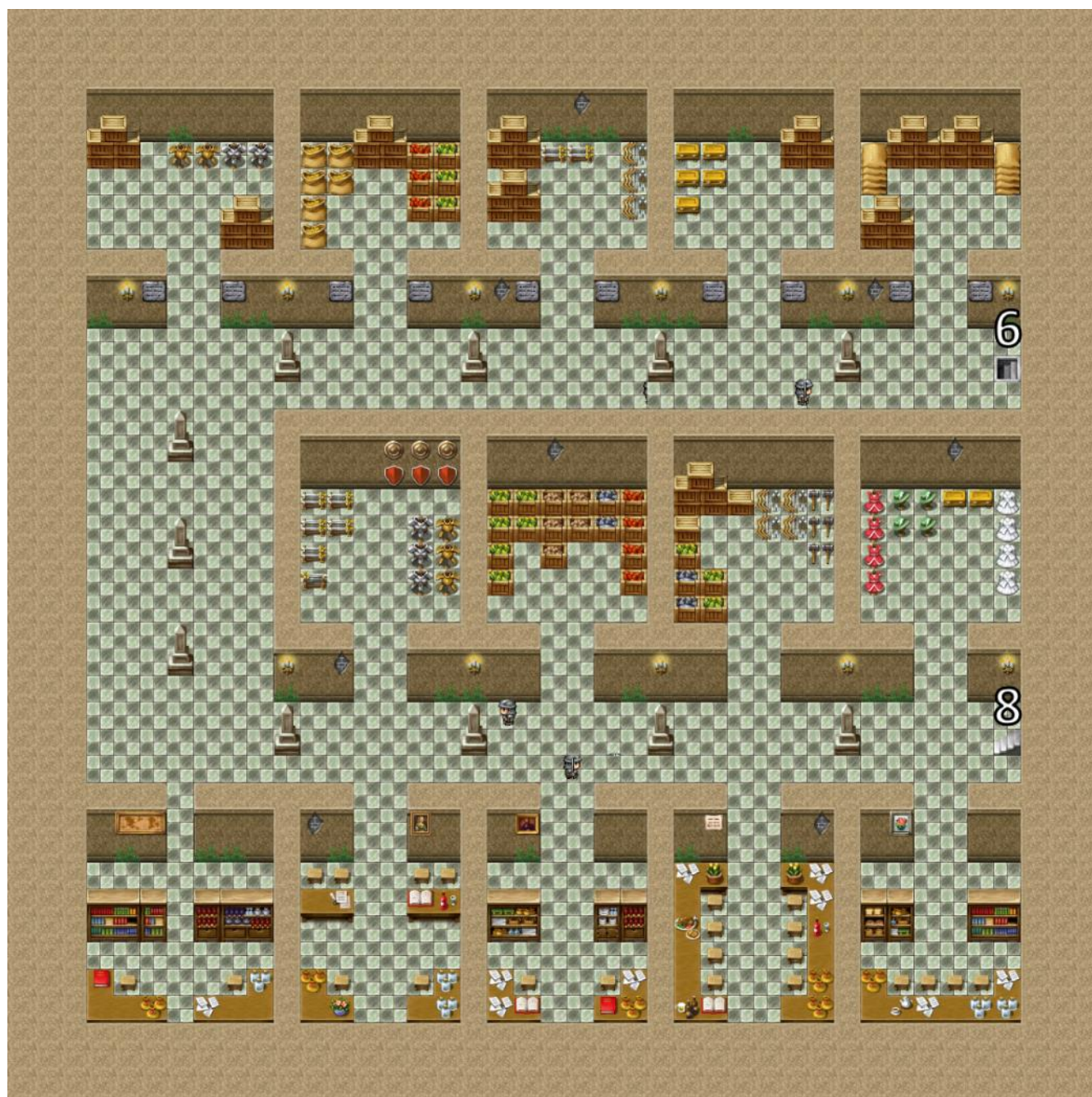


## Section #3: Lower Basement

Suggested Level: 25

Enemies: Pandoran Prison Guard

Treasures: None



From the Castle Dungeon stairs (6), you'll ascend to the Lower Basement. Along the northern wall, you'll find 10 plaques which highlight the extreme propaganda that has spurred Pandora to War. The layout of the Lower Basement is fairly simple with a main corridor in the shape of a rotated "U" leading first west, then south, and finally east to the set of stairs to the Upper Basement. Along the northern and southern walls, there are a variety of storerooms and small libraries which can be used to hide from the roaming Pandoran Guards. Two Pandoran Prison Guards walk each of the east/west corridors.

You can face the Pandoran Prison Guards head-on, without trying to avoid them; however, the problem is that you won't have your equipment. Alternatively, you can hide in the rooms along each corridor to avoid the Pandoran Guards. Whichever method you choose, you must traverse the "U"-shape first west, then south, and finally east to the stairs (8) to the Upper Basement.

**Battle Notes:** *For details on Pandoran Prison Guards, see the Battle Notes for **Section #1: The Dungeon**.*



## Section #4: Upper Basement

Suggested Level: 25

Enemies: Pandoran Prison Guard, Pandoran Soldier



Treasure Chest Legend			
A	All Equipment	E	Full Potion
B	10,000G	F	Hellfire Bomb
C	Large Cottage	G	Holy Fire Bomb
D	Large SP Orb	H	Blizzard Bomb

If you went through the Hidden Cave, you'll come up the rope into the northwest corner of the Upper Basement (7). A few steps to the southeast will take you to a silver chest (**All Equipment – A**) where the Pandorans have hidden all your equipment. Open the chest to acquire your equipment and then make sure you are fully equipped.

If you went through the Castle Dungeon and the Lower Basement, you'll ascend the stairs and find yourself near the southeast corner of the Upper Basement (8). Similar to the Hidden Cave route, your first destination should be the chest that holds all the equipment. Head north until you are blocked by a wall and then head west until you see the patrolling guards. Fight the Pandoran Soldiers or avoid them, but either way, make your way to the northwest and into the small room which houses the silver chest (**All Equipment – A**).

Now, both the Hidden Cave and Lower Basement paths have come back together. Head south from the room and then east into the main corridor. You may notice that there is a packed treasure room just to your south but you would have to fight your way through the Castle mess hall and kitchen to reach it. If you enjoy fighting, you can fight your way through the tens of guards to reach the treasure room; however, it is much quicker to take the stealthy pass which requires the Pandoran General's Uniform.

Assuming you'll take the stealthy route, head north until you reach the northern wall. Then head east until you reach the stairs in the northeast corner (9). Ascend the stairs to reach the Castle Lobby – Floor #1 where you first entered and were ambushed.

**Battle Notes:** *For details on Pandoran Prison Guards, see the Battle Notes for **Section #1: The Dungeon**. You'll encounter one new enemy type here: Pandoran Soldiers. Pandoran Soldiers are significantly stronger than Pandoran Prison Guards. They only have a normal attack and are weak to Thunder and Dark elemental attacks. If you have a Thief in your party, you can steal Large Potions, 1,000G, Hurricane Bombs, Dark Storm Bombs, and Huge Potions from Pandoran Soldiers.*



## Section #5: Lobby - Floor #1

Suggested Level: 25

Enemies: Pandoran Prison Guard, Pandoran Soldier



Treasure Chest Legend			
A	Blizzard Bomb	D	Remedy
B	Large SP Orb	E	Huge Potion
C	Warp Stone	F	2,500G



After ascending the stairs (9), you'll find yourself in the northeast corner of the Castle Lobby. Pandoran Prison Guards and Pandoran Soldiers patrol the area so you should first head west and duck into the room to hide; alternatively, you can fight the guards. Your next stop will be the room directly to the south which holds the first treasure of the Lobby (**Blizzard Bomb – A**). Next, head a few steps east into the main corridor and then due south. In the southeast corner, you'll find another room with a treasure in it (**Large SP Orb – B**). After gathering the treasure, return to the main corridor and then head west past the corridor that leads to the entrance (1). Continue west and enter the first room to the south. Gather the treasure in the room (**Warp Stone – C**) and then return to the main corridor.

Head due north until you reach a wall blocking your way. Take a few steps west so that you can head further north. Trek north and enter the first room to the east. Gather the treasure inside (**Remedy – D, Huge Potion – E**). After gathering the treasure, return to the main corridor and continue north. Enter the next room you find to the east and then gather the treasure inside (**2,500G – F**). Return to the main corridor and rather than ascending the stairs in the northwest corner (15), head south until the main corridor opens to the east. Continue east until you find the path (10) to the Right Wing of the Castle.

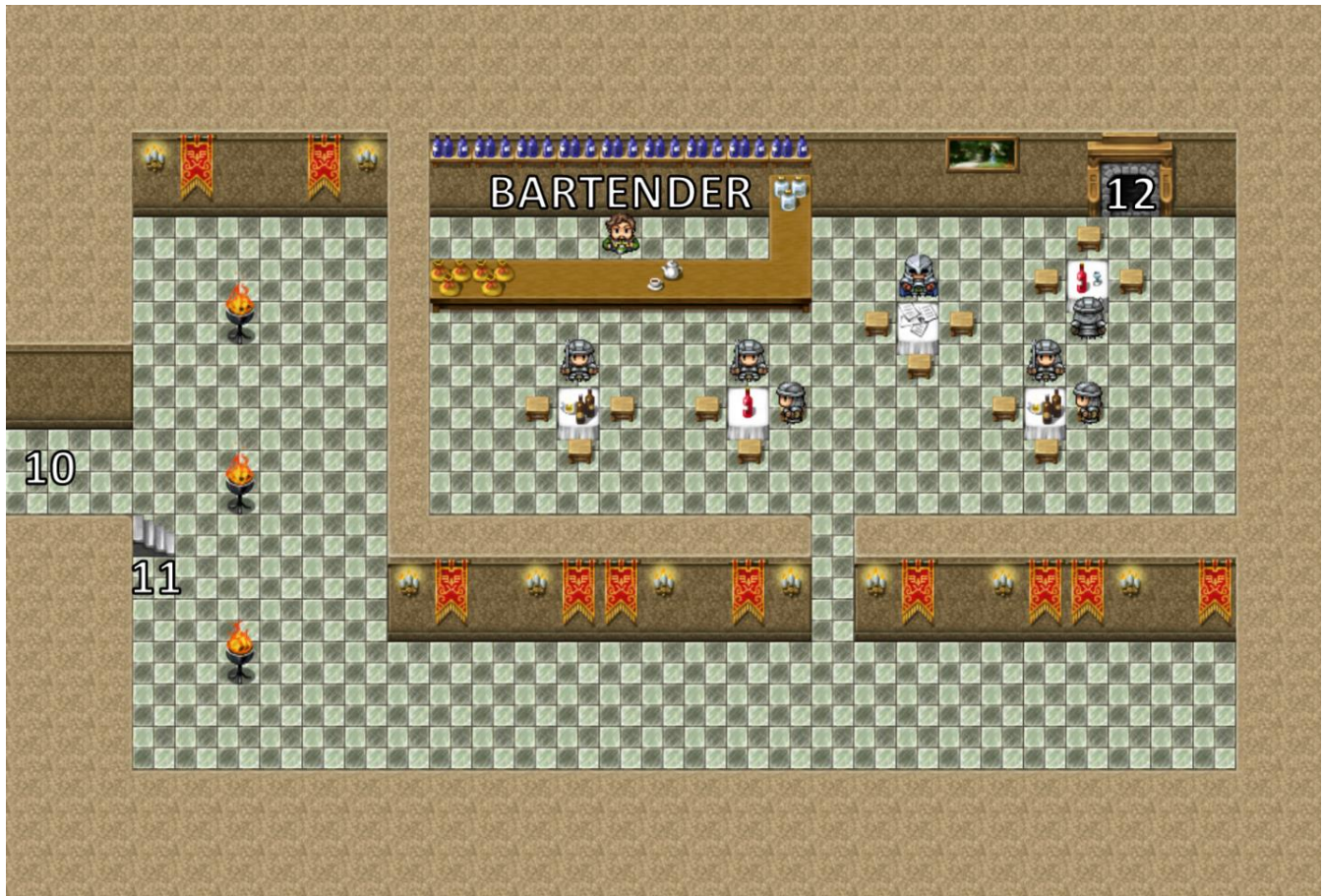
**Battle Notes:** *For details on Pandoran Prison Guards, see the Battle Notes for **Section #1: The Dungeon**. For details on Pandoran Soldiers, see the Battle Notes for **Section #4: Upper Basement**.*

## Section #6: Right Wing – Floor #1

**Suggested Level: 25**

**Enemies:** Pandoran Prison Guard

**Treasures:** None



**First visit:** From the entrance of the Right Wing – First Floor (10), take a few steps to the east and then climb the stairs to the Right Wing – Second Floor (11).

**Second visit:** After acquiring the *Pandoran General's Uniform* from upstairs, you can enter the Castle Pub without any fear. You can buy liquor from the Bartender but the true reason for entering the Pub is the Secret Passageway in the northeast corner (12). Go through the fireplace to the Secret Passageway (12).

**Battle Notes:** For details on Pandoran Prison Guards, see the Battle Notes for **Section #1: The Dungeon**.

## Section #7: Right Wing – Floor #2

Suggested Level: 25

**Enemies:** Pandoran Sergeant

**Treasures:** Pandoran Chest Key



Treasure Chest Legend	
A	Pandoran General's Uniform

On the second floor of the Right Wing, you'll start in the southwest corner (11). If you have a Thief in your party, you can head north directly to the treasure chest and unlock it (**Pandoran General's Uniform – A**). If you don't have a Thief in your party, you'll have to fight the Pandoran Sergeant to acquire the **Pandoran Chest Key** that unlocks the chest.

The Pandoran Sergeant is a fairly easy Mid-Boss if you're properly leveled. He only has a normal attack and has elemental weaknesses to Thunder and Dark elemental attacks. A few dark elemental



Dragonfish can quickly dispatch the Pandoran Sergeant. Follow the normal class-aligned strategies and you should handily defeat the Pandoran Sergeant.

## Mid-Boss Battle: Pandoran Sergeant



### Attacks

Attack (100%)

### Items to Steal

Huge Potion (50%), Medium Magic Potion (25%), Large Cottage (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
7,500	100	135	80	20	80	50	50	8	1,700	1,500G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	B	C	F	A

After opening the chest, navigate through your Item menu to the “All Items” category. Select the *Pandoran General's Uniform* to put it on. With the Uniform on, you'll be disguised as a Pandoran General and you can walk freely throughout the Castle without worrying about being attacked by the Guards. Now, return down the stairs (11) to the first floor. Refer to the 2<sup>nd</sup> visit of **Section #6: Right Wing – Floor #1** for your next steps.

## Section #8: Secret Passageway

Suggested Level: 25

Enemies: None



Treasure Chest Legend			
A	5,000G	D	Huge Potion
B	Large SP Orb	E	Large Magic Potion
C	Vicious Tornado Bomb		

In the Secret Passageway (12), you'll find five treasure chests (**5,000G – A**, **Large SP Orb – B**, **Vicious Tornado Bomb – C**, **Huge Potion – D**, **Large Magic Potion – E**). After acquiring the five treasures, return to the first floor of the Right Wing (12). From there, head west until you find the corridor leading back to the Castle Lobby (10). In the Castle Lobby, head west across the main corridor until you reach the path to the first floor of the Left Wing (13).

## Section #9: Left Wing – Floor #1

Suggested Level: 25

Enemies: None



The first floor of the Left Wing is the Castle Library. You can wander around but there isn't anything to see except the stairs (14) near the entrance. When you're finished exploring, ascend the stairs (14) to the 2<sup>nd</sup> floor.



## Section #10: Left Wing – Floor #2

Suggested Level: 25

Enemies: None



Treasure Chest Legend			
A	Soft	C	Medium Cottage
B	3,000G	D	Rosetta Stone

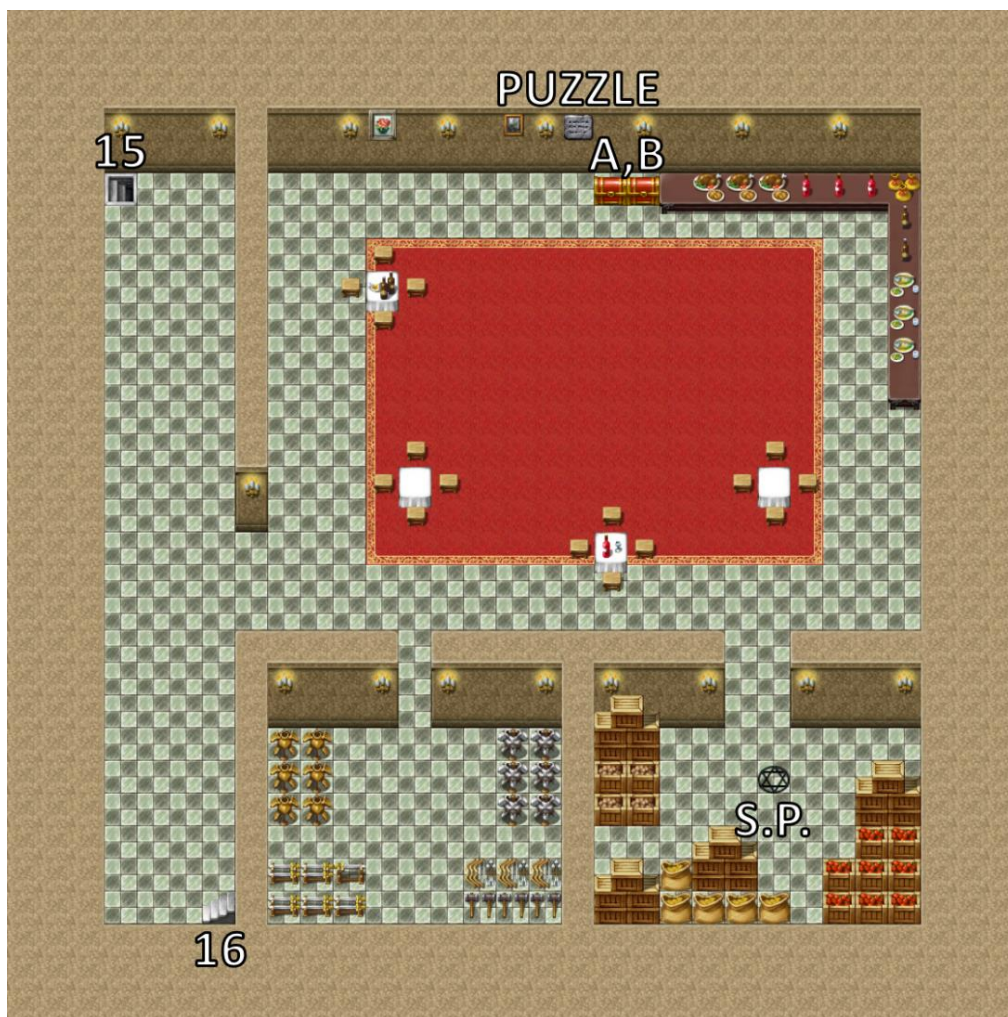
On the second floor of the Left Wing, you'll find another storage room. From left to right, collect the treasures (**Soft – A, 3,000G – B, Medium Cottage – C, Rosetta Stone – D**). The last treasure, the *Rosetta Stone*, is a key item. With it, you can learn the language of the Lemurians and speak with the strange race of winged people.

After acquiring the treasures, head down the stairs (14) to the first floor of the Left Wing. Next, walk east from the stairs (14) to the corridor that leads to the Castle Lobby (13). In the Castle Lobby, head east across the room and then down the stairs (9) in the northeast corner to the Upper Basement. Follow the main corridor of the Upper Basement west, south, east, south, and then west to the mess hall. With the *Pandoran General's Uniform*, you can sneak past them and gather the treasures in the previous skipped treasures (**10,000G – B, Large Cottage – C, Large SP Orb – D, Full Potion – E, Hellfire Bomb – F, Holy Fire Bomb – G, Blizzard Bomb – H**). After gathering the treasures, return to the stairs (9) in the northeast corner of the Upper Basement. Ascend the stairs (9) to the Castle Lobby and then head south, west, and north to the stairs in the northwest corner (15).

## Section #11: Lobby - Floor #2

Suggested Level: 25

Enemies: None



Treasure Chest Legend	
A	Full Potion
B	Large Cottage

There are no more enemies from this point on. Head south from the stairs (15) until you find a path to the east. Next, head northeast and you'll find two locked treasure chests and a plaque. This is the second and final puzzle in Pandora Castle. See **Puzzle #45 – Pandora Castle B** for the puzzle solution. After completing the puzzle and acquiring the treasures (**Full Potion – A, Large Cottage – B**), head south until you reach the southern wall. If you have the option to "Save at designated locations", head to the southeast and use the Save Point (S.P.). Finally, head to the southwest corner of the floor and ascend the stairs (16).



## Section #12: Throne Room

Suggested Level: 25

Enemies: None



After ascending the stairs (16) to the third floor of Pandora Castle, you'll find the Throne Room. Walk a few steps east and you'll begin a short cutscene between General Hannibal and the Dark Lord, himself. They discuss the progress of the Pandoran conquest. Oakwood has fallen and Riverdale will be



soon to follow. The Dark Lord informs General Hannibal that Octavius will take control of the main force while Hannibal is given a special task.

The Dark Lord then discusses his “opposite” and it quickly becomes obvious that you are the “opposite” who has overcome obstacles such as the kidnapping of Dante’s daughter and the explosive device in Mt. Gerra. As part of his grand scheme, the Dark Lord hopes to draw you into the Well of Souls and there slay you to gain, what he believes to be, immortality. Unfortunately, you must make your way through the Well of Souls alone and the Dark Lord believes you are still too weak to do so. Therefore, he plans to strengthen you leaking information of a sneak attack on Midgard, knowing that you will have to respond. When the Dark Lord is sure that you will be in Midgard, he plans to release the Kraken in an extreme attempt to strengthen you for the Well of Souls. Hannibal is shocked by the proposal to release the Kraken but the Dark Lord will not allow anyone to question his orders. At this point, the Dark Lord dismisses General Hannibal and you must scramble out of the way to avoid being spotted by Hannibal.

At this point, you can approach the Dark Lord. He seems surprised that you chose not to escape. You prepare to use the full power of the Ultima Crystal shards unlocked by Kali’s Medallion to destroy the Dark Lord. To your amazement, he turns the rocks to dust and then engages you in battle to test your strength.

## Boss Battle: The Dark Lord



### Attacks

Attack (14.3%), Weaken (14.3%), Grim Reaper (14.3%), NullAll (14.3%), Devil’s Breath (14.3%), Thunder 5 (14.3%), Ice 5 (14.3%)

### Items to Steal

Large SP Orb (50%), Large Magic Potion (50%), Huge Magic Potion (25%), Full Potion (25%), Full Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
25,000	9,999	200	140	150	150	150	270	5	25,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

You don’t have to win the battle against the Dark Lord. If you do win, the only perks are the experience you gain, the Achievement for defeating the Dark Lord, and the pride you take in the victory.

The Dark Lord has no elemental weaknesses which makes it tough on Black Mages and Engineers. To further nullify the impact of those character classes, the Dark Lord can cast NullAll to further reduce the efficiency of your elemental attacks. You’ll have to keep your Protect Rings equipped because he can

also cast Grim Reaper which has a chance to instant kill each member of your party. His two elemental spells, Thunder 5 and Ice 5, are very powerful. He can also weaken your party's defense with Weaken but his most challenging attack is Devil's Breath which can inflict any/all status effects on each party member.

To defeat the Dark Lord, White Mages should first cast Bubble to double the party's HP. Next, your White Mage should use Null Ice and Null Thunder to defend against the Dark Lord's elemental spells. Next, use magic defense boosting spells such as Magic Shield to further defend against the elemental spells. Lastly, White Mages should keep the party fully healed and revive anyone who dies. Black Mages should first use Powerhouse (or Juggernaut) to boost the power of the physical classes. Next, they should use Weaken or Debilitate to lower the Dark Lord's physical defense. Black Mages can also be used to give Hyper Blitz Tonics to the physical classes. Lastly, if there is nothing else to do, you may consider using your most powerful elemental spell.

Knights should first use Adamantine Vest to double their HP (stacks with Bubble) and also temporarily boost their defense. Next, have the Knight use Destroy Armor to weaken the Dark Lord's defense to physical blows. Finally, use Berserker (or Crush if you happen to have reached level 30 already). Hyper Blitz Tonics can also be useful to boost the Knights ATK. Monks should also boost their attack and then repeatedly use their normal multi-hit attack.

Hunters should use their normal strategy of buffing the party with all their available scans and then debuffing the enemy with Hamstring and Slow Enemy. Engineers should be support characters for this battle. If you've fished a great deal and synthesized the Deluxe Rod, you'll have some Icewater and Freshwater fish. The Freshwater fish can be used as full party tonics while the Icewater fish are powerful single target bombs. Saltwater fish can also be used to great effect to heal the party or restore MP if you don't have a White Mage.

Thieves can steal some decent items but nothing that can't be found elsewhere. If you've built your Thief for stealing, then you should still focus on stealing; however, if you've built him at all for attack, then you should focus on using his more powerful attacks such as Agile Strike. Lastly, the Gray Mage should follow either the Knight or Black Mage strategy, depending on his build.

Whether you win or lose, the Dark Lord will teleport you to Midgard after the battle. You'll appear on the third floor of Midgard Fortress where you should talk to the King to learn of the situation.

## 6.13 THE KRAKEN

After the battle with the Dark Lord, you'll find yourself in Midgard. When you approach the King, you'll see that Dante is at his side. Speak to the King and he will be distraught over the loss of the Ultima Crystal shards and the failed assassination attempt. When you tell him of the Kraken, he'll want to immediately ready the fortress' defenses. Dante tells you that he will tell you what he knows after you defeat the Kraken.

Head outside Midgard Fortress and you'll see the gargantuan Kraken. You can either directly fight the Kraken or you can head to the Asgard Catacombs to find the Gorgon and decapitate it. With the *Gorgon's Head*, you can turn the mighty Kraken to stone and defeat it without so much as a single round of battle. Continue to the next for directions to the Asgard Catacombs and the *Gorgon's Head*. If you'd like to fight the Kraken without the *Gorgon's Head*, skip to Section **6.13.4**.



From Midgard, board your Airship and then fly due east until you reach the Desert Mountains on the Central Continent. Next, fly north to Oakwood and then east from there until you reach the southern tip of the Northern Continent. Finally, fly north and you should see Asgard to the east. Land the Airship and enter Asgard. Previously, you should have explored the Asgard Sewer and exited from the previously locked door (2 – See Asgard Sewer map in Section **6.8.17**). Descend into the Asgard Sewers, take a few steps to the east, and find the ladder leading down to the Asgard Catacombs.



### 6.13.1 Asgard Catacombs

**Suggested Level: 25**

**Enemies:** Hydra, Great Troll, Ninetails, Savage Demon, Evil Eye, Horned Dragon, Archfiend, Medusa, Death Shaman, Giant Satyr, Lizard Warrior, Centipede, Swamp Bloom, Dark Nymph, Dark Gryphon, Anubis, Trickster, Warlock



Treasure Chest Legend			
A	Recipe for Reprisal Whip	E	Recipe for Titan's Lance
B	Recipe for Electric Staff	F	Recipe for Spined Armor
C	Recipe for Arbitrary Cloak	G	Recipe for Sky Shield
D	Recipe for Optic Helm	H	Recipe for Charcoal Robe

The Asgard Catacombs formed what were once the Undercity of the ancient city of Alexandria. In the fall of Alexandria, the catacombs were lost and slowly powerful monsters filled their depths. The Asgard Catacombs are so far below the earth that they are pitch black. Only with a lit torch can you see any significant distance. You can find piles of wood that can be used as torches scattered through the catacombs (marked by red α). Torches will slowly burn down over time and your sight radius will decrease; therefore, you'll have to light another torch every few minutes.

From the entrance to the Asgard Catacombs (5), head south until you reach the corridor. Next, head east and then enter the first room to the north. Gather the treasure inside (**Recipe for Reprisal Whip – A**) and then head south out of the room. Head east and enter the next room to the north near the dead end of the corridor. Inside, you'll find a pile of torches ( $\alpha$ ) where you can renew your torch.

Head south and exit the room into the main corridor. Take a few steps west and head south until you reach an east/west fork. Take the western fork and then follow the corridor as it turns south and then west. Head into the room to the north and acquire the treasure (**Recipe for Electric Staff – B**). After gathering the treasure, head south and then follow the corridor back to the previous fork. Now, take the eastern corridor and continue until you reach an east/south fork. Take the southern fork and continue until you reach the stairs near the southern wall (9). Descend the stairs to find the first puzzle in the Asgard Catacombs. See **Puzzle #46 – Asgard Catacombs A** for the puzzle solution. After completing the puzzle, ascend the stairs to return to the main area of the catacombs.

From the stairs (9), head northwest until you reach a room to the north. Enter the room and gather the treasure (**Recipe for Arbitrary Cloak – C**). Next, head south out of the room until you reach the southern wall. Head west down the corridor and follow it as it turns north and then west again. Near the end of the hall, head south into the room and gather the treasure (**Recipe for Optic Helm – D**). You'll also find a stack of torches ( $\alpha$ ) where you can renew your torch. Leave the room and then head east until you reach the stairs in the southeast corner (9). Don't descend the stairs. Instead, head north until you reach a 4-way intersection. Take the northern fork and continue until you reach the stairs along the northern wall (10). Descend the stairs to the second puzzle of the Asgard Catacombs. See **Puzzle #47 – Asgard Catacombs B** for the puzzle solution.

After completing the puzzle, return to the main area of the Asgard Catacombs. Head east down the corridor and follow it as it turns south and then east again. Just before you reach an east/south fork, you'll find a room to the north. Enter the room and gather the treasure inside (**Recipe for Titan's Lance – E**). After collecting the treasure, head south out of the room and then head east until you reach a wall blocking the way. At this point, head north into the room and gather the treasure (**Recipe for Spined Armor – F**).

After collecting the treasure, head south out of the room and you'll be at a west/south fork. Head west until you reach another west/south fork. This time, head south until you reach yet another west/south fork. Go west until you find a small path to the south leading into a room. Collect the treasure in the room (**Recipe for Sky Shield – G**) and then renew your torch from the pile ( $\alpha$ ).

Head north out of the room and then go east until you reach a wall blocking the way. Turn south and follow the corridor until you reach the southern edge of the catacombs. Turn west and continue until you find a room to the north. Inside the room, you'll find the mid-boss of the Asgard Catacombs, the Gorgon. When you're fully prepared, engage the Gorgon.

The Gorgon has the amazing ability to turn any living creature to stone with a single look. If you can defeat the Gorgon, you can decapitate her and use her head against the mighty Kraken. The Gorgon has no elemental weaknesses and is largely a magic based mid-boss. Along with her normal attack, she has three magic attacks: Tsunami, Black Hole, and Frying Pan. Lastly, she can paralyze your entire party.

The battle against the Gorgon isn't especially complicated. White Mages should first use Bubble to double the party's HP and then MGD boosting spells such as Magic Shield to protect against the Gorgon's magic attacks. On other turns, White Mages should keep the party fully healed and revive any dead characters. Black Mages should be support characters for this battle. First, they should use Powerhouse and Hyper Blitz Tonics on physical classes to raise their ATK. Later, Black Mages should use

Weaken or Debilitate to lower the Gorgon's DEF. Knight's should start with Adamantine Vest and then use Destroy Armor to weaken the Gorgon's DEF. Next, the Knight should repeatedly use Berserker (or Crush, if available). Monks should repeatedly use their powerful multi-hit normal attack each round.

## Mid-Boss Battle: The Gorgon



### Attacks

Attack (20%), Paralyze (20%), Tsunami (20%), Black Hole (20%), Frying Pan (20%)

### Items to Steal

Huge Potion (50%), Full Potion (25%), Large SP Orb (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
10,000	1,000	160	150	180	150	100	150	5	2,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

Hunter's should use their most powerful scans and then debuff the enemy with Hamstring and Slow Enemy. Engineers are best with powerful fish and this battle is no exception. If you have Icewater fish, they can be used effectively against the Gorgon. Engineers can also use Freshwater fish as tonics on the entire party. Lastly, use Saltwater fish to heal the party. Thieves should focus on doing physical damage because the Gorgon's stealable items aren't worth the wasted round spent to steal. Instead, Thieves should use skills such as Agile Strike. Lastly, the Gray Mage should follow either the Knight or Black Mage strategy depending on his build.

After defeating the Gorgon, you'll decapitate the beast and stuff the lethal head into a sack. Now, it is time to collect the final treasure and leave the Asgard Catacombs. From the room with the Gorgon, head south into the main corridor. Head east down the corridor and follow it as it turns north. Turn east when you reach a north/east fork. Continue east through the next corridor until you reach a path to the south. Enter the room to the south and then head a bit west to gather the treasure (**Recipe for Charcoal Robe – H**). Finally, go east until you find the ladder leading back up to Asgard (8).

**Battle Notes:** *There are no new enemy types in this section. For information on Hydra, Great Trolls, Ninetails, Savage Demons, and Evil Eyes, see the Battle Notes for the **Dragon Caves**. For details on Death Shamans, Medusa, and Archfiends, see the Battle Notes for **The Far Eastern Continent**. For details on Giant Satyrs and Lizard Warriors, see the Battle Notes for **The Hunt for the Submersible Schematics**. For information on Centipedes, Swamp Blooms, Dark Nymphs, and Dark Gryphons, see the Battle Notes for **The Great Southern Marsh**. For information on Anubis, Tricksters, and Warlocks, see the Battle Notes for **The Eastern Magi Tower**.*



### 6.13.2 To the Village in the Sky

**Suggested Level: 25**

**Enemies: None (No Encounters in Airship)**

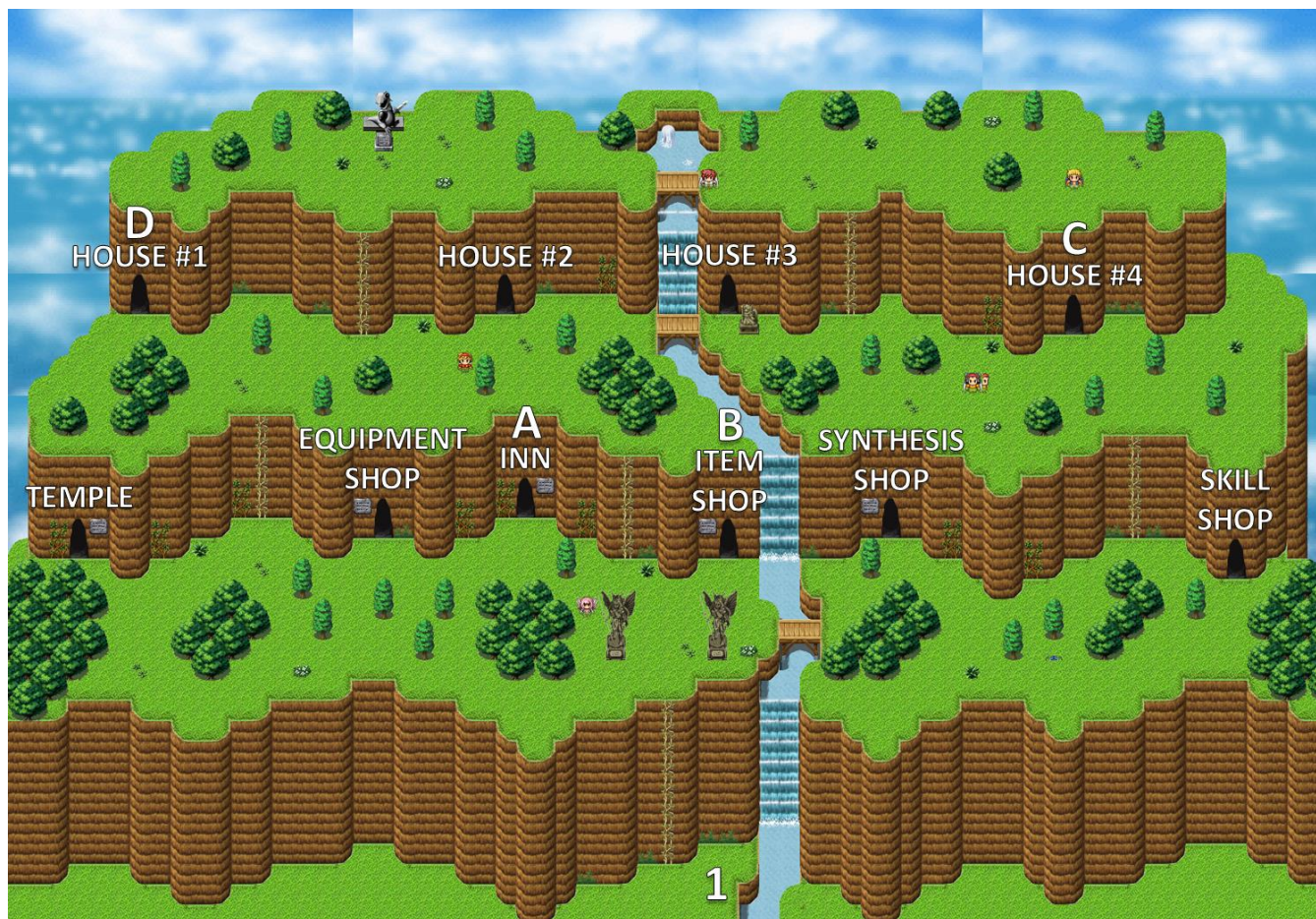


The journey between Asgard and Midgard may be familiar now. It is almost time to return to fight the Kraken but first you'll head to Lemuria and take advantage of the *Rosetta Stone* you found in Pandora Castle. From Asgard, head due south until you reach the southern tip of the Northern Continent. Next, fly west until you reach Oakwood and then again sail due south until you see Alfheim Lake. When you are above the southern edge of the lake, head due west through the Northwest Continent until you see a mountain range. There is a small grassy area surrounded by mountains. Land there and then enter the cliffside village of Lemuria.

### 6.13.3 *Lemuria*

**Suggested Level: 25**

**Treasures (Reward): 2x Full Magic Potions**



Treasure Chest Legend			
A	Huge Potion	C	Recipe for Wakeful Cloak
B	3,000G	D	Huge SP Orb

The Lemurians are a strange race of winged people who share ancestry with both the Dragons and Elves. They speak an ancient language long since lost to the race of humans; however, with the *Rosetta Stone*, you can decipher their language and converse with them. The main reason for visiting Lemuria prior to defeating the Kraken is to gain the Dragon Equipment that you can purchase.

From the base of the cliff (1), climb the vine and then head to the western end of the level until you reach the Temple. Enter the Temple and save. Next, head a bit east until you reach the next cave mouth which leads to the Equipment Shop. Inside, you can buy Dragon level equipment which is better than the Crystal level equipment you can buy in either Pandora or Gaia. After outfitting yourself as fully



as possible, leave and then head further east to the Inn. Rest at the Inn, gather the treasure (**Huge Potion – A**), and then head further east to the Item Shop. Restock at the Item Shop and also collect the treasure (**3,000G – B**). Now, head to the next cave to the east and enter the Synthesis Shop. If you've collected all the recipes thus far, you should be able to create some impressive Dragon level equipment. Now, continue east and visit the last shop on this level of the cliff, the Skill Shop. Buy some SP Orbs at the Skill Shop to learn those skills that you've unlocked but don't currently have enough SP to learn.

After visiting all the shops on the first level, climb the vine just to the west of the Skill Shop that leads to the second level. To the northwest, you'll find one of the four private residences located on this level. This particular location is House #4 and inside you'll find a treasure (**Recipe for Wakeful Cloak – C**). Last, head west across the second level to the last private residence on the level, House #1. Enter and collect the treasure (**Huge SP Orb – D**). You can return to Lemuria after defeating the Kraken and visit the Queen of the Lemurians inside House #3. After the Kraken is dead, she'll reward you with **2x Full Magic Potions**. You've now fully explored Lemuria and are ready to fight the Kraken.

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Dragon Sword	15,000G	54	0	0	26	NO
Dragon Dagger	13,000G	44	0	0	19	NO
Dragon Axe	14,300G	70	0	0	51	YES
Dragon Spear	13,700G	30	0	24	9	NO
Dragon Bow	12,000G	40	0	14	5	NO
Dragon Whip	12,400G	27	0	27	9	NO
Dragon Staff	15,000G	16	54	0	5	NO

### Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Dragon Armor	17,000G	45	13							100	
Dragon Robe	17,000G	34	24								50
Dragon Shield	14,000G	38							12		
Dragon Cloak	14,000G	31	25								
Dragon Hat	14,000G	24	32								
Dragon Helm	14,000G	34	22								
Dragon Gloves	14,000G	16		40							
Dragon Gauntlets	14,000G	19			15			22			
Dragon Shoes	14,000G	20				18	18				
Dragon Boots	14,000G	26				15	15				



## Item Shop

ITEM NAME	SUMMARY	PRICE
POTION	Restores 30 HP for one ally	50G
HIGH POTION	Restores 100 HP for one ally	300G
LARGE POTION	Restores 250 HP for one ally	1,000G
HUGE POTION	Restores 500 HP for one ally	2,500G
ANTIDOTE	Cures poison	75G
EYE DROPS	Cures blindness	60G
MUSCLE RELAXER	Cures paralysis and stun	120G
SMELLING SALTS	Cures confusion	150G
SOFT	Cures stone	1,000G
VOCALIZER SERUM	Cures silence	500G
REMEDY	Cures all status effects	2,500G
SLEEPING BAG	Recovers 30 HP for party	75G
TENT	Recovers 100 HP for party	300G
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2,500G
MEDIUM COTTAGE	Recovers 1,000 HP & 500 MP for party	5,000G
FIRE BOMB	~50 HP damage with fire element to all enemies	250G
THUNDER BOMB	~50 HP damage with thunder element to all enemies	250G
HOLY BOMB	~50 HP damage with holy element to all enemies	250G
DARK BOMB	~50 HP damage with dark element to all enemies	250G
WIND BOMB	~50 HP damage with wind element to all enemies	250G
ICE BOMB	~50 HP damage with ice element to all enemies	250G
BLAZE BOMB	~150 HP damage with fire element to all enemies	1,000G
THUNDERSTORM BOMB	~150 HP damage with thunder element to all enemies	1,000G
HOLY LIGHT BOMB	~150 HP damage with holy element to all enemies	1,000G
DARK STORM BOMB	~150 HP damage with dark element to all enemies	1,000G
HURRICANE BOMB	~150 HP damage with wind element to all enemies	1,000G
SNOWSTORM BOMB	~150 HP damage with ice element to all enemies	1,000G
HELLFIRE BOMB	~300 HP damage with fire element to all enemies	2,500G
SONIC BOOM BOMB	~300 HP damage with thunder element to all enemies	2,500G
HOLY FIRE BOMB	~300 HP damage with holy element to all enemies	2,500G
BLACK VOID BOMB	~300 HP damage with dark element to all enemies	2,500G
VICIOUS TORNADO BOMB	~300 HP damage with wind element to all enemies	2,500G
BLIZZARD BOMB	~300 HP damage with ice element to all enemies	2,500G
WARP STONE	Allows warping out of some dungeons	5,000G

## Skill Shop

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 Skill Points	100G
SMALL SP ORB	Gains 200 Skill Points	500G
MEDIUM SP ORB	Gains 500 Skill Points	1,250G
LARGE SP ORB	Gains 1,000 Skill Points	2,500G

### 6.13.4 The Battle with the Kraken

#### Suggested Level: 25

After exploring Lemuria, return to your Airship and fly north to Midgard. Before engaging the Kraken, which looms large just to the north of Midgard, make sure you either enter Midgard and save at Church or use a Cottage outside of Midgard. When you're fully ready, engage the Kraken:

**Turned to Stone:** If you followed the guide and acquired the Gorgon's Head, the Kraken will be the easiest boss battle in the game. You'll be prompted to remove the Gorgon's Head and face it at the Kraken. When you do so, the Kraken will slowly turn to stone and then shatter into the ocean. Despite the ease of the battle, your heroic deed will gain you great notoriety.

**An Epic Battle:** If you decided not to acquire the Gorgon's Head, then you'll have to defeat the mighty Kraken in hand-to-hand combat.

#### Boss Battle: The Kraken



##### Attacks

Attack (33.4%), Tsunami (11.1%), Water Bubble (11.1%), Powerhouse (11.1%), Debilitate (11.1%), Smite (11.1%), Double Attack (11.1%)

##### Items to Steal

3x Full Potion (50%), Large Cottage (25%), Skillful Ring (5%), Lure Ring (5%)

##### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
25,000	9,999	180	120	125	125	100	200	5	50,000	0G

##### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	D	A	C	F	C

The battle with the Kraken will be long and arduous. With 25,000 HP, it has the most HP of any enemy you've fought thus far. As a sea creature, it is an elemental weakness to Thunder and elemental resistances to Fire and Ice.

In the battle, White Mages will need to build up your party's defenses to their highest possible state. First, they should use Bubble to double the party's HP. Next, White Mages should use Sentinel and Magic Bulwark to boost the party's DEF and MGD. Use Citadel as well, if you've reached Level 30. Finally, White Mages should their most powerful healing magic to keep the party healthy and also resurrect any deceased party members. Black Mages should use Powerhouse and Juggernaut on the physical classes

to boost their ATK. Next, they should use Genius to boost their own INT and then repeatedly use their most powerful Thunder magic (either level 6 or 7).

Knights should start by using Adamantine Vest to double their HP. If you don't have anyone else to use Hyper Tonics, then have the Knights use Hyper Blitz Tonics on themselves. Next, they should use Magical Defense to boost their MGD. Next, Knights should use Destroy Armor to lower the Kraken's DEF and then repeatedly use either Berserker or Crush (if you've achieved level 30). Monks should use Hyper Blitz Tonics and also have Powerhouse cast on them to raise their ATK. Then they should repeatedly use their normal multi-hit physical attack against the enemies. If you've achieved level 30, then have the Monk use Enter the Dragon to give his normal attack two more hits.

Hunters should use their most powerful scans like Ultra Scan, Meta Scan, etc. Next, hunters should use Hamstring and Slow Enemy to debuff the Kraken. Finally, if all the buffs and debuffs are active, then the Hunter should use Agile Strike. Engineers should use their most powerful Ice Bombs (preferably Blizzard Bombs, which can be bought in Lemuria) if they don't have Icewater fish. Icewater fish such as Oilfish and Poacher can do massive Thunder elemental damage. Likewise, Luring Rod level Freshwater fish can be used to boost the stats of the entire party. Lastly, high level Saltwater fish can outheal the best White Mage spells.

Thieves should use a Hyper Jolt Tonic to boost their AGI because the Kraken has two excellent rings that are exceedingly rare. These are the Skillful Ring (+100% SP) and the Lure Ring (extra high encounter rate). Don't end this fight until you have both of these rings. Gray Mages should follow either the Knight or Black Mage strategy depending on their build.

After a long brawl with the Kraken, it will finally fall and you'll gain a massive amount of experience (+50,000 EXP). Head back to Midgard Fortress and speak with Dante. The final cutscene will play (if you have them turned on) and then you'll learn that you cannot enter the Well of Souls without a protective staff known as the *Staff of Sorrow and Folly*. In connection with the Staff, the Dark Lord often spoke of the Magi. Unfortunately, Dante doesn't know where the Magi reside. At this point, you'll have to explore Terra to find the two Magi Towers that each hold a half of the Staff of Sorrow and Folly.



## 6.14 THE MAGI TOWERS

**Suggested Level: 26**

**Enemies: None (No Encounters in Airship)**

There are two Magi Towers: The Eastern and the Southern Magi Towers. The towers can be explored in either order. Each tower is home to enigmatic beings known as the Magi. They are the keepers of the Alabaster Rod (Eastern Magi Tower) and the Onyx Talisman (Southern Magi Tower).

To reach the Eastern Magi Tower, fly east from Midgard until you reach Doria on the Central Continent. Next, turn north and fly until you reach Dry Gulch. Finally, fly east until you find the Eastern Magi Tower inside the mountains. Land your Airship and enter the tower.



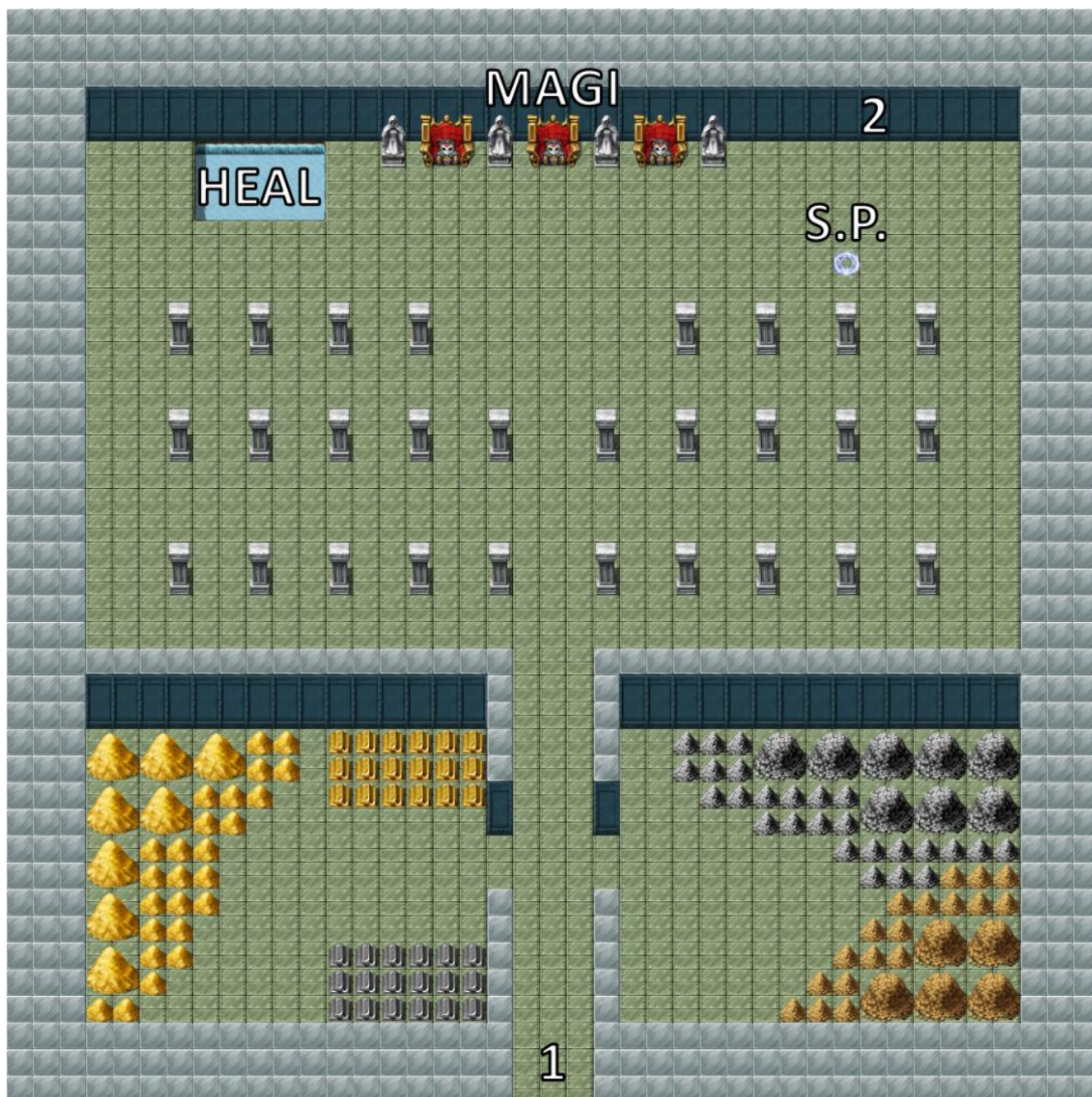
### 6.14.1 *The Eastern Magi Tower*

#### The Eastern Tower Lobby

Suggested Level: 26

Enemies: None

Treasures: None



From the entrance of the tower (1), head north and you'll find rooms filled with treasure to both the east and west. Ignore both rooms and continue north to the three Magi. To the left of the Magi, you'll find a pool of crystal clean water which will completely heal you with a single sip. Meanwhile, to the right, you'll find a save point which is usable regardless of which Save Options you've selected.

Talk to the Magi and they will first request an offering. There are three types of offering from which you can choose: Gold, Life, and Power. The Offering of Gold means that you will have to pay the Magi 100,000G. The Offering of Life inflicts a penalty of -100 Max HP on each party member. Lastly, the Offering of Power inflicts a penalty of -10 ATK on each party member. If you have enough gold, then the Offering of Gold is the best choice. If you don't have the gold, then choose either the Life or Power offering which best fits your party.

Name	Details	
Gold	-100,000	Gold
Life	-100	Max HP
Power	-10	ATK

After giving an Offering to the Magi, they will request that you choose a Trial to prove you are worthy of the Alabaster Rod.

Name	Details
Silence	Party is Silenced
Intellect	Puzzle
Endurance	Long Dungeon

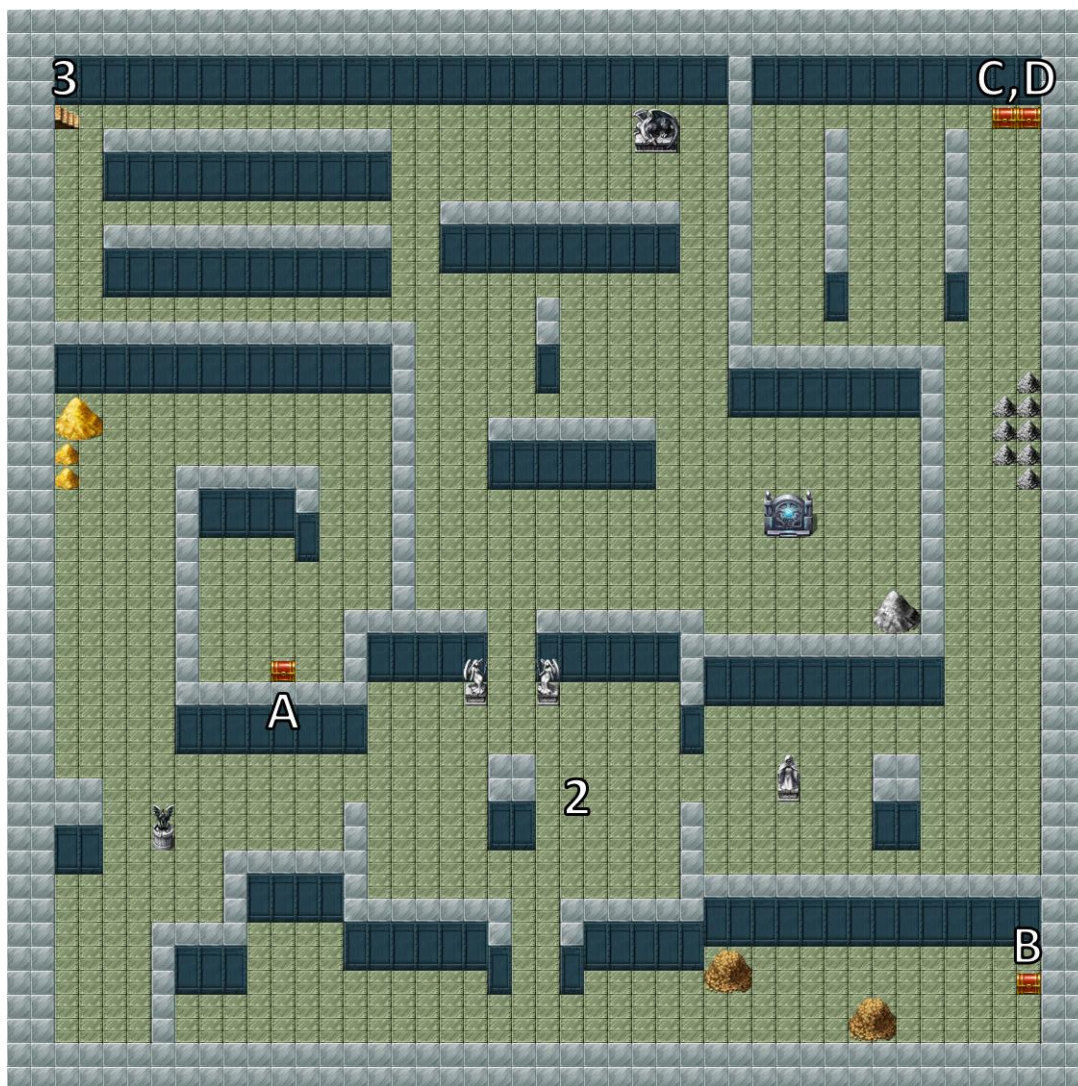
The Trial which you choose should be based on your party's makeup as well as your personal preferences. For example, if you have a Mage-heavy party then the Trial of Silence is likely not the easiest option. Likewise, if you dislike puzzles then the Trial of Intellect isn't for you. After you choose a Trial, a doorway will open to the east of the Magi (2). Enter and begin your chosen Trial.



## The Trial of Silence – Floor #1

**Suggested Level: 26**

**Enemies:** Warlock, Trickster, Anubis, Incubus, Necromancer, Devil, Evil Eye, Savage Demon, Great Troll, Horned Dragon, Monstrosity, Jabberwocky



Treasure Chest Legend			
A	2,500G	C	Large SP Orb
B	Diamond Axe	D	Huge Potion

After passing through the passageway in the Lobby, you'll end up near the southern wall. In the room, there is a central pillar and four passageways in each of the compass directions. You'll notice all of your characters are silenced and will be re-silenced after a single step inside this Trial. You can de-

silence your characters inside battle but silence will reappear after battle. Only Silence Rings (or status effect rings that also protect against Silence) can make you immune to Silence in this Trial.

From the start (2), head around the central pillar and then down the western corridor until you reach a north/south fork. Head north along the corridor and follow it as it turns east and then south. Gather the treasure (**2,500G – A**) at the end of the corridor. Return along the same path until you reach the central pillar again.

Now, take the southern corridor and then follow the southern wall east until you reach the end of the corridor. Gather the treasure (**Diamond Axe – B**) and then return to the central pillar. Next, take the eastern corridor until you reach the eastern wall. From the eastern wall, head north until you reach the two treasures in the northeast corner (**Large SP Orb – C, Huge Potion – D**). After gathering the treasures, head south and then west to the central pillar.

Finally, head up through the northern corridor and then edge toward the wall just to your west. Continue north until you reach the northern wall. From there, head west until you reach the stairs in the northwest corner (3). Ascend the stairs (3) to reach the second floor of the Trial of Silence.

**Battle Notes:** *For details on Savage Demons, Evil Eyes, Great Trolls, and Horned Dragons, see the Battle Notes for the **Dragon Caves**. For details on Monstrosities and Jabberwockies, see the Battle Notes for **The Mines of Dvergar**. For details on Warlocks, Tricksters, Anubis, Incubi, Necromancers, and Devils, see the Battle Notes for **The Trial of Intellect**. The other enemies (Warlock, Trickster, Anubis, Incubus, Necromancer, and Devil) have been encountered before but they properly belong to the Eastern Magi Tower and will be discussed here.*

*Warlocks are one of the most powerful magical enemies you've encountered thus far. They also have extremely high MGD which makes it difficult to damage them with spells. They can cast Tsunami, Black Hole, and Frying Pan and boost the damage of these spells with Genius. They have an elemental weakness to Ice. Tricksters are extremely annoying enemies that support the enemy party by plastering your party with status effects. Except for their normal attack, every other skill will inflict some sort of status effect. Their physical attacks can inflict poison, blindness, confusion, paralysis, and sleep. Finally, they have the most powerful status effect spell: Devil's Breath. If you can, try to kill Tricksters before they are able to unleash Devil's Breath. Tricksters have an elemental weakness to Thunder.*

*Anubis are powerful physical attackers that can use Smite, Berserker, Powerhouse, and Double Attack. Incubi are another powerful support character that can inflict confusion on your party with Temptation Song and their physical attack. They can also decrease your party's DEF with Debilitate. They have an elemental weakness to Wind attacks.*

*Necromancers can cripple your party's DEF with Weaken. They can also cast Grim Reaper which has a chance to cause instant death to your entire party if you aren't protected by Protect Rings. Lastly, they can paralyze your entire party and use Vampirism to suck the life out of you. They are undead creatures and therefore are weak to Fire and Holy elemental attacks.*

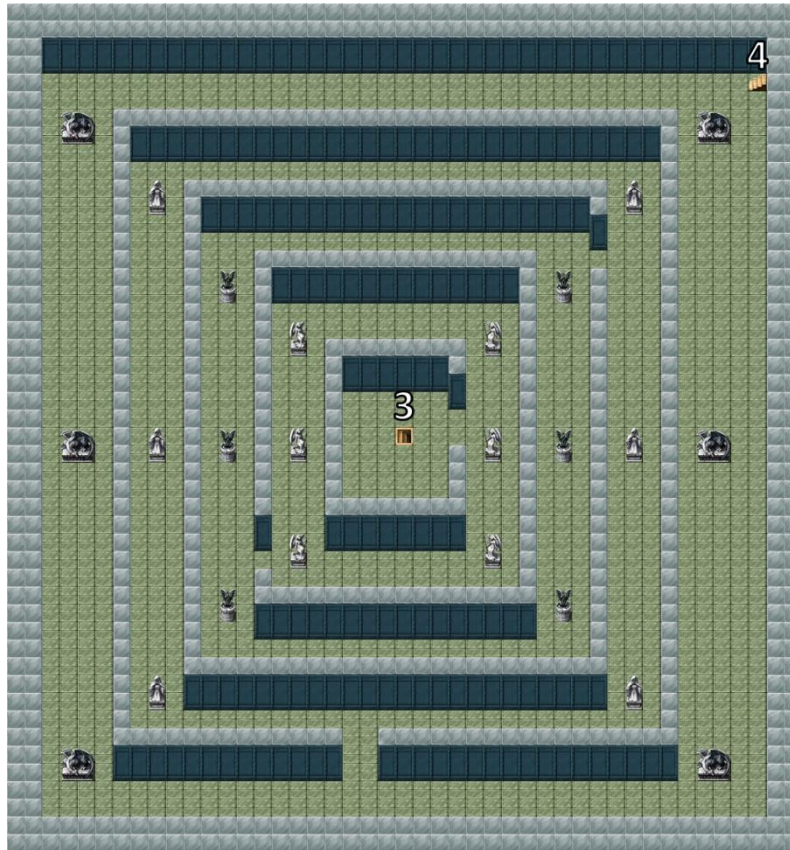
*Devils are powerful magic casters that can use Frying Pan and Firestorm which can be boosted by Genius. They are also undead and have elemental weaknesses to Fire and Holy (as well as Thunder and Wind). If you have a Thief in your party, you can steal Huge Magic Potions from Warlocks, Medium SP Orbs and Large Magic Potions from Tricksters, Medium and Large Cottages from Anubis, Medium Cottages and Full Potions from Incubi, Large Cottages from Necromancers, and Large Magic Potions and Medium SP Orbs from Devils.*

## The Trial of Silence – Floor #2

### Suggested Level: 26

**Enemies:** Warlock, Trickster, Anubis, Incubus, Necromancer, Devil, Evil Eye, Savage Demon, Great Troll, Horned Dragon, Hydra, Jabberwocky, Goliath, Flamethrower, Sand Worm

**Treasures:** None



From the stairs (3), head east through the small passageway to the outer corridor. Here, head south and then west until you pass through another small passageway to a corridor still further out. Now, head north along the corridor and then east when you reach the northwest corner. Continue east and then pass through the small passageway near the northeast corner. From there, head south until you reach the southeast corner. Next, head west until you find a passageway to the south leading to the outermost corridor. Finally, head east and then north until you reach the northeast corner where you'll find a set of stairs (4). Ascend the stairs (4) to pass to the final area of the Trial of Silence.

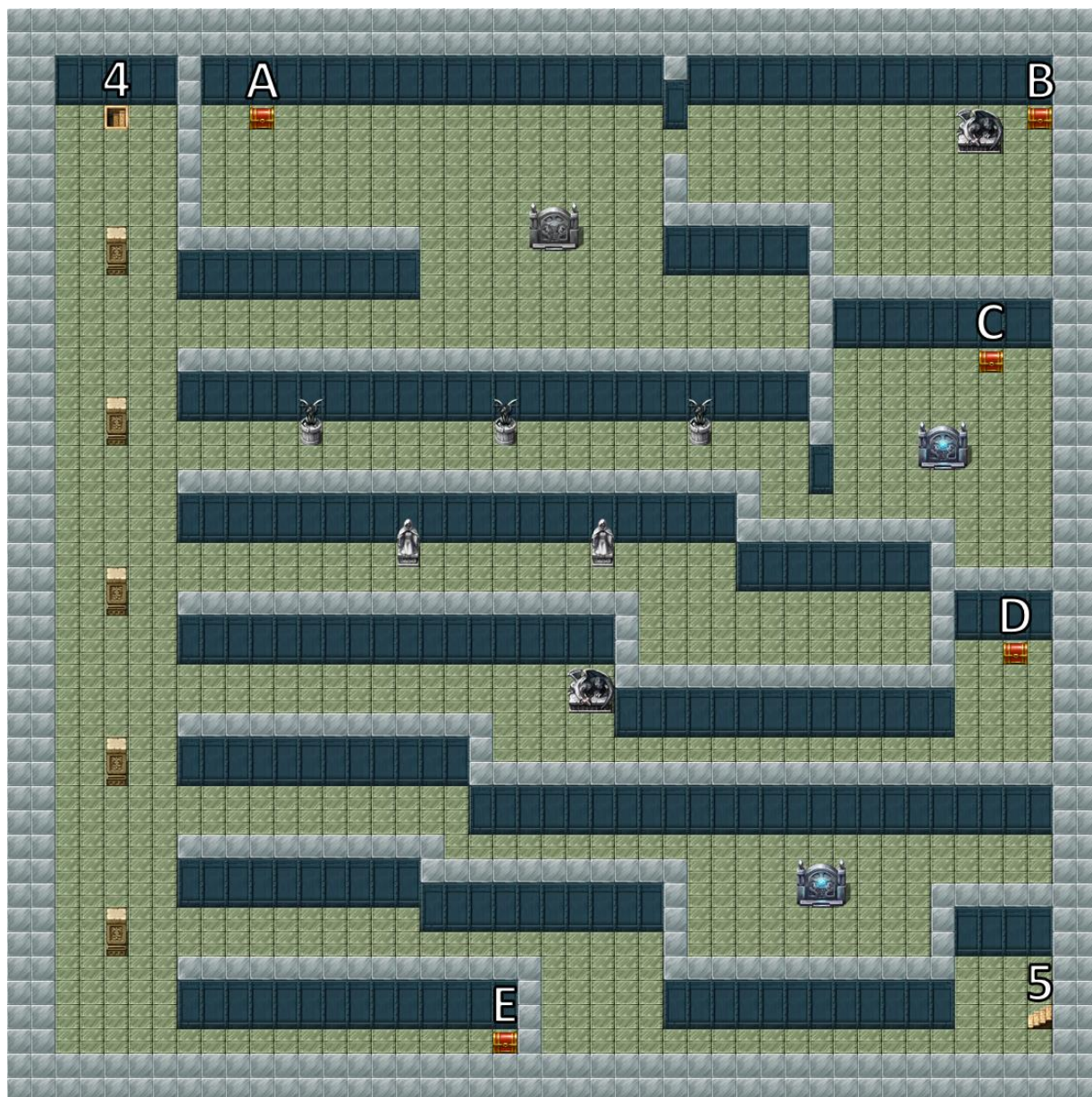
**Battle Notes:** For details on Savage Demons, Evil Eyes, Great Trolls, Hydras, and Horned Dragons, see the Battle Notes for the **Dragon Caves**. For details on Goliaths, Flamethrowers, Sand Worms, and Jabberwockies, see the Battle Notes for **The Mines of Dvergar**. For details on Warlocks, Tricksters, Anubis, Incubi, Necromancers, and Devils, see the Battle Notes for **The Trial of Silence – Floor #1**.



## The Trial of Silence – Floor #3

**Suggested Level: 26**

**Enemies:** Warlock, Trickster, Anubis, Incubus, Necromancer, Devil, Hydra, Great Troll, Monstrosity, Jabberwocky, Flamethrower, Maluspiro



Treasure Chest Legend			
A	Vocalizer Serum	D	Diamond Spear
B	Hellfire Bomb	E	Medium Cottage
C	Diamond Staff		

From the stairs (4), head south and you'll find a number of corridors leading off to the east. Take the first eastern corridor and continue until the passageway opens up. Now, head northwest until you find the first treasure (**Vocalizer Serum – A**). After collecting the treasure, head east and go through the small passageway. Continue east until you reach the northeast corner and the treasure there (**Hellfire Bomb – B**). With both treasures in hand, return west until you reach the north/south corridor along the western wall.

Head a bit south and enter the next eastern corridor. Continue east along the corridor until it opens to a room. Walk a bit to the northeast and gather the treasure (**Diamond Staff – C**). If you have a Mage in your party, be sure to equip the *Diamond Staff*. Return west along the corridor until you reach the main north/south corridor.

Skip the third eastern corridor and continue south until you reach fourth eastern corridor. Head east down the fourth corridor and gather the treasure at the dead end (**Diamond Spear – D**). If you have a Knight, consider switching to the *Diamond Spear* for the PRE boost. After collecting the treasure, return west along the corridor until you reach the main north/south corridor.

Head south until you reach the southern wall and a single-wide corridor to the east. Proceed east along the corridor until you reach the treasure at the end (**Medium Cottage – E**). After gathering the treasure, return west along the corridor to the main north/south corridor. Take a few steps north and then proceed east along the second corridor from the bottom. At the end of the corridor, you'll find stairs (5) that lead to the Alabaster Room. Skip the next two sections and proceed to **The Alabaster Room** section.

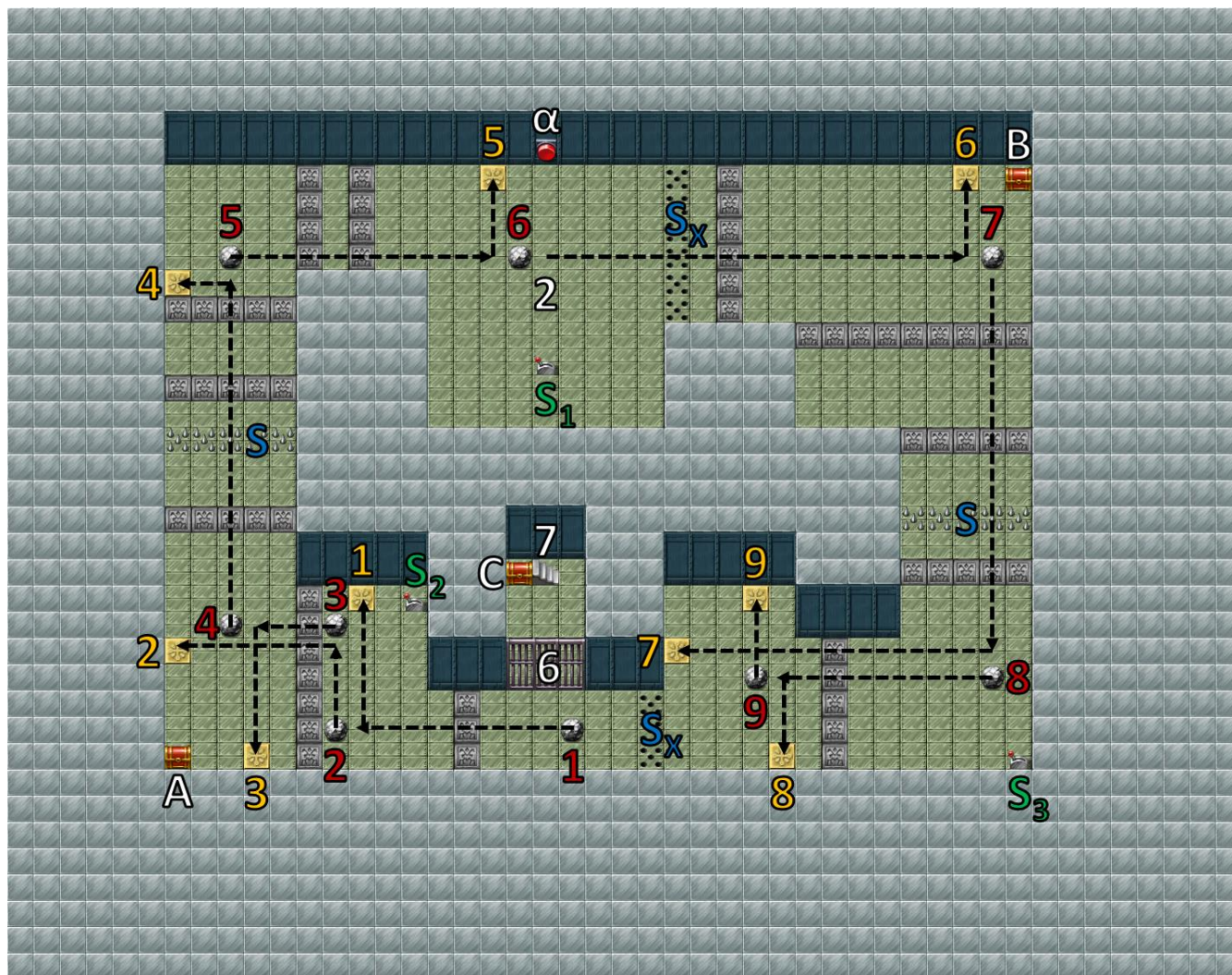
**Battle Notes:** *For details on Great Trolls and Hydras, see the Battle Notes for the **Dragon Caves**. For details on Monstrosities, Flamethrowers, Maluspiros, and Jabberwockies, see the Battle Notes for **The Mines of Dvergar**. For details on Warlocks, Tricksters, Anubis, Incubi, Necromancers, and Devils, see the Battle Notes for **The Trial of Silence – Floor #1**.*



## The Trial of Intellect

**Suggested Level: 26**

**Enemies:** Warlock, Trickster, Anubis, Incubus, Necromancer, Devil



Treasure Chest Legend			
A	Diamond Bow	C	Diamond Dagger
B	Diamond Whip		

After going through the doorway, you'll appear in the northern area of the Trial of Intellect (2). This puzzle is not one of the 50 hidden by the ancient Vanir and therefore does not count toward the Puzzle Achievements. The puzzle can be reset at any time by using the red reset button along the northern wall ( $\alpha$ ). The goal of the puzzle is to push each of the 9 boulders onto the nine gold-patterned tiles. On the map, each boulder is labeled by a red number while the gold-patterned tiles are labeled by yellow numbers.



The boulders can be blocked by the spike strips that run to the north, east, south, and west. The spike strips are controlled by three switches ( $S_1$ ,  $S_2$ , and  $S_3$ ). All three switches are linked together and can be thought of as one single switch that exists in multiple locations. When the switches are in the off position (e.g. to the left), the northern and southern spike strips will be down (labeled by  $S_x$ ). Meanwhile, when the switches are in the on position (e.g. to the right), the eastern and western spike strips will be down (labeled by  $S$ ). Finally, the gray tiles are trapdoors similar to what you saw in Daedalus' Puzzle and contain powerful monsters. Each time you step on a trapdoor, there is 10% chance that you have to fight the monsters. Once you've defeated the monsters for that tile, it will disappear.

The key in this puzzle is to find the correct starting location. To start, head south to the switch ( $S_1$ ) and flip it to the on position (e.g. to the right). This will lower the eastern and western spike strips ( $S$ ). After flipping the switch ( $S_1$ ), head west and then south across the newly lowered spike strip ( $S$ ). Continue south and gather the treasure in the southwest corner (**Diamond Bow – A**). If you have a Hunter or Engineer in your party, you should likely equip the *Diamond Bow* immediately.

After collecting the treasure, head east until you are due south of the locked door (6) protecting the stairs (7) leading to the next area. The boulder (1) south of the locked door should be pushed west until it hits another boulder (2). Next, push that same boulder north until it lands on the gold-patterned tile (1).

Next, walk a few steps south and then push the next boulder (2) to the north until it runs into the third boulder (3) near the first gold-patterned tile (1). Next, push the second boulder (2) west until it lands on the gold-patterned tile along the western wall (2). Now, push the third boulder (3) to the west until it hits the fourth boulder (4) near the western wall. Next, push the same boulder (3) south until it lands on the gold-patterned tile along the southern wall (3). Three of nine boulders have completed thus far.

Next, push the fourth boulder (4) north across the lowered spikes until it hits the fifth boulder (5) in the northwest corner. Then push the same boulder (4) west until it lands on the fourth gold-patterned tile along the western wall (4). Next, push the fifth boulder (5) east until it hits the sixth boulder (6). Now, push the fifth boulder north until it lands on the gold-patterned tile along the northern wall (5).

The spike strip to the east ( $S_x$ ) blocks the way of the sixth boulder (6). Flip the switch ( $S_1$ ) to the off position (e.g. to the left) to lower the spikes ( $S_x$ ). Next, push the sixth boulder (6) to the east across the lowered spikes ( $S_x$ ) until it hits the seventh boulder (7). Now, push the same boulder (6) north until it lands on the sixth gold-patterned tile (6). Now, six of the nine boulders have been finished. Next, collect the treasure in the northeast corner (**Diamond Whip – B**). If you have a Thief or Engineer in your party, the *Diamond Whip* should be equipped since it gives a great PRE boost.

The next step is to return west and flip the switch ( $S_1$ ) to the on position (e.g. to the right). Continue west and then head south across the newly lowered spike strip ( $S$ ) in the western corridor. When you reach the southwest corner, head east and then flip the switch ( $S_2$ ) to the off position (e.g. to the left). Continue east down the corridor and cross over the lowered spikes ( $S_x$ ). Make your way to the southeast corner and flip the switch ( $S_3$ ) to the on position (e.g. to the right) which will lower the eastern and western spike strips ( $S$ ).

After flipping the switch, head north across the lowered spike strip in the eastern corridor ( $S$ ) until you reach the seventh boulder in the northeast corner (7). Push the boulder (7) south until it hits the eighth boulder (8). Next, push the same boulder (7) west until it lands on the gold-patterned tile along the western wall of the alcove to the west (7). Now, push the eighth boulder (8) west until it hits the ninth boulder (9). Push the eighth boulder south until it lands on the gold-patterned tile along the

southern wall (8). Finally, push the ninth boulder north until it lands on the final gold-patterned tile along the northern wall of the alcove.

The door (6) will unlock with all nine gold-patterned tiles covered by boulders. Walk to the southeast corner and flip the switch ( $S_3$ ) to the off position (e.g. to the left). Now, head west across the lowered spike strip ( $S_x$ ) and go through the previously locked door (6). Gather the treasure (**Diamond Dagger – C**) and then head up the stairs (7). The stairs (7) lead to the Alabaster Room. Skip to the next two sections and proceed to ***The Alabaster Room*** section.

**Battle Notes:** *For details on Warlocks, Tricksters, Anubis, Incubi, Necromancers, and Devils, see the Battle Notes for ***The Trial of Silence – Floor #1***.*

## The Trial of Endurance – Lower Section

### Suggested Level: 26

**Enemies:** Warlock, Trickster, Anubis, Incubus, Necromancer, Devil, Evil Eye, Ninetails, Great Troll, Savage Demon, Liquid Evil, Revenant, Jabberwocky, Goliath, Phoenix

Treasure Chest Legend	
A	Large Potion
B	Large SP Orb

From the Tower Lobby passageway, you'll start on the western edge of the lowest floor of the Trial of Endurance (2). The path here is extremely simple and therefore, each step won't be explained. The goal of this Trial is to climb the outside of the Magi Tower and reach the top.

On each level of the Tower, head across until you find the ladder and then climb it. On specific floors of the tower, you'll find gigantic birds known as Phoenixes. You can avoid these Phoenixes by dashing across each floor at the correct time. If a Phoenix catches you, you'll have to fight it. If you defeat the Phoenix, it will die and disappear; otherwise, it will pick you up and drop you one level lower on the Tower.

On the second floor of the tower, you'll find the first treasure of the Trial of Endurance (**Large Potion – A**). Next, on the fifth floor of the tower, you'll find the second treasure of this Trial (**Large SP Orb – B**). On the eighth floor, you'll find the ladder which leads to the upper section of the Trial of Endurance (8).

**Battle Notes:** For details on Great Trolls, Evil Eyes, Ninetails, and Savage Demons, see the Battle Notes for the **Dragon Caves**. For details on Goliaths and Jabberwockies, see the Battle Notes for **The Mines of Dvergar**. For details on Warlocks, Tricksters, Anubis, Incubi, Necromancers, and Devils, see the Battle Notes for **The Trial of Silence – Floor #1**. For details on Liquid Evils and Revenants, see the Battle Notes for **The Southern Magi Tower**.





## The Trial of Endurance – Upper Section

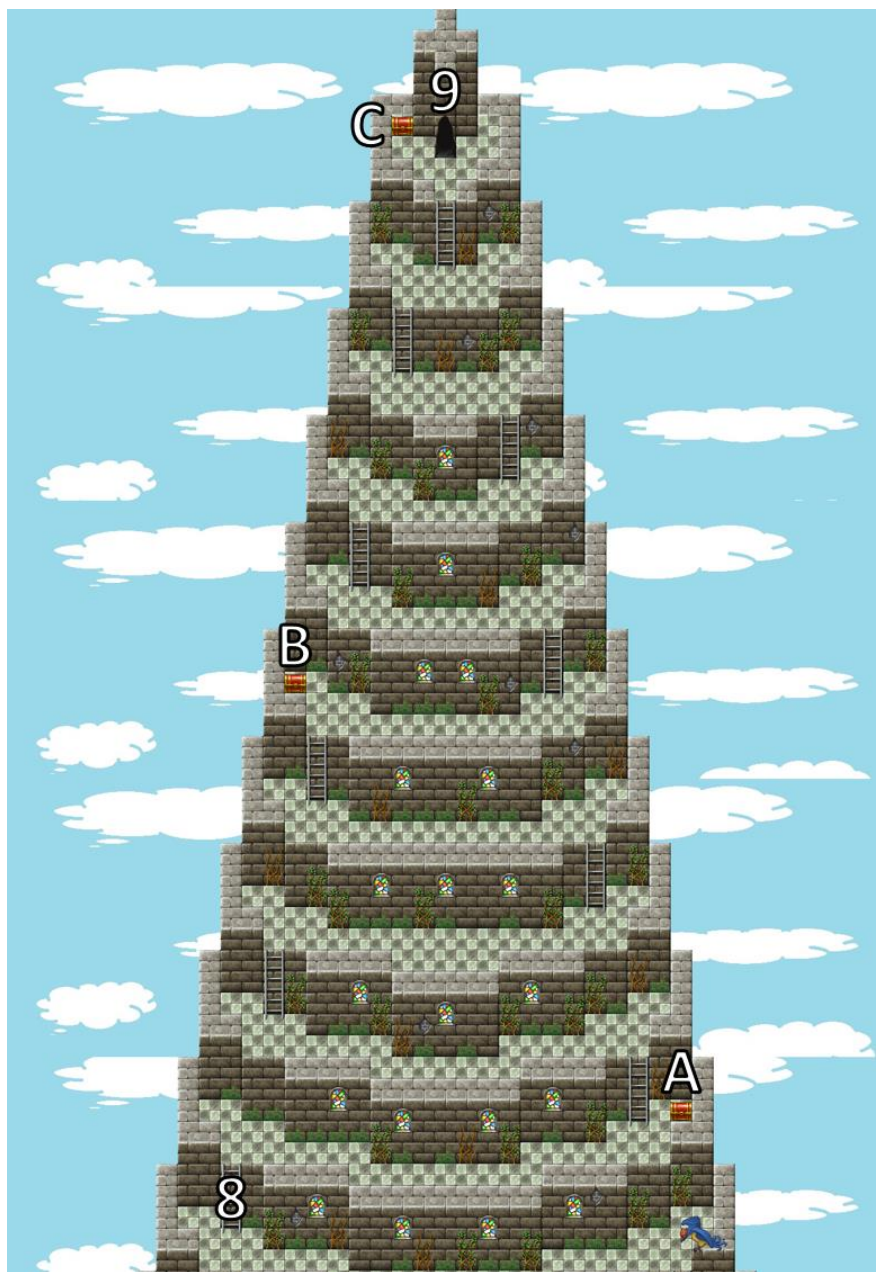
### Suggested Level: 26

**Enemies:** Warlock, Trickster, Anubis, Incubus, Necromancer, Devil, Evil Eye, Ninetails, Great Troll, Savage Demon, Liquid Evil, Revenant, Jabberwocky, Goliath, Phoenix

Treasure Chest Legend	
<b>A</b>	Remedy
<b>B</b>	Blizzard Bomb
<b>C</b>	Diamond Sword

After climbing up to the ninth floor of the Tower from the previous ladder (8), you'll find a treasure at the eastern end of the floor (**Remedy – A**). Continue up the tower and after a few more levels you'll find a second treasure (**Blizzard Bomb – B**). Continue until you reach the top floor where you'll find the third and final treasure (**Diamond Sword – C**) and the entrance to the Alabaster Room at the top of the Magi Tower (9).

**Battle Notes:** For details on Great Trolls, Evil Eyes, Ninetails, and Savage Demons, see the Battle Notes for the **Dragon Caves**. For details on Goliaths and Jabberwockies, see the Battle Notes for **The Mines of Dvergar**. For details on Warlocks, Tricksters, Anubis, Incubi, Necromancers, and Devils, see the Battle Notes for **The Trial of Silence – Floor #1**. For details on Liquid Evils and Revenants, see the Battle Notes for **The Southern Magi Tower**.





## The Alabaster Room

**Enemies:** None

**Treasures:** Alabaster Rod



After completing your chosen Trial, you'll reach the Alabaster Room. Proceed north and talk to the Magi. He'll give you the *Alabaster Rod* which is half of the *Staff of Sorrow and Folly*. After you receive the *Alabaster Rod*, the Magi will teleport you outside of the Magi Tower. The next step is to travel to the Southern Magi Tower.

Note that you can repeat the Eastern Magi and complete all the Trials in a single playthrough. Each time you complete a Trial, you'll receive another *Alabaster Rod* since the Magi care nothing for who you are or whether or not you've completed a Trial before. The Dark Lord himself had to complete the same Trials to gather the pieces for a *Staff of Sorrow and Folly*.

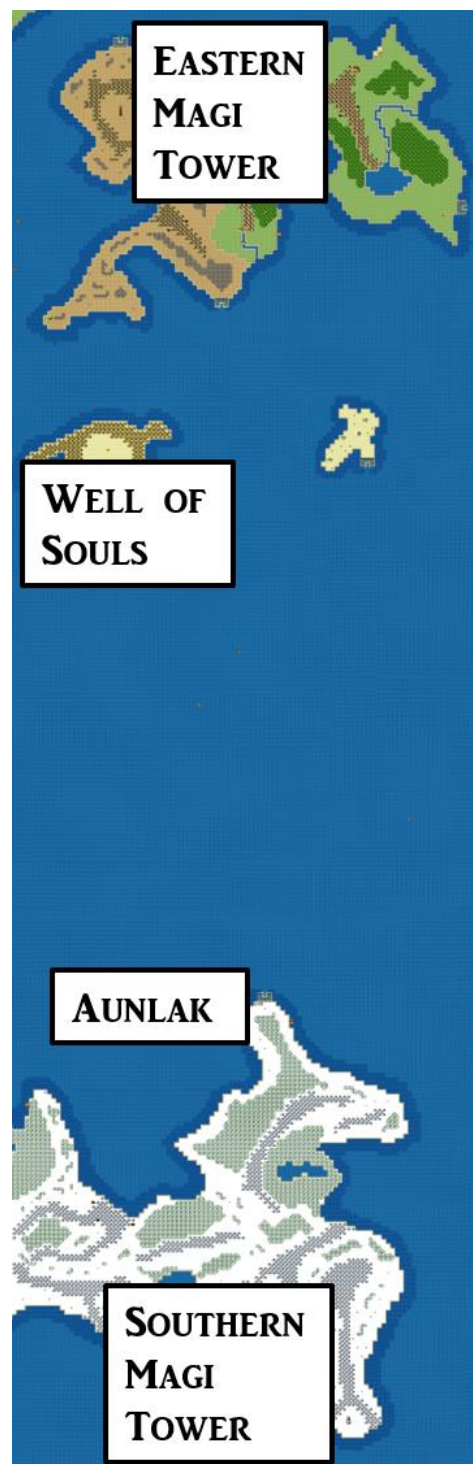
### 6.14.2 *The Onyx Talisman*

**Suggested Level: 26**

**Enemies: None (No Encounters in Airship)**

After collecting the Alabaster Rod from the Eastern Magi Tower, it is time to fly south and visit the Southern Magi Tower. It is located near the southeast tip of the Southern Continent. The Tower is separated from the rest of the continent by mountains to the north.

Board your Airship and fly south from the Eastern Magi Tower. You'll fly over the Well of Souls and eventually reach the Southern Continent as you continue south. When you reach the southern edge of the continent, sail east along the coastline until you reach the southeast tip. Land your Airship next to the Southern Magi Tower and enter.





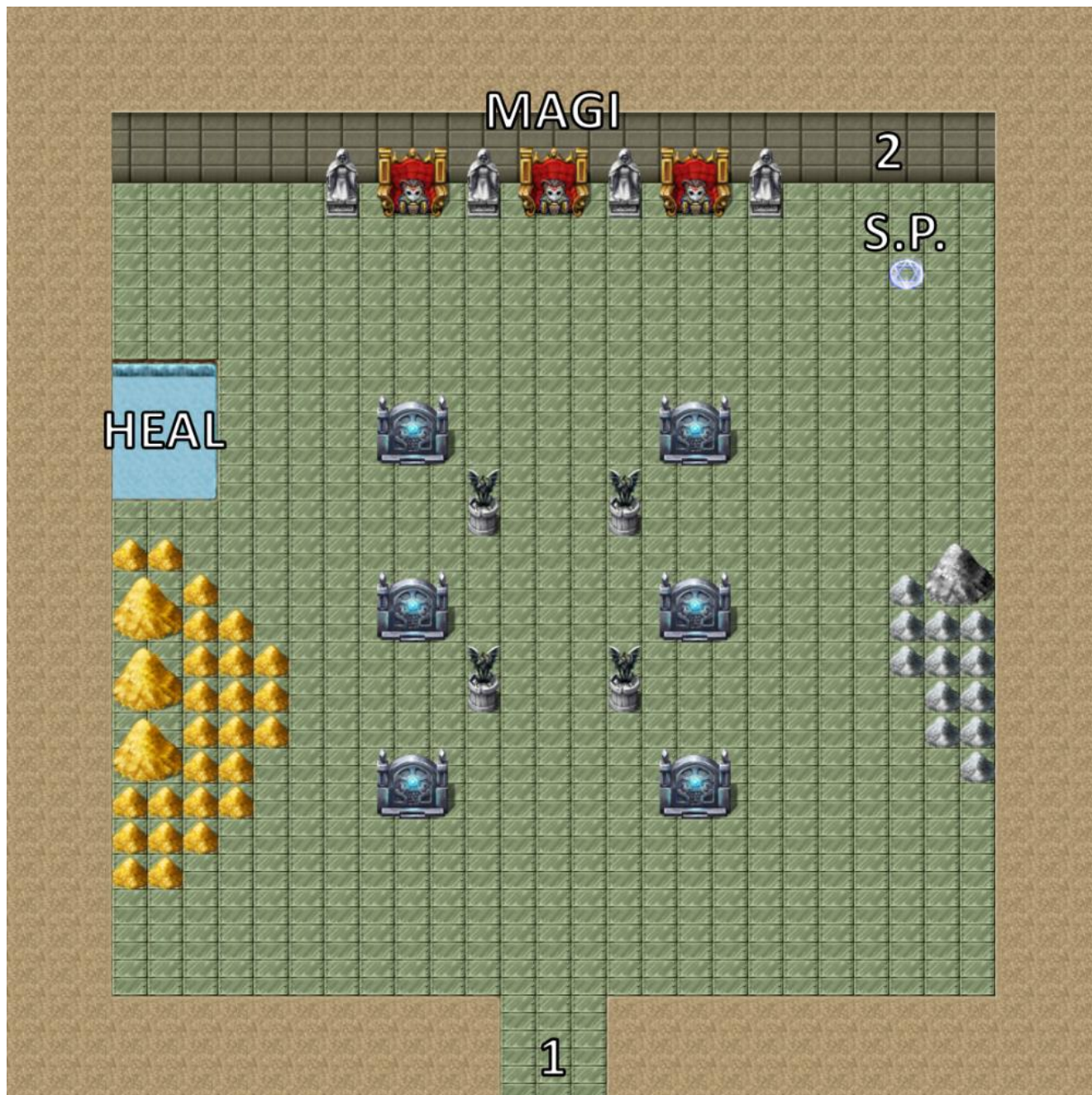
### 6.14.3      *The Southern Magi Tower*

#### The Southern Tower Lobby

**Suggested Level: 27**

**Enemies:**   None

**Treasures:** None



The layout of the Southern Magi Tower Lobby is similar to the Eastern Magi Tower. Near the northwest corner, you'll find a healing pool that will fully restore your party. Meanwhile, you'll find a Save Point that can be used regardless of your Save Options near the northeast corner. From the entrance (1), head north and talk to the Magi.

Just as in the Eastern Magi Tower, you must choose an Offering and a Trial. The three Offerings that can be chosen are Gold, Mana, and Armor. The Offering of Gold is the same as in the Eastern Magi Tower. For this Offering, you will have to pay the Magi 100,000G. The second offering is that of Mana. For this Offering, each member of your party will be penalized -50 Max MP. Lastly, the Offering of Armor forces each member of your party to be penalized -10 DEF.

Name	Details	
Gold	-100,000	Gold
Mana	-50	Max MP
Armor	-10	DEF

After giving an Offering to the Magi, you must select a Trial. There are three Trials from which you can select: Wisdom, Perseverance, and Faith.

Name	Details
Wisdom	Puzzle
Faith	Leap of Faith
Perseverance	Long Dungeon

The Trial of Wisdom is similar to the Trial of Intellect of the Eastern Magi Tower because you must solve a series of puzzles. The Trial of Perseverance is also similar to the Trial of Endurance because it is simply a long mini-dungeon with no unique features. The Trial of Faith is a unique Trial. Here you will have the option to explore a vast mini-dungeon to learn where to make your leap or to quickly descend to the chasm and make a Leap of Faith. Choose your Trial and then proceed through the newly opened passageway (2) in the northeast corner.

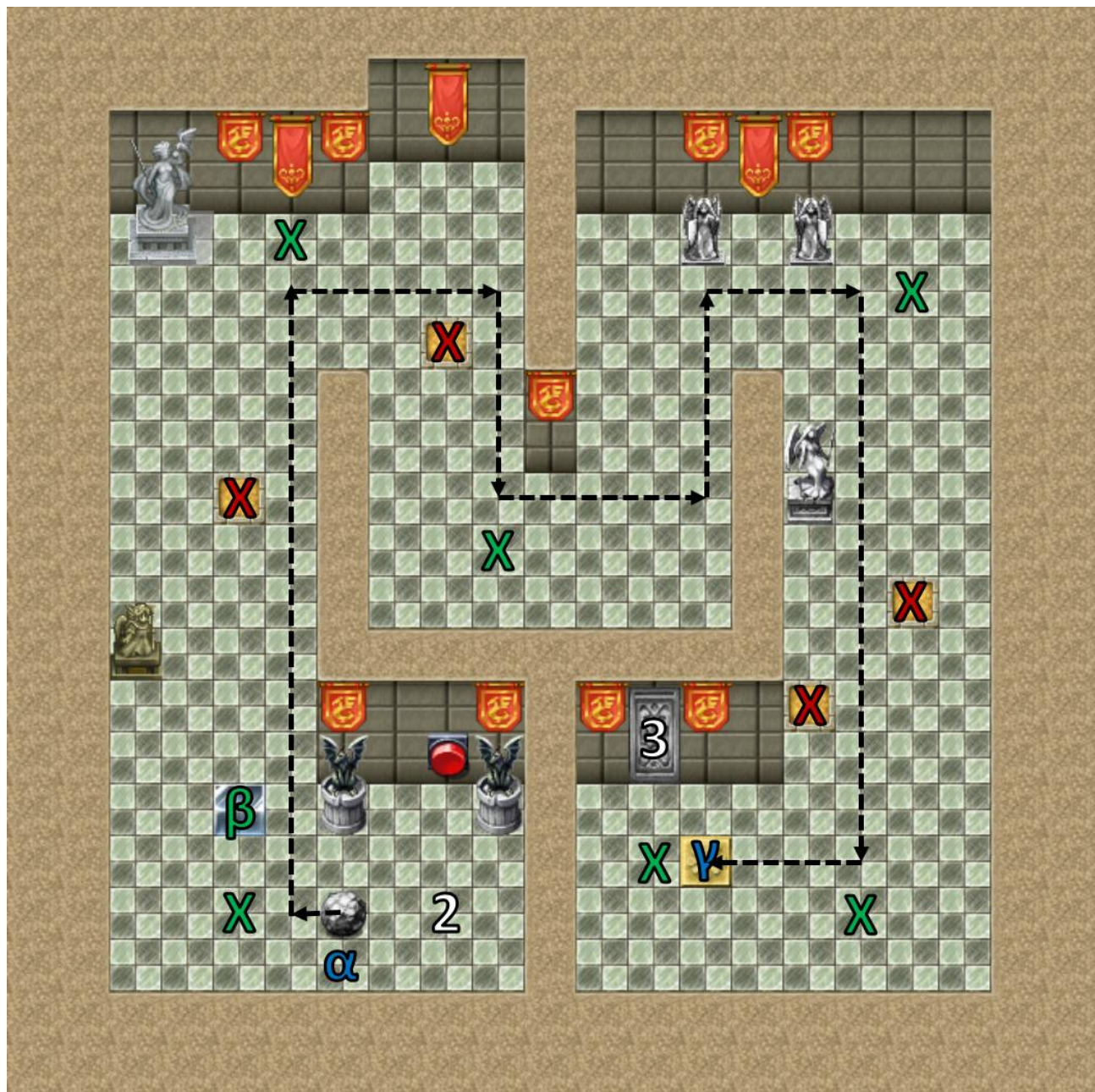


## The Trial of Wisdom – Floor #1

Suggested Level: 27

Enemies: None

Treasures: None



After going through the passageway, you'll find yourself in the first section of the Trial of Wisdom (2). There are no enemies in the puzzle sections of the Trial of Wisdom. To the north of the start (2),



you'll see a large red button on the wall which you can use to reset the puzzle if you make a mistake. The goal of the puzzle is to navigate the silver boulder ( $\alpha$ ) to the gold-patterned tile in the southeast corner ( $\gamma$ ). The puzzle is made more difficult because you must also avoid pushing the silver boulder ( $\alpha$ ) into the sand pits marked by red Xs. To help you navigate the silver boulder ( $\alpha$ ) to the correct location, you can use the blue block ( $\beta$ ). On the map, the green Xs denote the locations where the blue block ( $\beta$ ) should sit for each push of the silver boulder ( $\alpha$ ).

To start, push the blue block ( $\beta$ ) south two squares so that it lies on top of the green X in the southwest corner. Next, push the silver boulder ( $\alpha$ ) west until it hits the blue block ( $\beta$ ). Now, push the blue block ( $\beta$ ) north two squares, east one square, and then north again until it is adjacent to the northern wall and lies on top of the green X in the northwest corner. Return to the silver boulder ( $\alpha$ ) and push it north until it hits the blue block ( $\beta$ ).

Now, push the blue block ( $\beta$ ) east until it hits the eastern wall and then south six tiles until it lies on top of the green X near the center of the room. Return to the silver boulder ( $\alpha$ ) and push it east until it hits the eastern wall. Next, push it south until it rolls and hits the blue block ( $\beta$ ).

For the next step, push the blue block ( $\beta$ ) east until it hits the eastern wall, north until it is directly south of the western statue, and then east four tiles until it lies on top of the green X in the northeast corner of the room. Return to the silver boulder ( $\alpha$ ) and push it east, north, and then east again until it hits the blue block ( $\beta$ ).

Now, push the blue block ( $\beta$ ) south 12 tiles until it is one tile from the southern wall. Next, push the blue block ( $\beta$ ) west one tile until it lies on top of the green X in the southeast corner. Return to the silver boulder ( $\alpha$ ) and push it south until it hits the blue block ( $\beta$ ).

Finally, push the blue block ( $\beta$ ) west four tiles and then north one tile. It should lie on the green X one tile west of the gold-patterned tile ( $\gamma$ ). Return to the silver boulder ( $\alpha$ ) and push it west so that it lies on top of the gold-patterned tile ( $\gamma$ ). After a second, you'll hear the door (3) unlock. Pass through the door to the second floor of the Trial of Wisdom.

## The Trial of Wisdom – Floor #2

**Suggested Level: 27**

**Enemies:** Vampire, Liquid Evil, Mutant Dragon, Revenant, Black Knight, Hydra, Ninetails, Great Troll, Evil Eye, Monstrosity, Mutated Lynx



Treasure Chest Legend	
A	Large SP Orb
B	Huge Potion

After passing through the door on the first floor, you'll find yourself in the northwest corner (3) of the second floor of the Trial of Wisdom. It is on this transitional floor of the Trial of Wisdom that you'll first encounter enemies.

From the start (3), head east across the bridge crossing the waterfall until you find a set of stairs leading to the lower level. Now, head west and cross another bridge to the west of the waterfall until you find another set of stairs. Continue this zig-zag path until you find the staircase leading to the lowest level of the second floor.

Now, head east across two bridges until you find a staircase in the southeast corner (4) of the room. Ignore the stairs, and ascend the stairs to the north. You can either head west across a bridge or north up another set of stairs. Take the stairs north and then head west across another bridge. At the

western end of the path, you'll find a treasure (**Large SP Orb – A**). After gathering the treasure, return east across the bridge and ascend two more sets of stairs until you are on the top level. Now, head west across the bridge and gather the treasure (**Huge Potion – B**) at the end of the path.

With the treasure in hand, return east across the bridge and then descend the four sets of stairs. There, you'll again find the staircase (4) in the southeast corner of the second floor. Descend the stairs (4) to enter the third floor of the Trial of Wisdom.

**Battle Notes:** *For details on Great Trolls, Evil Eyes, Ninetails, and Hydras, see the Battle Notes for the **Dragon Caves**. For details on Monstrosities, see the Battle Notes for **The Mines of Dvergar**. Vampires, Liquid Evils, Mutant Dragons, Revenants, Mutated Lynxes, and Black Knights are new enemies and will be discussed below.*

*Vampires are powerful undead creatures that do most of their damage with Vampirism. Since they are undead, they have elemental weaknesses to Holy and Fire attacks; however, they can cover their Fire weakness with Null Fire. They are resistant to Ice and Dark elemental attacks.*

*Liquid Evil are foul creatures that can deal a large amount of physical damage. They only have a physical attack and are weak to Holy elemental attacks; however are resistant to Fire, Ice, Thunder, and Dark elemental attacks.*

*Mutant Dragons are similar to Liquid Evils but aren't quite as strong with their physical attack. They have an elemental weakness to Ice but are resistant to Fire elemental attacks.*

*Black Knights have lower ATK but higher DEF than Liquid Evils. They also only have a physical attack but their elemental weakness is to Thunder. They are resistant to Fire, Ice, and Wind elemental attacks.*

*Revenants are undead creatures that have elemental weaknesses to Fire and Holy elemental attacks. They only have a normal physical attack and are resistant to Ice and Dark elemental attacks.*

*Lastly, Mutated Lynxes are incredibly quick creatures that will almost always attack first. They only have a normal physical attack and have an elemental weakness to Fire. They are resistant to Ice and Wind elemental attacks.*

*If you have a Thief in your party, you can steal Huge Potions, Holy Fire Bombs, Hellfire Bombs, and Full Potions from Vampires. You can steal Huge Potions, Medium SP Orbs, and Large SP Orbs from Liquid Evils. You can steal Huge Potions, Medium Cottages, and Large Cottages from Mutant Dragons. You can steal Huge Potions, Vicious Tornado Bombs, Black Void Bombs, and Full Potions from Black Knights. You can steal Hellfire Bombs, Holy Fire Bombs, Huge Potions, and Full Potions from Revenants. Finally, you can steal Huge Potions, Small SP Orbs, Blizzard Bombs, and Full Potions from Mutated Lynxes.*

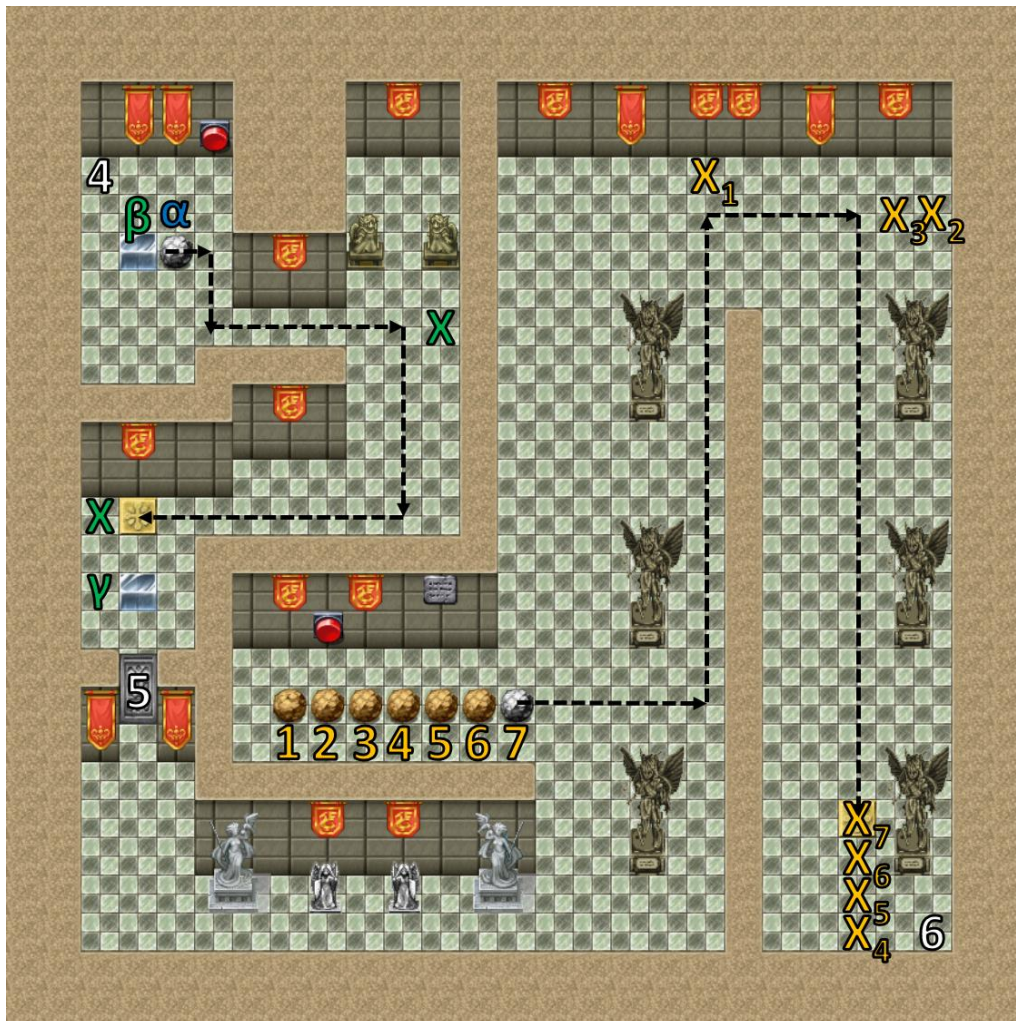


## The Trial of Wisdom – Floor #3

**Suggested Level: 27**

**Enemies: None**

**Treasures: None**



After descending the stairs (4), you'll find yourself in the northwest corner of the third floor. On this floor, you'll again be presented with a series of puzzles that must be solved in order to proceed. Like the first floor, there are no enemies on this floor. Furthermore, you'll also be able to reset the puzzle at any time with the large red buttons in each puzzle section. If you finish the first puzzle and pass through the door (5), and then reset the second puzzle, you will only reset the second puzzle (e.g. you won't have to redo the first puzzle).

The goal of the first puzzle is the same as the goal in the puzzle on the first floor. You navigate the silver boulder (α) to come to rest on the gold-patterned tile to the south. To help the navigation of the silver boulder (α), you can use the two blue blocks (β and γ). To start, push the blue block south (β)

two squares and then east until it hits the wall to the far east and lies on top of the green X. Next, push the silver boulder ( $\alpha$ ) east and then south so that it is at the mouth of the narrow corridor passing to the east. Now, push the silver boulder east until it hits the blue block ( $\beta$ ).

Head south and push the other blue block ( $\gamma$ ) west one tile and then north two tiles so that it lies on the green X that lies one tile west of the gold-patterned tile. Return to the silver boulder ( $\alpha$ ) and push it south until it hits the southern wall. Next, push the silver boulder ( $\alpha$ ) west so that it hits the second blue block ( $\gamma$ ) and stops on the gold-patterned tile. After a second, you'll hear the door (5) to the south unlock signaling that you have completed the first puzzle of the third floor. Head south through the door and prepare for the second puzzle.

In the second puzzle, you must navigate the silver boulder (7) to the gold-patterned tile  $X_7$ ; however, you won't have any blue blocks to help you do so in this puzzle. Instead, you'll have six brown boulders at your disposal. Unlike the blue blocks, the brown boulders will roll just like the silver boulder (7) until they hit something that stops their momentum.

To start, push the brown boulder (1) at the opposite end from the silver boulder (7), north, east, and then north again until it hits the northern wall. It should now be located in the location marked by  $X_1$  on the map. Return to the boulders, and push the next brown boulder (2) in the line in the same directions (north, east, and north) until it lies directly south of the first boulder (1). Now push the second boulder (2) east until it hits the eastern wall and the location marked by  $X_2$  on the map.

Next, push the next brown boulder (3) in the line in the same directions as the previous boulder (north, east, north, and east). The third boulder should now lie just west of the second boulder (2) which is also marked by  $X_3$  on the map.

Return to the line of remaining boulders and push the fourth boulder (4) in the same directions as the third boulder (north, east, north, and east). Now push the fourth boulder south until it comes to rest against the southern wall in the location marked by  $X_4$  on the map. Do the same sequence of steps for the next two boulders (5 and 6) until they end in locations just north of the fourth boulder. The fifth and sixth boulders should end in the locations marked by  $X_5$  and  $X_6$ , respectively.

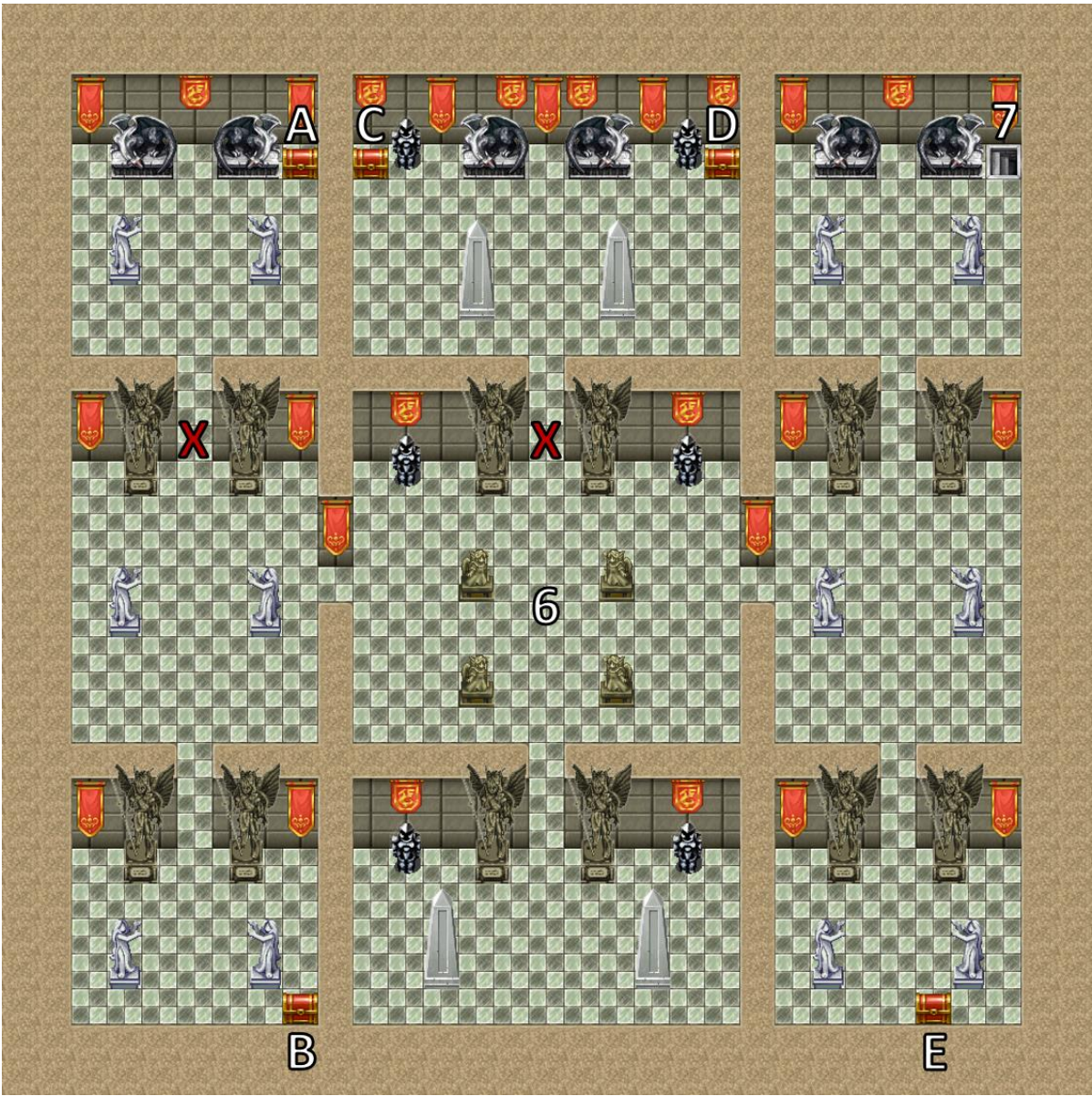
You've now set up everything so that the silver boulder (7) can land on the gold-patterned tile ( $X_7$ ). Push the silver boulder (7) east, north, east, and then south until it stops on the gold-patterned tile ( $X_7$ ). After a second, a previously hidden staircase in the southeast corner will appear; however, it is blocked by the row of boulders. Push the fifth boulder (5) east until it hits the eastern wall and then descend the stairs (6) to the fourth floor.



# The Trial of Wisdom - Floor #4

**Suggested Level: 27**

**Enemies:** Vampire, Liquid Evil, Mutant Dragon, Revenant, Black Knight, Warlock, Trickster, Incubus, Devil, Savage Demon, Ninetails, Horned Dragon, Hydra, Maluspiro, Sand Worm, Mutated Lynx



Treasure Chest Legend			
A	Summoner's Robe	D	Summoner's Hat
B	Remedy	E	Medium Cottage
C	Sonic Boom Bomb		



After descending the stairs (6), you'll find yourself in the center of the fourth floor (6). The fourth floor is another transitional floor between puzzle levels and therefore, you'll once again encounter enemies here. The red Xs on the map denote "spiked" tile locations where you are guaranteed to have an encounter. After you've fought a battle at that location, the guaranteed encounter disappears.

To start, head west to the next room and then north. As you pass through the doorway to the north, you'll pass a red X and a guaranteed battle. Defeat the powerful enemies and then gather the treasure (**Summoner's Robe – A**) in the northwest room. After collecting the treasure, head south two rooms until you reach the southwest corner. Gather the treasure (**Remedy – B**) and then return to the center room where you started.

From the center room, head north and fight the battle as you cross the red X. Collect the two treasures in the room to the north (**Sonic Boom Bomb – C**, **Summoner's Hat – D**) and then return south to the center room. Next, head east and then south into the room in the southeast corner; gather the treasure (**Medium Cottage – E**) from the room and then head north to the room in the northeast corner. There, you'll find a set of stairs (7) leading to the fifth and final floor.

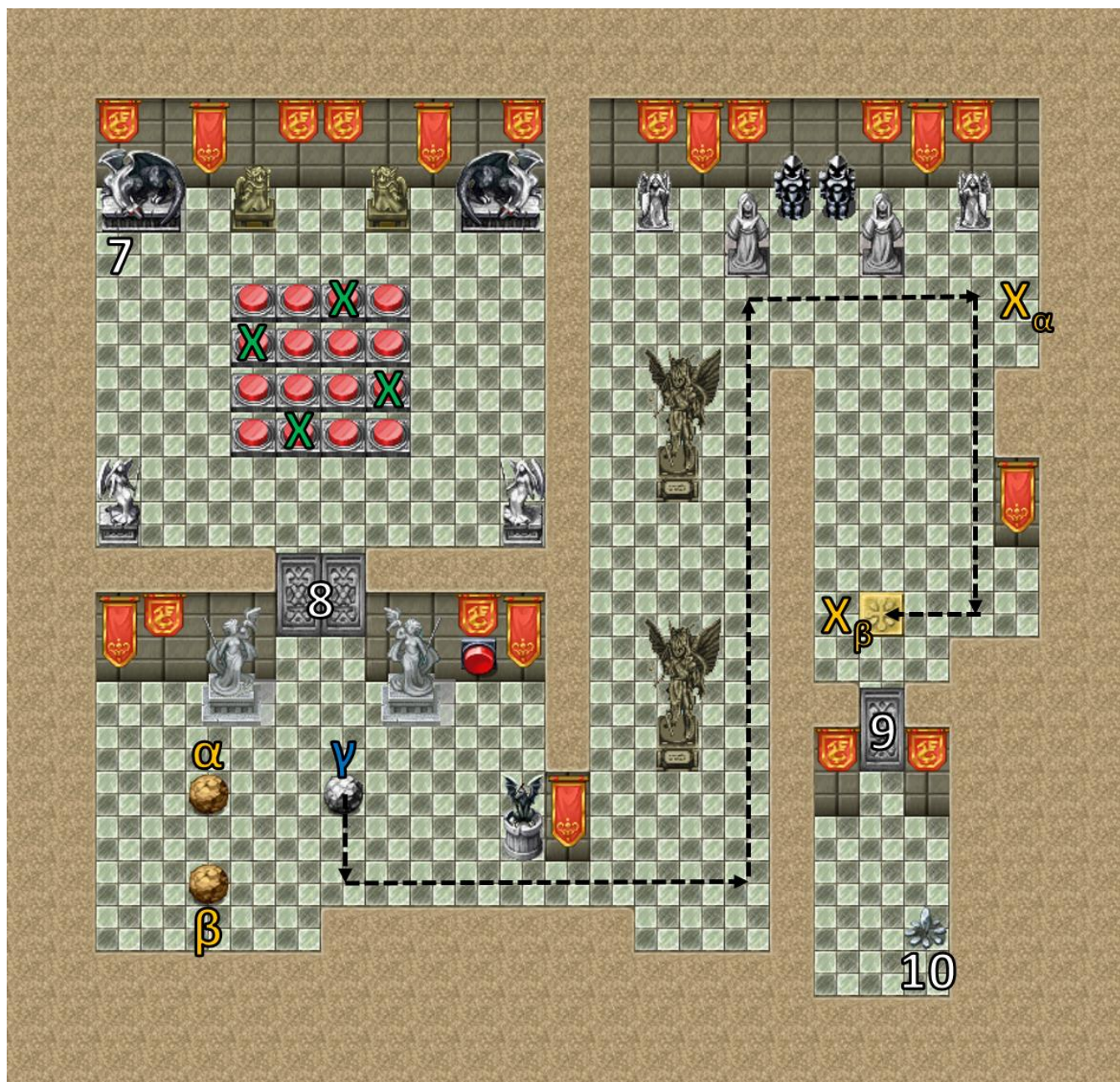
**Battle Notes:** *For details on Savage Demons, Ninetails, Horned Dragons, and Hydras, see the Battle Notes for the **Dragon Caves**. For details on Maluspiros and Sand Worms, see the Battle Notes for **The Mines of Dvergar**. For details on Warlocks, Tricksters, Incubi, and Devils, see the Battle Notes for **The Trial of Silence – Floor #1**. For details on Vampires, Liquid Evils, Mutant Dragons, Revenants, Mutated Lynxes, and Black Knights, see the Battle Notes for **The Trial of Wisdom – Floor #2**.*

## The Trial of Wisdom - Floor #5

Suggested Level: 27

Enemies: None

Treasures: None



After descending the stairs (7), you'll find yourself in the northwest corner of the fifth floor. This is the final puzzle floor and therefore, there are no enemy encounters. The first puzzle has no reset since you cannot make an irreversible mistake; however, you can make quite a mess of it. The goal of the puzzle is to depress all of the buttons on the floor at the same time. The puzzle is made more complicated because when you step on a specific button, all the buttons adjacent to that button will also switch. Depressing all the buttons is easy if you know the correct pattern.

To start, head east and then step only on the third button east of the northwest corner (it is marked by a green X). Next, head east until you are one tile east of the most eastern column of buttons. Now, descend until you are one row north of the southernmost row of buttons. Take one step west and step on the green X. Now, walk so that you are near the southeast corner of the buttons. Step west until you are below the second column of buttons from the west. Step on the button to your north (marked by a green X on the map). Finally, walk to near the northwest corner and position yourself so that you are one step west of the button one tile below the northwest corner. Step on the button (marked by a green X on the map) to lower the final four buttons and solve the puzzle.

You'll hear the door to the south (8) unlock. Pass through it and enter the second puzzle on the fifth floor. This puzzle is very similar to the second puzzle on the third floor. You must navigate the silver boulder ( $\gamma$ ) to the gold-patterned tile near the door in the southeast corner of the room. To help you, you have three brown boulders ( $\alpha$  and  $\beta$ ).

To start, push the first brown boulder ( $\alpha$ ) nearest the silver boulder ( $\gamma$ ) south until it hits the other brown boulder ( $\beta$ ). Next, push the same brown boulder ( $\alpha$ ) east until it hits the statue. Next, push it south into the mouth of the narrow corridor and then east until it hits the wall. Next, push the first brown boulder ( $\alpha$ ) north until it hits the wizard statue near the northern wall and then push it east until it hits the far wall and lands in the location marked by the  $X_\alpha$  on the map.

Return to the silver boulder ( $\gamma$ ) and the one remaining brown boulder ( $\beta$ ). Now, push the second boulder ( $\beta$ ) east until it hits the far eastern wall. Now, push it north until it hits the wizard statue near the northern wall, east until it hits the first boulder ( $\alpha$ ), south against another wall, and then final west until it lies one tile west of the gold-patterned tile and lies in the space denoted by  $X_\beta$  on the map.

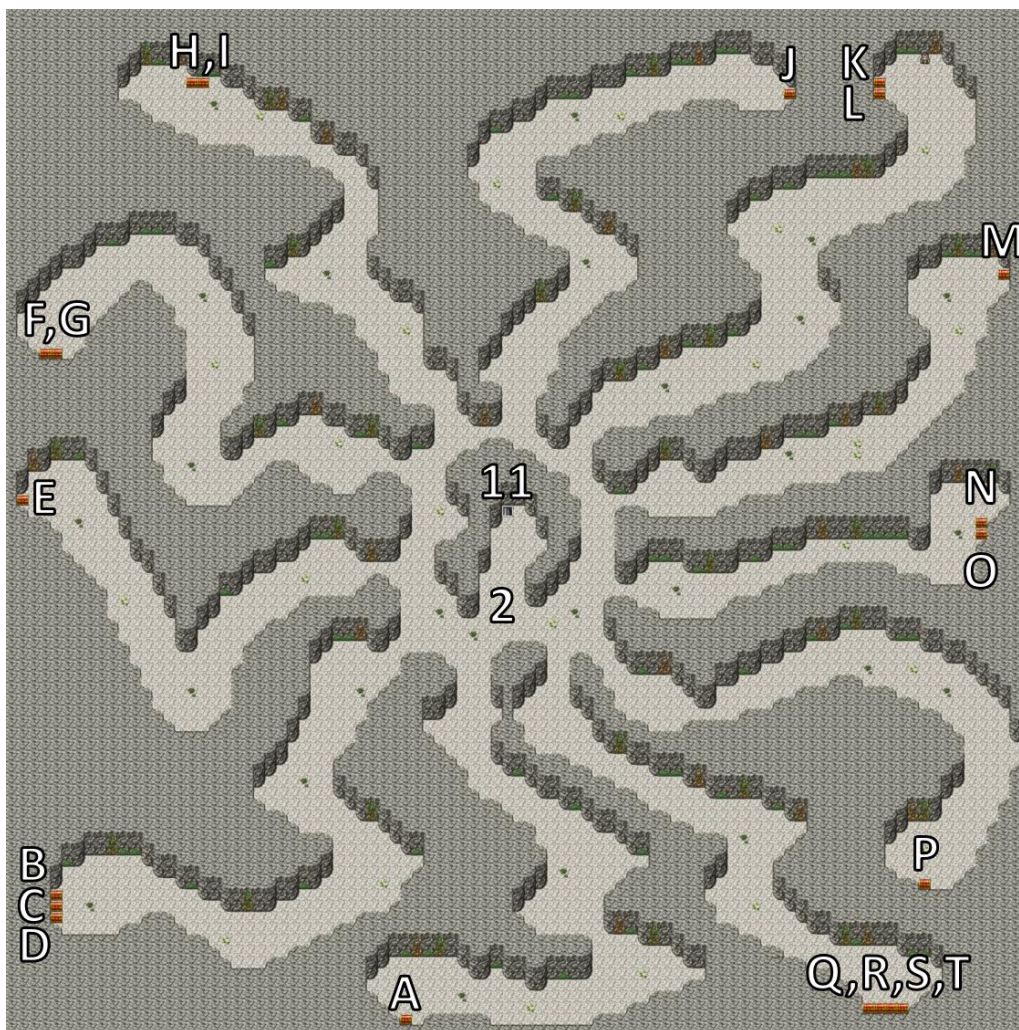
Again, return to the silver boulder ( $\gamma$ ). Push the silver boulder ( $\gamma$ ) south, east, north, east, south, and finally west until it lands on the gold-patterned tile. After a second, you'll hear the door (9) to the south unlock. Pass through the door and walk into the teleporter (10) in the southeast corner to warp to ***The Onyx Room.***



## The Trial of Faith – Octopus Room

**Suggested Level: 27**

**Enemies:** Vampire, Liquid Evil, Mutant Dragon, Revenant, Black Knight, Devil, Incubus, Anubis, Evil Eye, Great Troll, Savage Demon, Jabberwocky, Goliath, Mutated Lynx



Treasure Chest Legend					
A	Summoner's Robe	H	10,000G	O	Warp Stone
B	7,500G	I	Full Potion	P	Diamond Shield
C	Antidote	J	Diamond Armor	Q	Vicious Tornado Bomb
D	Smelling Salts	K	Huge SP Orb	R	Sonic Boom Bomb
E	Diamond Helm	L	Vicious Tornado Bomb	S	Black Void Bomb
F	Warp Stone	M	Summoner's Hat	T	Holy Fire Bomb
G	Full Potion	N	Medium Cottage		

After going through the passageway, you'll find yourself in the Octopus Room of the Trial of Faith. In the Octopus Room, there are actually 11 (not 8) long arms leading from the central room. At the end of each room there is some treasure and a small chance you'll find the Magi who will give you a clue as to where you should make you jump into the Chasm.

From the start (2), head into the corridor that is south and slightly west of your position. Continue south along the corridor until you reach the dead end. Gather the treasure (**Summoner's Robe – A**). Return north along the corridor until you reach the central room. Next, enter the next corridor in the clockwise direction. Continue along the corridor until you find the treasure at the dead end (**7,500G – B, Antidote – C, Smelling Salts – D**). After gathering the treasure, return along the corridor to the main room.

The pattern from now on will be the same. Go down a corridor, gather the treasure, return along the corridor, and then travel down the next corridor in the clockwise direction. Along one of the corridors, you'll find the Magi who will tell you where you must jump to survive the Leap of Faith. Once you've spoken to him, the correct path will be highlighted by a blue hexagram in the next section. You'll find the following treasures at the end of each corridor: 3<sup>rd</sup> corridor – (**Diamond Helm – E**), 4<sup>th</sup> corridor – (**Warp Stone – F, Full Potion – G**), 5<sup>th</sup> corridor – (**10,000G – H, Full Potion – I**), 6<sup>th</sup> corridor – (**Diamond Armor – J**), 7<sup>th</sup> corridor – (**Huge SP Orb – K, Vicious Tornado Bomb – L**), 8<sup>th</sup> corridor – (**Summoner's Hat – M**), 9<sup>th</sup> corridor – (**Medium Cottage – N, Warp Stone – O**), 10<sup>th</sup> corridor – (**Diamond Shield – P**), 11<sup>th</sup> corridor – (**Vicious Tornado Bomb – Q, Sonic Boom Bomb – R, Black Void Bomb – S, Holy Fire Bomb – T**). After collecting all the treasures and finding the Magi guide, head to the center and descend the stairs (11) that lead to the chasm.

**Battle Notes:** *For details on Devils, Incubi, and Anubis, see the Battle Notes for **The Trial of Silence – Floor #1**. For details on Savage Demons, Great Trolls, and Evil Eyes, see the Battle Notes for the **Dragon Caves**. For details on Jabberwockys and Goliaths, see the Battle Notes for **The Mines of Dvergar**. For details on Vampires, Liquid Evils, Mutant Dragons, Revenants, Mutated Lynxes, and Black Knights, see the Battle Notes for **The Trial of Wisdom – Floor #2**.*

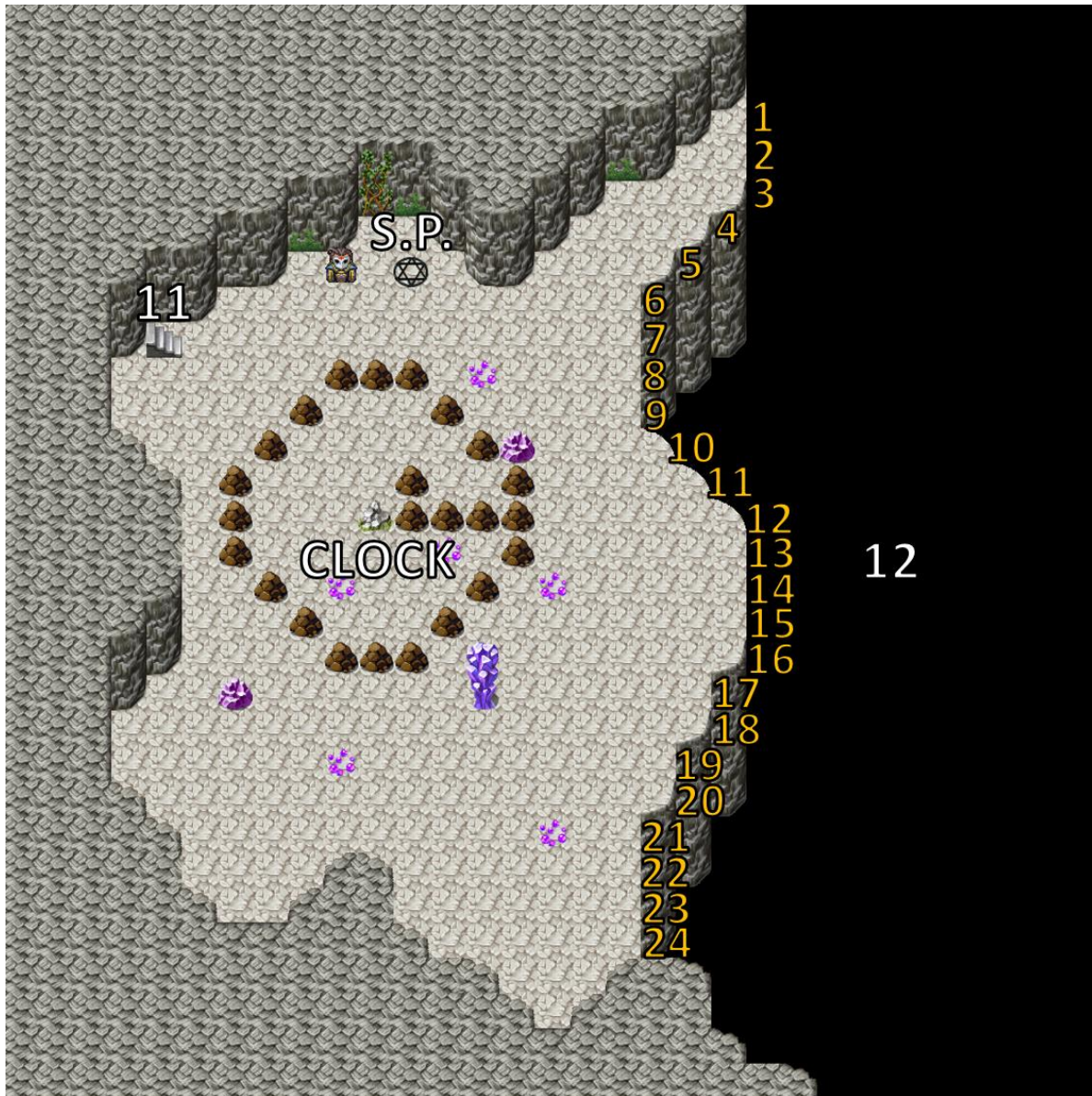


## The Trial of Faith – Leap of Faith

Suggested Level: 27

Enemies: None

Treasures: None



From the stairs (11), you should proceed east and talk to the Magi who will give a cryptic message regarding the clock-like rock formation to the south. He says that the hour hand points toward the hour after midnight and the minute hand points toward noon. A bit east of the Magi, you'll find a save point (S.P.). Save, if you have the option.



**Pro-tip:** The Faith Trial is perhaps the easiest of all the Magi Trials if you can use the save point (or save anywhere). Just find the correct point to jump from by using Trial and Error.

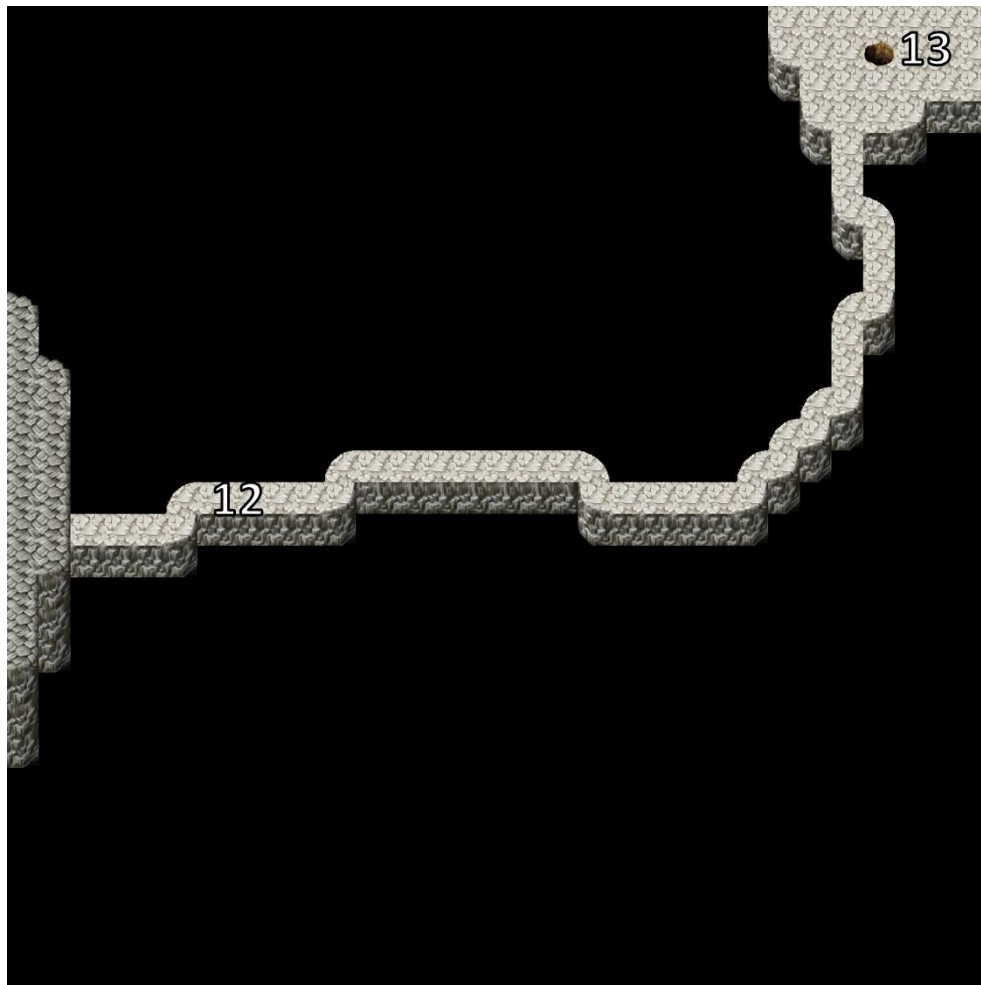
If you walk further east, you'll find the chasm into which you must jump. The top-most square from which you can jump represents the hour after midnight (i.e. 1 AM). Each consecutive square to the south represents one more hour of the clock until you reach the last hour of the day, midnight (i.e. 12 AM). If you found the guide in the previous area, the proper square from which you should jump will be highlighted by a blue hexagram. When you see the blue hexagram, walk to the point directly to the west and then jump east into the chasm (12). If you've jumped from the wrong point, you'll fall to your death and a Game Over will be triggered; however, if you jump from the correct point, you'll land on a nearly invisible bridge in the chasm.

## The Trial of Faith – The Narrow Bridge

**Suggested Level: 27**

**Enemies:**     None

**Treasures:**   None



If you've leapt from the correct point in the chasm (12), you'll land on a small bridge. Head east along the small bridge and then follow it as it turns north. Continue north along the narrow bridge until the bridge opens to a small platform with a hole leading further down in the chasm (13). Leap down into the hole (13) to reach the bottom of the chasm.

## The Trial of Faith – Chasm Floor

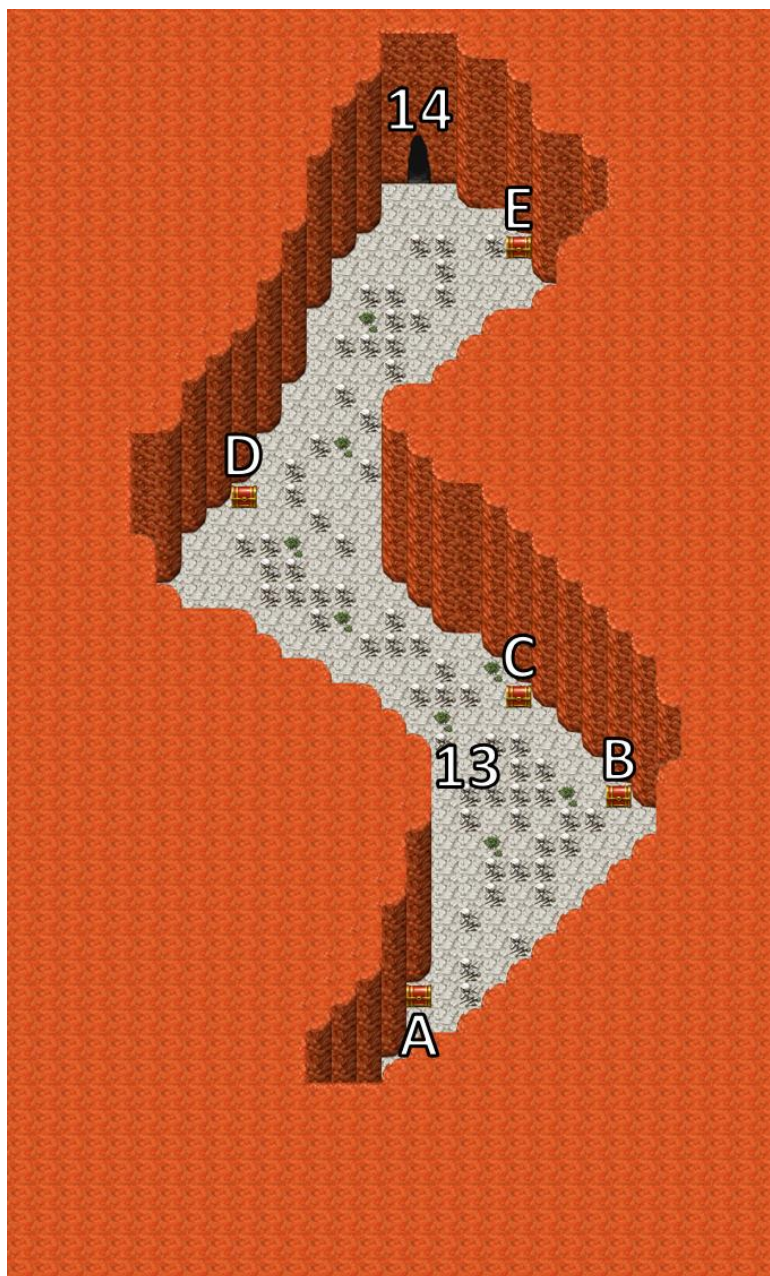
**Suggested Level: 27**

**Enemies: None**

Treasure Chest Legend	
A	Diamond Helm
B	Summoner's Robe
C	Diamond Shield
D	Summoner's Hat
E	Diamond Armor

After leaping down the hole (13), you'll land on the skeleton littered floor of the chasm. Here, you can see the fate of all those poor souls who chose the wrong path for their Leap of Faith. On the chasm floor, head south and gather the southernmost treasure (**Diamond Helm – A**). Next, head northeast and gather the two treasures along the eastern edge (**Summoner's Robe – B**, **Diamond Shield – C**).

Now, head northwest and collect another treasure along the northwest edge (**Summoner's Hat – D**). Finally, head northeast and gather the treasure near the northern exit (**Diamond Armor – E**). From the final treasure, head a few steps northwest and go through the doorway (14). This leads to the Onyx Room. For information on acquiring the Onyx Talisman, skip to the *The Onyx Room* section.





## The Trial of Perseverance

**Suggested Level: 27**

**Enemies:** Vampire, Liquid Evil, Mutant Dragon, Revenant, Black Knight, Warlock, Anubis, Necromancer, Maluspiro, Monstrosity, Jabberwocky, Great Troll, Ninetails, Horned Dragon, Hydra

**Treasures (from Magi Guardian):** Experience Ring, Thaumaturgical Ring



Treasure Chest Legend			
A	Medium Cottage	E	Diamond Shield
B	Huge Potion	F	Vicious Tornado Bomb
C	Medium Magic Potion	G	Remedy
D	Diamond Helm		



After passing through the passageway, you'll enter into the northwest corner of the Perseverance Trial (2). The room that houses the Trial of Perseverance is vast and you'll have to take a circuitous route to reach the exit in the southeast corner (15).

From the start (2), first head east and then follow the narrow path south. In the next, room you'll find the first treasure (**Medium Cottage – A**). Next, head east through one room until you're presented with an apparent north/east fork. The eastern fork will quickly dead end so take the northern fork. Collect the treasure in the room to the north (**Huge Potion – B**) and then proceed east through two rooms until you reach the northeast corner. Here, you'll find another treasure (**Medium Magic Potion – C**).

Now, head south into the next room and you'll find a south/west fork. Take the southern fork and collect the treasure (**Diamond Helm – D**) in the room to the south. Ignore the room to the east and return north to the previous room. Next, take the western fork through two rooms until you find a path in the southwest corner. Follow the path south and you'll find a 4-way intersection.

Take the eastern path and in the next room, head south. Next, head into the room to the east, and then finally north into a room with a Coffin and a treasure (**Diamond Shield – E**). Avoid the Coffin unless you are massively over-leveled. If you inspect the Coffin, you'll notice a dark aura surrounding the Coffin. If you have the *Rosetta Stone*, you can decipher the symbols on the Coffin. They read "*Here lies the Magi Guardian. Do not disturb his rest.*" If you are foolhardy and open the Coffin, prepare yourself for an epic battle with the Magi Guardian:

## Boss Battle: The Magi Guardian



### Attacks

Attack (10%), Atomic Flare (10%), Implosion (10%), Destroy Armor (10%), Groundslam (10%), Giant Killer (10%), Crush (10%), Vampirism (10%), Godlike (10%), Annihilation (10%)

### Items to Steal

Experience ring (25%), Midas' Ring (25%), Thaumaturgical Ring (25%), Quicksilver Ring (25%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
65,000	9,999	250	250	250	250	150	250	3	100,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

The suggested level for battle with the Magi Guardian is LVL 40. In many ways, the Magi Guardian is more difficult than the final battle with the Dark Lord. The Magi Guardian has two of the most powerful magic attacks in the game: Implosion and Atomic Flare. Atomic Flare can severely weaken your entire party while Implosion is almost an instant kill to any party member if you haven't used HP boosting items/spells.

Destroy Armor can do significant damage and reduce one of your character's DEF by 25%. Groundslam is a powerful physical attack that hits your entire party and can also paralyze your characters. Giant Killer will cut any character's HP in half which can be extremely devastating to a heavily HP boosted character like a Knight with Bubble/Adamantine Vest/Hyper Bubble Tonic. Likewise, Crush is a massively powerful physical attack which is similar to Implosion in its ability to kill a single character even if they have full HP.

To make matters worse, the Magi Guardian has Vampirism and therefore can restore his own HP while doing significant damage. If the Magi Guardian casts Godlike, you may have just lost the battle. Godlike gives him a +100% Max HP Boost, a +50% ATK boost, and a +50% DEF boost. He will become an unstoppable killing machine if he casts this spell. Finally, if you thought Implosion was a nasty spell, Annihilation is 2.5x stronger and will knock any of your characters to the floor unless you are massively over-leveled.

At LVL 40, your characters will have unlocked their first set of Super Skills. Knights should start out by boosting their HP as much as possible with Adamantine Vest and Hyper Bubble Tonics. Next, they should use Destroy Armor and follow it up with their LVL 40 Super Skill, Whirlwind Massacre. Monks should boost their ATK and CRT with Hyper Blitz and Hyper Vigor Tonic. Next, they should follow up with their normal multi-hit attack.

White Mages will have their hands full trying to keep the party fully healed and resurrecting those characters that die. The White Mage's LVL 40 Super Skill, Heaven's Breath will be crucial in keeping the party alive. Whenever the White Mages have a free round, they should start with Bubble to double the party's Max HP. Next, they should use Citadel to boost the party's DEF & MGD. Finally, Giant can be very useful in stacking HP boosts on certain characters. Black Mages should use start by casting their LVL 40 Super Skill, Godlike on Monks and Knights. Next, Black Mages should use Genius and follow it up by repeatedly using Implosion.

Hunter's should follow their normal strategy of stacking multiple Scans while Engineers should start with their LVL 40 Super Skill, Stronghold to boost the party's DEF. Next, if you've caught a large number of high level Icewater fish, you should use them as bombs against the Magi Guardian. If you don't have a White Mage to heal, the Engineer can substitute as a Healer with Saltwater fish, especially if you've acquired the Master Rod.

Thieves should start with their LVL 40 Super Skill, Dancing Daggers to massively reduce the Magi Guardian's DEF. Next, they should boost their AGI with a Hyper Jolt Tonic and get another AGI boost from a White Mage with Ethereal. With their AGI boosted, Thieves should focus on attempting to steal the extremely rare items that the Magi Guardian has in his possession. Finally, Gray Mages should follow either the Black Mage or Knight strategy, depending on their build.

When you finally defeat the Magi Guardian, he'll disintegrate and drop 2x rare rings: **Experience Ring** and **Thaumaturgical Ring**. You can steal an extra copy of each of these rings from the Magi Guardian in battle if you have a Thief. After collecting your spoils, as well as receiving the vast EXP boost from defeating the Magi Guardian, it is time to continue through the rest of the dungeon.

From the Coffin room, head south and then west through two rooms until you reach the western edge of the Trial. In this room, you'll find another treasure (**Vicious Tornado Bomb – F**). After collecting the treasure, head south and then two rooms to the east. Head to the northeast corner of the room and gather the treasure (**Remedy – G**). With all the treasures in hand, head to the northwest corner of the room and take the path that first leads north and then east to the next room. From there, head east one room and then south to the southeast corner. In this final room, you'll find the stairs (15) that lead to the Onyx Room.

**Battle Notes:** *For details on Warlocks, Necromancers, and Anubis, see the Battle Notes for **The Trial of Silence – Floor #1**. For details on Great Trolls, Ninetails, Horned Dragons, and Hydras, see the Battle Notes for the **Dragon Caves**. For details on Jabberwockys, Monstrosities, and Maluspiros, see the Battle Notes for **The Mines of Dvergar**. For details on Vampires, Liquid Evils, Mutant Dragons, Revenants, Mutated Lynxes, and Black Knights, see the Battle Notes for **The Trial of Wisdom – Floor #2**.*



## The Onyx Room

Enemies: None

Treasures: Onyx Talisman



After completing your chosen Trial, you'll find yourself at the southern end of the Onyx Room. Walk north and talk to the Magi. He will give you the *Onyx Talisman*, and if you have been following the walkthrough, you'll be able to form the *Staff of Sorrow and Folly* from the *Alabaster Rod* and the *Onyx Talisman*. After construct the Staff, the Magi will warp you outside the Southern Magi Tower. You are now ready to enter the Well of Souls and confront the Dark Lord.

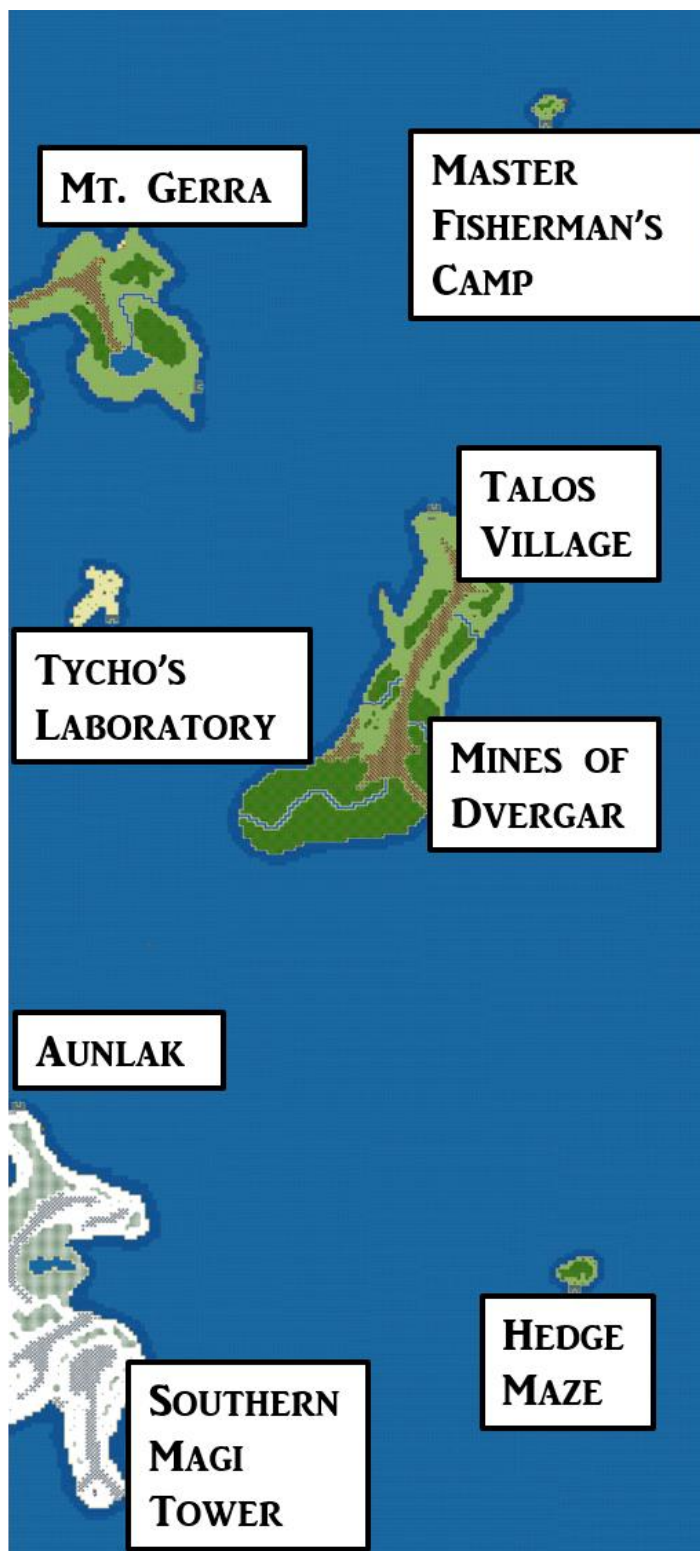
## 6.15 LOOSE ENDS

### Suggested Level: 28

After forming the *Staff of Sorrow and Folly* from the *Onyx Talisman* and the *Alabaster Rod*, you are ready to travel to the Well of Souls; however, there are still a few areas that remain to be explored.

The first place to visit is the Master Fisherman's Camp. You could have explored this location earlier; however, it is unlikely that you would have synthesized the Luring Rod at that time.

To reach the Master Fisherman's Camp from the Southern Magi Tower, fly north until you reach Mt. Gerra on the Eastern Continent. From Mt. Gerra, fly another 30 paces north and then fly due east until you see a small island. Land your Airship and enter the Master Fisherman's Camp.





**6.15.1      *Master Fisherman's Camp***

**Suggested Level: 28**

**Treasures:**    Recipe for Master Rod, Recipe for Mysterious Bait, Recipe for Amazing Bait,  
Recipe for Captain's Bait, Recipe for Perfect Bait



Treasure Chest Legend	
A	3x Mining Bombs, 3x Super Bait, 5x Magic Bait



The Master Fisherman lives alone on a remote island. Throughout your journey, you've come across other fisherman ranging from mediocre to expert, but they all pale in comparison to the Master Fisherman. In case you haven't been actively fishing, the locations where you can acquire the recipes for each of the fishing poles are given in the table below. See Section 4.6 for additional details on fishing.

ITEM	CHARACTER	LOCATION
Old Fishing Pole	Long-haired Fisherman	Oakwood
Recipe for Thin Fishing Pole	Long-haired Fisherman	Oakwood
Recipe for Strong Fishing Pole	Fisherman	Fisherman's Hovel
Recipe for Deluxe Rod	Expert Fisherman	Rubicon or Rubicon Dock
Recipe for Luring Rod	Rod Maker	Gaia

Before approaching the Master Fisherman, head into his hut and gather the treasure (**3x Mining Bombs, 3x Super Bait, and 5x Magic Bait – A**). Next, head to the coast and approach the Fisherman. The Master Fisherman will not deign to talk to you if you haven't yet acquired the Luring Rod. With any lower Rod or Pole, he will simply tell you to come back. Assuming that you have acquired the Luring Rod, he will see some small promise in you and ask you to prove yourself by bringing him back an Orca. The Orca is the highest level sea creature that can be caught with the Luring Rod. You'll need Super Bait and likely at least 20 of them because you only have a 5% chance of catching an Orca.

Once you've caught an Orca, show it to the Master Fisherman and he'll give you the **Recipe for the Master Rod**. The *Recipe for the Master Rod* requires that you catch 15x Saw Sharks, 10x Great White Sharks, and 5x Orca. This is quite an undertaking and will require hundreds of Super Bait. You'll end up spending more than a hundred thousand dollars on bait, but the fish you catch can easily net you more than you spend. Not only must you have a tremendous amount of high level Saltwater fish, but you must also acquire 10x Narwhale Horns and 10x Maluspiro Tentacles. Narwhale Horns can be acquired from fighting monsters on the Ocean, the Underwater Labyrinth, or in the Leviathan. Meanwhile, Maluspiro Tentacles are most easily acquired in the Mines of Dvergar, the toughest dungeon in the game excepting the Well of Souls.

After acquiring all of the necessary items, head to the nearest synthesis shop and synthesize the Master Rod. Once you've done so, return to the Master Fisherman. Impressed with your progress thus far, the Master Fisherman will instruct you in the special baits that the Master Rod requires. The titans of the sea will not respond to normal baits, therefore, you'll have to synthesize four different special baits that the Master Fisherman has concocted: Mysterious Bait, Amazing Bait, Captain's Bait, and Perfect Bait.

As you may have realized, the Master Fisherman likes to take things one step at a time and therefore, he will only let you synthesize Mysterious Bait (the lowest level Master Rod bait). He'll give you the **Recipe for Mysterious Bait** and ask you to create some. You'll need 5x Dragon Horns and 5x Liquid Evil Oozes. Dragon Horns can be acquired from the Asgard Sewers or the Dragon Caves while Liquid Evil Ooze is most easily acquired from the Southern Magi Tower. Once you've synthesized one Mysterious Bait, you can purchase further Mysterious Bait for 1,500G from the Master Fisherman. When you have the required monster remains in your inventory, return to the Master Fisherman, synthesize the Mysterious Bait, and purchase 20x or more Mysterious Bait.

Once you have some Mysterious Bait, the Master Fisherman will congratulate you on another step toward equaling his expertise and then ask you to again prove yourself by catching a Whale Shark. With the Mysterious Bait in hand, start fishing and try to catch a Whale Shark. You'll only have a 5% chance to catch a Whale Shark with the Mysterious Bait so you may have to buy more. When you finally catch a Whale Shark, show it to the Master Fisherman.

At this point, he'll be amazed at your progress. He will now teach you how to create Amazing Bait by giving you the **Recipe for Amazing Bait**. Amazing Bait requires 5x Vampire Fangs and 5x Devil Wings to synthesize. Vampire Fangs can be found most easily in the Southern Magi Tower and Devil Wings are found in the Eastern Magi Tower. After you've acquired the required remains, return to the Master Fisherman, synthesize the Amazing Bait, and purchase 20x Amazing Bait. Next, the Master Fisherman will ask you to catch a Blue Whale. Again, you'll only have a 5% chance to catch a Blue Whale with Amazing Bait. Once you've caught a Blue Whale, return to the Master Fisherman; he has only caught a few Blue Whales himself.

He is now ready to reveal the Captain's Bait, which he named after Captain Blackbeard, who you may have already dispatched as a Tier #2 target for the Hunter's Guild. The Master Fisherman will share his **Recipe for Captain's Bait** with you and tell you that it is capable of catching the second mightiest of all sea creatures, the Giant Squid. To synthesize Captain's Bait, you'll have to acquire 3x Mini-Kraken Tentacles, 3x Revenant Bones, and 3x Sandworm Scales. Mini-Kraken Tentacles, like Narwhale Horns, can be found on the Ocean, in the Underwater Labyrinth, or in the Leviathan. Revenant Bones are most easily found in the Southern Magi Tower and you'll have to venture into the Mines of Dvergar to find Sandworm Scales. After you've acquired the required remains, return to the Master Fisherman, synthesize the Captain's Bait, and purchase 20x Captain's Bait.

Now, the Master Fisherman will ask you to catch a Giant Squid. Again, you'll only have a 5% chance to catch a Giant Squid with each cast of Captain's Bait. When you do finally catch a Giant Squid, show it to the Master Fisherman. He admits that at this point he has little left to teach you. No one alive has ever managed to catch a Leviathan and the final bait which he will teach you to create, Perfect Bait, is purely conjecture. In fact, the very existence of Leviathans hasn't been conclusively proven but the Master Fisherman believes that his Perfect Bait is the key to catching a Leviathan.

The **Recipe for Perfect Bait** requires 5x Titan Hides, 5x Asura Horns, and 3x Kali's Servants Hearts. These three powerful monsters are found only in the far reaches of the Mines of Dvergar and the Well of Souls. Once you've acquired enough of each type of remain, synthesize Perfect Bait, purchase 20x Perfect Bait, and start to fish. You'll only have a 5% chance to catch a Leviathan but if you remain persistent, you'll finally catch one of the mythical beasts. When you show the Leviathan Skull to the Master Fisherman, he thanks you for proving his theory and admits that there is nothing more he can teach you. He will continue to sell the Master Rod baits to you.

BAIT	REQUIRED REMAINS
<b>Mysterious Bait</b>	5x Dragon Horn, 5x Liquid Evil Ooze
<b>Amazing Bait</b>	5x Vampire Fang, 5x Devil Wing
<b>Captain's Bait</b>	3x Mini-Kraken Tentacle, 3x Revenant Bones, 3x Sandworm Scale
<b>Perfect Bait</b>	5x Titan Hide, 5x Asura Horn, 3x Kali Servant's Heart

## **6.15.2      *The Hedge Maze***

### **The Hedge Maze Tower**

**Suggested Level: 30**

**Enemies:    None**

**Treasures: None**

Sail due south to reach the Hedge Maze from the Master Fisherman's camp. You'll fly over the Far Eastern Continent and eventually find another small island far to the south. Land your Airship and enter the Hedge Maze. Here, you'll find yourself outside an old Tower with the outer edge of the Hedge Maze to the east. Head into the Tower and talk to the Hedge Maze Keeper in order to learn about the Hedge Maze.

The Hedge Maze Keeper will tell you that his family was long ago entrusted by the Elves to watch over the Hedge Maze. He doesn't know what lies at the center of the Hedge Maze but a strange force exists inside the Hedge Maze. If you stay inside too long, you'll be teleported outside. To extend your length inside the Hedge Maze, you must find the ten loci of power that are scattered throughout the Maze. Also, only by finding all ten loci, can you unlock the gate that leads to the center of the Maze. He will then ask you if you would like to enter the Hedge Maze. Accept his invitation and enter the Hedge Maze.





the map shows the most direct route to get all the treasures and loci of power. Note that this path does not include the backtracking that must be done, or the order in which the paths should be taken. For that information, you'll have to read the remainder of this section. At the end of this section, you'll find a map that includes the path only for the 10 loci of power to reduce the clutter from the treasure paths. While exploring the Hedge Maze, you can open the main menu to pause the 3 minute timer. Lastly, the gray patterned tiles throughout the Hedge Maze are trapped doors that will open 10% of the time to reveal monsters you must battle.

From the start (1), head north and at the first fork (north/east), head east and continue east through the next fork. Continue east and you'll find an east/south fork. Take the south fork and then follow the path as it turns west. Continue west and you'll find a west/south fork. Head south and after a few steps you'll find an east/west fork. Head east and then head south at the north/south fork. Continue along the path as it goes south, west, south again, and then east. Continue east through the next fork (rather than turning north) and then follow the path as it turns north, west, and turn north at the north/south fork. Follow the northern path as it spirals into the first loci of power ( $\alpha$ ).

After touching the first loci of power ( $\alpha$ ) and resetting your time in the Hedge Maze to 3 minutes, return the way you came to the previous fork. Now, head south at the fork and then make a quick east at the next fork. Follow the path east and then south, west, and north to the first treasure (**Huge SP Orb – A**). Return the way you came to the previous fork (west/north). The western fork is clearly a dead end, so head north and then make a quick turn east at the fork (north/east). Follow the path east, south, and then west. Continue west until you find a north/west fork. Take the northern path and follow it until you reach a north/west fork. Take the west fork and follow the circuitous path until you reach the second loci of power ( $\beta$ ).

After touching the second loci of power ( $\beta$ ), return along the path to the previous fork. Take the southern fork and continue south until you reach an east/west fork. Head west and continue along the path as it turns north, east, north, and west again. While traveling west, you'll find a west/north fork. Take the north fork and you'll quickly find an east/west fork. Head east and follow the path as it turns north to another east/west fork. Head west to a west/north fork and take the northern path. Continue north (through a north/west fork) and follow the path as it spirals in toward the second treasure (**Huge Magic Potion – B**). Return along the path to the previous (south/west) fork. Take the southern path and continue until you reach an east/west fork. Head west and you'll be back at the very first fork of the hedge maze.

Now, take the northern path and follow it as it turns east and then north again. At the north/west fork, head west and follow the path as it turns south. Continue south until you find a south/west fork. Go west and after two steps, you'll find a north/south fork. Head south and then follow the path west until it you reach the western edge of the Maze. Head north and gather the treasure (**Full Potion – C**). Return south and take a few steps east and head north up the next path to the east. At the end, you'll find the third loci of power ( $\gamma$ ).

After the third loci of power ( $\gamma$ ), return south. Turn east and ignore the first path to the north. Follow the path when you must turn north until you reach the small gap through the hedge to the east. Pass east through the gap and then continue north. Follow the path as it turns east until you reach a north/south fork. Head north and follow the path when it turns west. Continue west until you reach a north/west fork. Take the west fork and after a few more steps, you'll find a north/south fork. Take the northern path and then follow the path as it turns west. At the west/south fork, head south. Follow the

path as it turns west, north, east, and then north again. At the north/west fork, head west and follow the path as it spirals toward the treasure (**Remedy – D**).

Return back along the path to the previous fork, and now head north. Continue north to a west/north fork. Go north and follow the path as it bends west to the fourth loci of power ( $\delta$ ). Return along the path to the previous fork and now head west. Follow the path west, north, east, south, west, south, east, and finally south until you reach a west/south fork. Follow the path west and then south to an east/south fork. Take the eastern fork and follow it as it turns south and then east again. You'll find an east/north fork and you should head north. Follow the path as it spirals in toward another treasure (**Large Cottage – E**).

Return to the previous fork and head west. Follow the path west, north, and west again to a north/south fork. Take the northern fork and follow the path as it turns east and comes to a north/south fork. Now, take the southern fork but after a step or two, you'll reach a south/east fork. Head east through the small gap and then go north on the other side. Continue north and follow the path west, north, east, and south until you reach a south/east fork. Head east and follow the path until you reach a treasure chest (**Huge Potion – F**).

Return along the path until you reach the previous fork. Head south until you reach a south/east fork. Take the eastern fork and then head south until you reach another south/east fork. Go east and then head south until you reach a wall and must turn east. Continue east and follow the path as it turns north to an east/west fork. Take the eastern path and continue east through the next two forks and turn north at the third fork (east/north). Head north and follow the path as it turns west. Continue west until you reach a south/west fork. Head south and at the east/west fork, go east. Continue down the path until you reach the treasure (**Large Magic Potion – G**). Return along the path to the previous fork. Head north and at the east/west fork, head west. Continue down the path until you reach the fifth loci of power ( $\epsilon$ ).

After touching the fifth loci of power ( $\epsilon$ ), return along the path to the east and ignore the first fork. Continue east until you have to turn south. Head south to an east/west fork. Take the eastern fork and continue east through two forks. When you reach an eastern wall and a north/south fork, head south. Continue south until you reach a west/south fork. Take the western fork and follow the circuitous path until you find a south/east fork. Take the south fork and continue south to another south/east fork. Now, take the east fork and continue along the circuitous path to the sixth loci of power ( $\zeta$ ).

Return along the path to the previous (north/south) fork. Head north and continue north through the next north/east fork. Continue north along the path and follow it as it snakes its way east to a north/south fork. Head north to a north/west fork and head west. Continue west through the next three forks and turn south at the fourth fork. Continue south and follow the path as it turns west and leads to a north/west fork. Take the northern fork and follow the circuitous path until it leads to a treasure (**Full Magic Potion – H**). Return along the path to the previous fork and head west. Continue along the path as it turns south. At the south/east fork, head east. Continue east and ignore the fork leading south. Keep on the path as it turns north until you reach a west/north fork. Head west through the small gap in the wall and then go south. Continue south along the path and follow it until you find the treasure (**Medium Cottage – I**). Return along the path to the previous fork and head north. After a few steps north, you'll find the seventh loci of power ( $\eta$ ).

After touching the seventh loci of power, return south to the previous fork and go east through the small gap in the wall. Head north and follow the path and it twists and turns east and then south. Eventually, the path will lead to an east/west fork. Head west through the gap and then at the



north/south fork, head north. Follow the path north, then west, south, west, and north again until you reach an east/north fork. Take the eastern fork and follow the path until it leads to a treasure (**Full SP Orb – K**).

Return along the path until you reach a north/south fork. Head south and follow the path as it turns east, north, east, and south again. Eventually, you'll reach an east/south fork. Head south then follow the path west and north to a north/east fork. Take the eastern fork and continue until you reach a west/north fork. Take the western fork and follow the path north then west until you reach a west/south fork. Take the southern fork and continue until you find the treasure (**Full Potion – J**).

Return along the path to the previous fork. Head east and continue along the path to the next fork. At this fork, head south and follow the path south and then west. Continue west until you reach the north/south fork. Take the southern fork and follow the path as it turns east and then north. At the north/east fork, head east a few steps to another north/east fork. Continue east until you reach a 4-way intersection. At the rare 4-way intersection, head south a few steps until you reach a south/west fork. Head west and continue along the path as it twists and turns slowly south. Eventually, you'll reach a west/south fork. Again, head west and continue along the path as it turns north, west, south, and east. Continue east until you reach a north/east fork. Take the northern fork and follow the path until you reach a north/south fork. At the fork, head north and continue along the path until you reach the eighth loci of power ( $\vartheta$ ).

After touching the eighth loci of power ( $\vartheta$ ), return along the path to the previous fork. Head east and continue along the path to the next fork. At this east/west fork, head east and continue through two forks. At the third fork, head north and continue until you reach an east/west fork. First, take the eastern fork and then follow the path as it turns south into another east/west fork. Head west and then continue south through the next fork. When you reach the corner, head east until you reach the treasure (**Dangerous Ring – L**). If you haven't completed Tier #3 of the Hunter's Guild, you likely don't have many rings as good as the *Dangerous Ring*. You may want to equip it to a Monk since they get so many more chances to get critical strikes. After collecting the treasure, return west along the path to the previous fork. Continue north through the fork and follow it as it turns east to a north/east fork. Take the northern fork and then follow the path west through the next fork and then south to the ninth loci of power ( $\iota$ ).

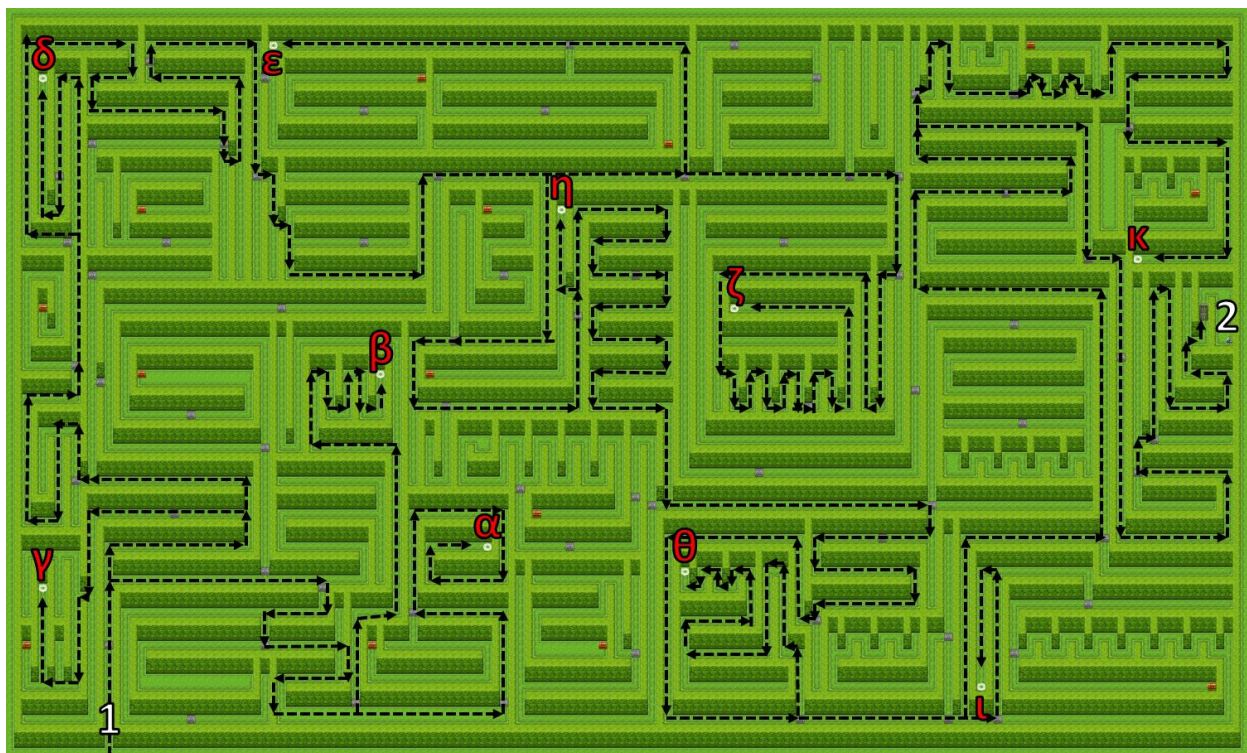
After touching the ninth loci of power, return north and take a few steps east to a south/east fork. Head south until you reach an east/west fork along the southern edge of the Maze. Head west a few steps to another fork. Now, head north and follow the path as it turns east. You'll reach a north/south fork where you should head north. Continue north and then follow the path as it turns west. Go west until you reach a north/south fork. Head north and follow the path as it turns east. The path east will end in a north/south fork. Head north and then follow the path as it turns west and then north again. Continue north through the first fork and then turn east at the second fork. Follow the path east through the first fork until you reach a second north/east fork. Go north and follow the path until you find the treasure (**Sentinel Ring – M**). Return east and then south to the previous fork. From here, head east and follow the path as it twists north, east, south, west, and south to an east/south fork. Head south through the next fork in a few steps, and then turn east. Follow the path as it turns south through the next fork. Continue along the path to the tenth and final loci of power ( $\kappa$ ).

After touching the final loci of power and unlocking the gate that leads to the center of the Hedge Maze, you should return east and then north to the previous fork. Here, turn west and follow the path until you reach the final treasure (**Energetic Ring – N**). After collecting the treasure, return to the previous fork and then head north. Follow the path north, west, and a few steps more north to another

set of forks in close proximity. Continue north through the forks and then follow the path east, north, west, south, and west again. You'll reach a north/west fork where you should continue west. Continue west through the next fork until you reach a north/south fork. Take the southern fork and then go a few steps south until you reach a south/east fork. Go east and follow the long path as it turns south, east, south, east, north, and west until you reach a north/south fork. Go north and after a few steps, you'll find a north/east fork. Go east for another few steps and then at the north/east fork, go north. Follow the path to the gate which should be unlocked if you found all the loci of power. Go through the gate and pass through the warp (2) to the center of the Hedge Maze.

At the center of the Hedge Maze, you'll find the treasures which the Elves hid long ago. There are four recipes for a set of Adamantium-level gloves, boots, shoes, and gauntlets. These are more even more valuable since there is only one other recipe for either boots/shoes/gloves/gauntlets and that is the Heavy Boots at the Iron-level. Open the four chests to the recipe treasures (**Recipe for Vanir Shoes, Recipe for Vanir Boots, Recipe for Vanir Gloves, Recipe for Vanir Gauntlets**). After collecting the Vanir recipes, head through the portal to exit the Hedge Maze.

If you're having trouble making your way through the Hedge Maze, the modified map below exluding the paths to treasures may elucidate the correct path to the 10 loci of power:



**Battle Notes:** *There are several new enemy types in this section: Titans, Void Knights, Collosal Fiends, Demonic Gargoyles, Asuras, Dark Champions, and Basilisks. These enemies are resident to the Well of Souls and wil be discussed in the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. Jabberwockys, Goliaths, Monstrosities, Giant Gargoyles, Sand Worms, and Flamethrowers make their home in the Mines of Dvergar and are discussed in the Battle Notes for **The Mines of Dvergar**.*



### 6.15.3      *The Underwater Labyrinth*

**Suggested Level: 28**

**Enemies:** Mini-Kraken, Gargantuan Crab, Sahagin Prince, Narwhale, Poisonous Shark



Treasure Chest Legend					
A	3x Perfect Bait	D	Large SP Orb	G	Full Potion
B	Large Cottage	E	Huge Magic Potion	H	Hellfire Bomb
C	3x Captain's Bait	F	3x Amazing Bait	I	3x Mysterious Bait



Refer to Section **6.7.1** for a map of the Underwater World and the Labyrinth's location. Assuming you left your Ship / Submersible Device (or Blue Moa) near Asgard when you acquired the Airship, you should board your Airship and fly west to the Southern Continent. When you reach the eastern coastline of the Southern Continent, sail north to Aunlak. From Aunlak, fly north to the Eastern Continent. When you reach the narrow isthmus at the center of the Eastern Continent, fly west to the Eastern Magi Tower. From the Eastern Magi Tower, fly north to the Northern Continent. Continue north and you'll find Asgard and your Ship. Board your Ship, convert to Submersible mode, and sail out of Asgard Bay. Continue east until you reach the island that houses Lucky's Casino. Follow the northern edge of the island until you reach the northeast tip. From there, sail northeast until you reach the Underwater Labyrinth.

The Underwater Labyrinth was once home to a grand Mermaid Temple; however, they had to desert it due to the threat posed from Leviathans and the Kraken. All that remains of the once great Mermaid Temple is an aging monument near the top of the Underwater Labyrinth.

From the entrance (1), head north and you'll be presented with an east/west fork. Head west until a jutting rock formation blocks your way. You can either head northwest or southwest. Take the northwest fork through the rock formations and you'll quickly find a treasure to the northwest (**3x Perfect Bait – A**). The Underwater Labyrinth is the only location in the game where you can find the bait used with the Master Rod. The Mermaids of old were masters of bait making and when they fled they left some of their precious baits behind.

After collecting the treasure, head east and edge north until you are just south of the cliff face to the north. Follow the cliff face east until you find the second treasure (**Large Cottage – B**). Gather the treasure and head east while following the cliff face to the north. When you reach the eastern edge of the Underwater Labyrinth, head south and collect another treasure (**3x Captain's Bait – C**). With the treasure in hand, head north until you reach the cliff face and then follow it west until you find the vines leading to the upper level.

Climb the vines and head northeast until you reach the eastern edge of the Labyrinth. Take a few steps to the north and you'll find another treasure (**Large SP Orb – D**). Collect the treasure and head due west while keeping the lone rock formation to your north. If you continue west you should reach the cliff face to the north at the same time that you find the next treasure (**Huge Magic Potion – E**).

Collect the treasure and then head southwest while keeping the rock formation to your south. Continue southwest between two rock formations (to the east and west) and turn north into a small alcove created by the western rock formation. In the small alcove, you'll find another treasure (**3x Amazing Bait – F**). After acquiring the treasure, follow the edge of the rock formation east and then north until you can see the cliff face to the north. Follow it northwest until you reach the western edge of the Underwater Labyrinth. Now, walk south until you can turn east into the alcove created by the rock formation. In the bend of the rock formation, you'll find another treasure (**Full Potion – G**).

Collect the treasure and proceed west and then north until you reach the northern cliff face. Follow it southeast until you find the vines leading to the upper level. Climb the vines to the upper level and then head east on the narrow path until you find a treasure along the northern wall (**Hellfire Bomb – H**). After gathering the treasure, reverse direction and follow the path west and then northwest until you reach the treasure near the end of the path (**3x Mysterious Bait – I**).

With all the treasures collected, head a few steps southeast and climb the vines to the penultimate level of the Underwater Labyrinth. Follow the path east until you find another set of vines leading to the highest level of the Underwater Labyrinth. Climb the vines and walk to the northwest until you see the two gigantic Leviathan skeletons. When you've approached close enough, you'll be

prompted to harvest the Leviathan bodies for their healing properties. If you do so, you'll gain 2x Leviathan that can be used at any time. Leviathans are the best healing items in the game and will restore 100% HP and MP to your entire party. You should save these items for the final battle or a Super Boss battle. Now that you've collected everything, it is time to warp out of the Underwater Labyrinth using either a Warp Stone or the Black Mage's spell.

**Battle Notes:** *There are five new powerful sea enemy types that you'll encounter in the Underwater Labyrinth: Mini-Kraken, Gargantuan Crab, Narwhale, Sahagin Prince, and Poisonous Shark. All of these enemies are weak to Thunder elemental attacks but resistant to Fire and Ice elemental attacks.*

*Mini-Krakens are powerful physical attackers who can use Stomp to increase their damage and Smite to damage one of your party members with a small chance to stun.*

*Gargantuan Crabs are nearly as strong as Mini-Krakens but can do more damage with Double Attack. They also have high DEF making it preferable to defeat them with magical attacks.*

*Narwhales are stronger than Mini-Krakens and can also use Smite. They can also use Destroy Armor to reduce one party member's DEF.*

*Sahagin Princes are excellent support characters who can boost the INT, ATK, and DEF of the enemy party with Genius, Powerhouse, and Protect, respectively, halve the damage of all elemental spells with Null All, and finally decrease your party's DEF with Debilitate.*

*Poisonous Sharks are extraordinarily quick enemies (with very high PRE) can therefore will almost always attack first. They are also powerful magic casters that can use Water Bubble, Tsunami, Black Hole, Frying Pan, and Blizzard.*

*If you have a Thief in your party, you can steal Huge Potions, Hyper Blitz Tonics, Hyper Wall Tonics, Medium Cottages, and Warp Stones from Mini-Krakens. You can steal Huge Potions, Hyper Blitz Tonics, Hyper Wall Tonics, Sonic Boom Bombs, and Large Cottages from Gargantuan Crabs. You can steal Huge Potions, Hyper Blitz Tonics, Hyper Wall Tonics, Hyper Bubble Tonics, Hyper Surge Tonics, and Full Potions from Narwhales. You can steal Medium Magic Potions, Small SP Orbs, Large Magic Potions, and Huge Magic Potions from Sahagin Princes. Finally, you can steal Medium, Large, and Huge Magic Potions from Poisonous Sharks.*

#### 6.15.4 *Into the Belly of the Beast*

**Suggested Level: 30**

**Enemies: None (Submersible Assumed)**

**Treasures: None**



After gathering the treasures in the Underwater Labyrinth, it is time to head to the Leviathan. The Leviathan is one of the few locations that you can only reach by Ship or Blue Moa. The Leviathan is denoted on the World Map by a bubbling vortex in the center of a triangular set of rock spires protruding from the ocean's surface.

From the Underwater Labyrinth, board your Submersible Device, and loop around to the northern edge of the Underwater Labyrinth. Next, sail north until you reach the Hedge Maze. From there, sail west until you reach the eastern coastline of the Southern Continent. Follow the coastline north until you reach Aunlak. From Aunlak, continue until you reach the boulder blocking Atlantis. Convert back to Ship mode and you'll find the vortex above the Leviathan. Explore the vortex and the Leviathan will emerge and swallow your ship. The instructions are the same if you're using the Blue Moa.



6.15.5      *The Leviathan*

**The Esophagus**

**Suggested Level: 30**

**Enemies:** Mini-Kraken, Gargantuan Crab, Sahagin Prince, Narwhale, Poisonous Shark



Treasure Chest Legend			
A	Large SP Orb	E	Hellfire Bomb
B	Recipe for Immaculate Shield	F	Recipe for Cyclone Whip
C	Full Potion	G	Medium Cottage
D	Recipe for Holy Axe	H	Recipe for Shelter Cloak

Upon being swallowed by the gaping maw of the Leviathan, you'll find yourself in the Esophagus of the giant creature (1). The insides of the Leviathan are a maze of flesh made threateningly dangerous by the bodily fluids that can cause devastating status effects. As you explore the Leviathan, be watchful for Stomach Acid (SA) and Noxious Fumes (NF). Stomach Acid causes a 66% decrease in DEF while Noxious Fumes cause a 75% decrease in INT. If you have a physical-heavy party, you may be able to take shortcuts through the Noxious Fumes since the decrease in INT will not affect your party; however, Stomach Acid should be avoided at all costs since a 66% decrease in DEF is always devastating.

From the start (1), head a few steps southeast until you reach a 4-way intersection. Take the path to the southeast and follow it as it twists and turns. When you reach another 4-way intersection, head west and gather the two treasures (**Large SP Orb – A, Recipe for Immaculate Shield – B**) at the dead end. Return to the 4-way intersection and head north. The other paths at the 4-way intersection lead through the Leviathan's dangerous bodily fluids and must be avoided. As stated before, if you have a physical-heavy party, you may choose to path through the Noxious Fumes and take a shortcut to the last treasure.

Assuming you did not choose the path through the Noxious Fumes and instead returned north to the first 4-way intersection, you should now head east along the corridor. Follow the path as it twists and turns until you reach an east/south fork. Take the eastern fork into a small alcove where you can acquire two more treasures (**Full Potion – C, Recipe for Holy Axe – D**).

Next, return to the fork and then head south. Follow the path south until you reach a 4-way intersection. Head south until you find the two treasures (**Hellfire Bomb – E, Recipe for Cyclone Whip – F**) at the dead end. After collecting the treasures, return north to the 4-way intersection.

Now, head west and continue until you find the treasure chest (**Medium Cottage – G**) along the northern wall. After collecting the treasure, continue west for a few more steps until you reach a northeast/southwest fork. Take the northeast fork and you'll quickly find a north/east fork. Head east and you'll find the notes of a poor soul who was also consumed by the Leviathan. In his notes, he laments his plight but states that his final wish to write out his latest discovery. Unfortunately, much of the writing has been destroyed which is truly a shame because it appears the writing outlines a Recipe for the Master Rod. Directly north of the poor soul's notes, you'll find the final treasure (**Recipe for Shelter Cloak – H**) in the Esophagus of the Leviathan.

After collecting the final treasure, return west to the previous fork and then proceed south. When you arrive at the east/west fork, take the eastern fork. Continue east until you find a 4-way intersection. Take the southwest path and continue as the path turns west. Follow the path until you reach the hole to the Stomach (2) in the southwest corner.

**Battle Notes:** For details on Mini-Krakens, Gargantuan Crabs, Sahagin Princes, Narwhales, and Poisonous Sharks, see the Battle Notes for *The Underwater Labyrinth*.



## The Intestines

**Suggested Level: 30**

**Enemies: Mini-Kraken, Gargantuan Crab, Sahagin Prince, Narwhale, Poisonous Shark**



Treasure Chest Legend					
<b>A</b>	5,000G	<b>D</b>	Recipe for Giant's Helm	<b>G</b>	Remedy
<b>B</b>	Recipe for Toxic Blade	<b>E</b>	Huge Potion	<b>H</b>	Sonic Boom Bomb
<b>C</b>	Black Void Bomb	<b>F</b>	Recipe for Explosive Staff	<b>I</b>	Recipe for Flare Robe

After dropping through the hole in the Esophagus, you'll find yourself in the Intestines of the Leviathan (2). Head northeast until you reach a 4-way intersection. To gather all the treasures here, you'll



have to brave the Noxious Fumes and Stomach Acid of the Leviathan. There are two strategies you can take for gathering these treasures: (1) you can gather the treasures to the northwest and southeast back-to-back and then attempt to reach the healing pools for both the Noxious Fumes and Stomach Acid (on your way to the healing pools, you'll likely want to run from the battles since your DEF will be severely depleted). (2) Alternatively, you can gather the treasures from each path separately and then go heal before attempting to gather the treasures from the other path.

Assuming you have chosen the more risky first method of gathering the treasures, head northwest through the Noxious Fumes (NF) and gather the two treasures (**5,000G – A, Recipe for Toxic Blade – B**) at the end of the path. Next, return to the 4-way intersection and head southeast through the Stomach Acid (SA) and gather the next two treasures (**Black Void Bomb – C, Recipe for Giant's Helm – D**). With the four treasures in hand and two devastating status effects inflicted on your entire party, you'll want to run from battles. Start by returning northwest to the 4-way intersection. From there, head northeast until you reach another 4-way intersection. Stomach Acid is no doubt the more devastating status effect, therefore you should head southeast so you can most quickly reach the Stomach Acid healing pool (SA HEAL).

Continue along the path as it turns east and then north until you find a treasure along the eastern wall (**Huge Potion – E**). Next, continue north along the path until you reach the Stomach Acid healing pool (SA HEAL). When you are adjacent to the pool, you will be healed of the Stomach Acid status effect. At this point, if you have a physical-heavy party you can now engage in battles with the sea creatures that inhabit the Leviathan.

Next, head northwest from the healing pool (SA HEAL) and then follow the circuitous path as it turns west and then quickly south. Continue south until the path begins to turn west and you'll find another treasure (**Recipe for Explosive Staff – F**). After collecting the treasure, head northwest until you reach a 4-way intersection. Take the northwest path and continue along it until you find a treasure another the northern wall (**Remedy – G**).

Now, head west along the path until you come to a west/southwest fork. First, take the western fork and approach the Noxious Fumes healing pool (NF HEAL) to rid yourself of that status effect. Next, return to the fork and go southwest until you find the final two treasures (**Sonic Boom Bomb – H, Recipe for Flare Robe – I**) in the Intestines of the Leviathan. With all the treasures acquired, return northeast to the previous fork. Go east and follow the path until you reach the 4-way intersection. Head northeast and you'll find a hole (3) that leads to the area of the Leviathan that contains its Heart. Jump through the hole (3) to reach the next area.

**Battle Notes:** For details on Mini-Krakens, Gargantuan Crabs, Sahagin Princes, Narwhales, and Poisonous Sharks, see the Battle Notes for **The Underwater Labyrinth**.

## The Heart

**Suggested Level: 30**

**Enemies: Mini-Kraken, Gargantuan Crab, Sahagin Prince, Narwhale, Poisonous Shark**



Treasure Chest Legend			
A	Recipe for Enfeebling Knife	D	Medium Magic Potion
B	Huge SP Orb	E	3,000G
C	Soft		

After jumping into the chest area of the Leviathan (3), head northwest and you'll find a Save Point (S.P.). If you have the capability to save, you should do so; otherwise, head west. Note that from the save point, you can also head north but you'd have to pass through both the Noxious Fumes and Stomach

Acid, with no way to heal until you exit the Leviathan. Therefore, for safety as well as completeness, the western fork is highly advised. Continue west until you find the first treasure (**Recipe for Enfeebling Knife – A**) along the western wall. Gather the treasure and then follow the path north until you find another treasure along the western wall (**Huge SP Orb – B**). From the treasure, head east and eventually you'll find a treasure along the northern wall (**Soft – C**).

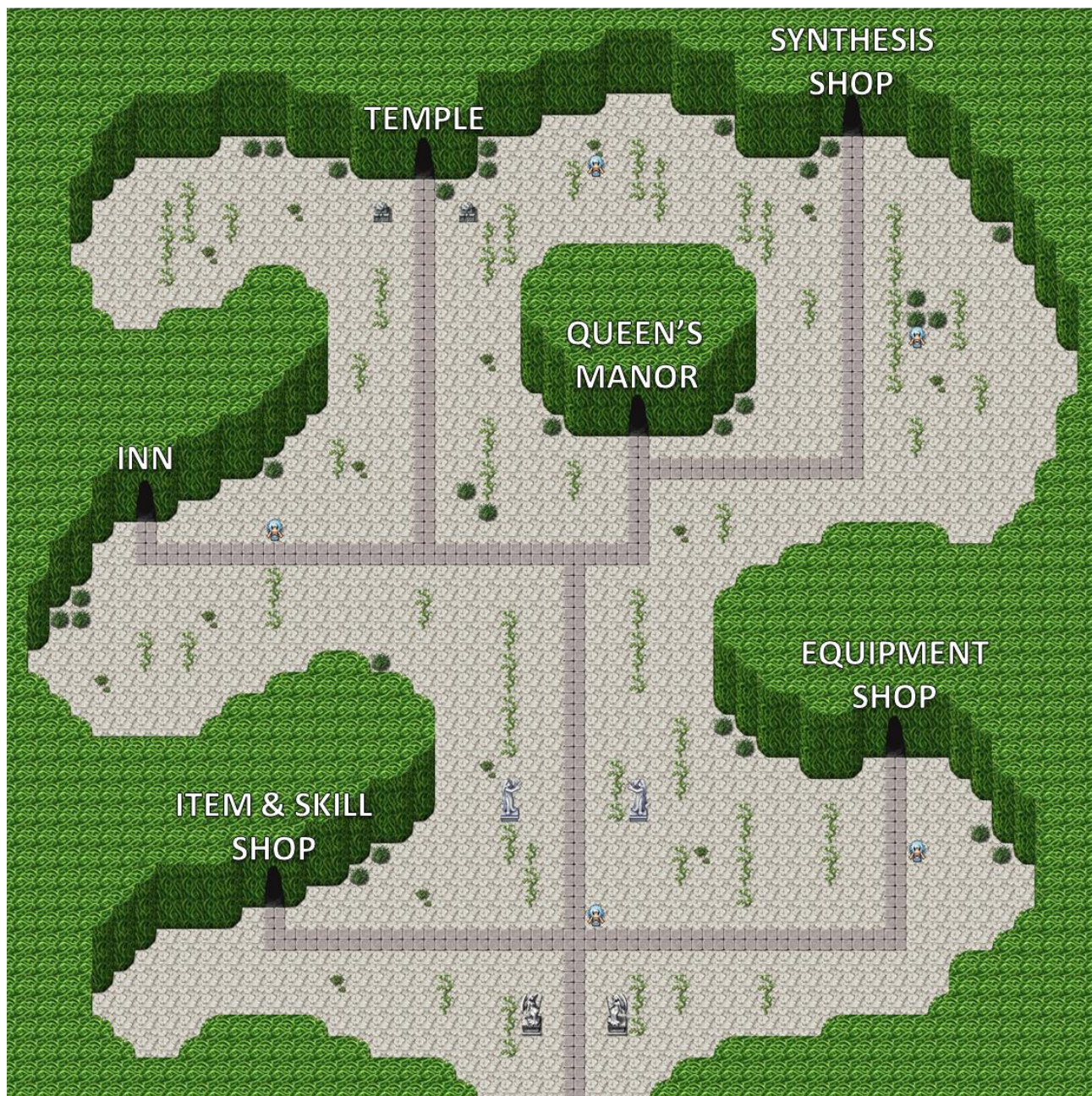
From the third treasure, continue east along the path and follow it as it turns south. Continue south until you reach a southwest/south fork. Begin down the south fork and collect the treasure (**Medium Magic Potion – D**). Now, return to the fork and take the southwest path. Continue along the path until you find the final treasure along the western wall (**3,000G – E**). After collecting the treasure, head northeast along the path until you reach the Leviathan's Heart. One simple stroke from your weapons will shatter the crystalline heart and slay the giant beast. When you do so, the Leviathan will disgorge you and in his death throws, dislodge a gigantic boulder below it on the sea floor that had been blocking the entrance to the home of the mermaids, Atlantis.

**Battle Notes:** *For details on Mini-Krakens, Gargantuan Crabs, Sahagin Princes, Narwhales, and Poisonous Sharks, see the Battle Notes for **The Underwater Labyrinth**.*



### 6.15.6 *Atlantis*

**Treasures (from NPCs): Diamond Sword, 5x Large Magic Potions**



To reach Atlantis after being disgorged from the Leviathan, switch to Submersible mode in your Ship or else dive with your Blue Moa. You should see a gigantic underwater cave formation. Head to the cave entrance and with the Liquid Oxygen, you should be able to enter. Atlantis is unique for two reasons. First, it is the only location in Terra where you can purchase Diamond Equipment. Second, all potions and status effect healing items are half price due to the expertise of the Mermaids at brewing these concoctions.

Your first stop in Atlantis should be the Queen's Manor which is north and slightly east of the entrance. She will thank you for removing the boulder that blocked the entrance to Atlantis and reward you with a **Diamond Sword**. You should immediately equip your Dark Knight, Ninja, or Sage with the *Diamond Sword* if they don't have anything better. Since you've also already defeated the Kraken, you may talk to her again and she will reward you for defeating that scourge with **5x Large Magic Potions**.

Next, return south and visit the Equipment Shop to the east. Buy as much Diamond Equipment as possible and then proceed west to the Item & Skill Shop. If you have spare money, it would be smart to stock up on potions since they are half price. Next, head north up the western edge of Atlantis and enter the Inn to rest. After you rest, continue up the western edge until you reach the northern edge of Atlantis and the Temple. The Temple is akin to a Human Church. Here, you can save and have your characters resurrected. Finally, head east to the Synthesis Shop in the northeast corner. You've gathered a large number of recipes by now so you should be able to synthesize some very powerful equipment. At this point, you've fully explored Atlantis and now it is time to head to the next unexplored location: Brokkr's Cave.

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	2-H
Diamond Sword	25,000G	64	0	0	30	NO
Diamond Dagger	21,000G	52	0	0	22	NO
Diamond Axe	22,500G	90	0	0	58	YES
Diamond Spear	21,500G	36	0	28	10	NO
Diamond Bow	20,000G	48	0	16	5	NO
Diamond Whip	20,500G	32	0	32	10	NO
Diamond Staff	25,000G	19	64	0	5	NO

### Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Diamond Armor	24,000G	53	15							120	
Summoner's Robe	24,000G	40	28								60
Diamond Shield	20,000G	45							14		
Summoner's Cloak	20,000G	36	30								
Summoner's Hat	20,000G	29	37								
Diamond Helm	20,000G	39	27								
Summoner's Gloves	20,000G	20		46							
Diamond Gauntlets	20,000G	22			18			26			
Summoner's Shoes	20,000G	22				22	22				
Diamond Boots	20,000G	30				18	18				



## Item Shop

ITEM NAME	SUMMARY	PRICE
<b>POTION</b>	Restores 30 HP for one ally	25G
<b>HIGH POTION</b>	Restores 100 HP for one ally	150G
<b>LARGE POTION</b>	Restores 250 HP for one ally	500G
<b>HUGE POTION</b>	Restores 500 HP for one ally	1,250G
<b>ANTIDOTE</b>	Cures poison	37G
<b>EYE DROPS</b>	Cures blindness	30G
<b>MUSCLE RELAXER</b>	Cures paralysis and stun	60G
<b>SMELLING SALTS</b>	Cures confusion	75G
<b>SOFT</b>	Cures stone	500G
<b>VOCALIZER SERUM</b>	Cures silence	250G
<b>REMEDY</b>	Cures all status effects for one ally	1,250G
<b>SLEEPING BAG</b>	Recovers 30 HP for party	37G
<b>TENT</b>	Recovers 100 HP for party	150G
<b>SMALL COTTAGE</b>	Recovers 300 HP & 300 MP for party	1,250G
<b>MEDIUM COTTAGE</b>	Recovers 1,000 HP & 500 MP for party	2,500G
<b>FIRE BOMB</b>	~50 HP damage with fire element to all enemies	250G
<b>THUNDER BOMB</b>	~50 HP damage with thunder element to all enemies	250G
<b>HOLY BOMB</b>	~50 HP damage with holy element to all enemies	250G
<b>DARK BOMB</b>	~50 HP damage with dark element to all enemies	250G
<b>WIND BOMB</b>	~50 HP damage with wind element to all enemies	250G
<b>ICE BOMB</b>	~50 HP damage with ice element to all enemies	250G
<b>BLAZE BOMB</b>	~150 HP damage with fire element to all enemies	1,000G
<b>THUNDERSTORM BOMB</b>	~150 HP damage with thunder element to all enemies	1,000G
<b>HOLY LIGHT BOMB</b>	~150 HP damage with holy element to all enemies	1,000G
<b>DARK STORM BOMB</b>	~150 HP damage with dark element to all enemies	1,000G
<b>HURRICANE BOMB</b>	~150 HP damage with wind element to all enemies	1,000G
<b>SNOWSTORM BOMB</b>	~150 HP damage with ice element to all enemies	1,000G
<b>HELLFIRE BOMB</b>	~300 HP damage with fire element to all enemies	2,500G
<b>SONIC BOOM BOMB</b>	~300 HP damage with thunder element to all enemies	2,500G
<b>HOLY FIRE BOMB</b>	~300 HP damage with holy element to all enemies	2,500G
<b>BLACK VOID BOMB</b>	~300 HP damage with dark element to all enemies	2,500G
<b>VICIOUS TORNADO BOMB</b>	~300 HP damage with wind element to all enemies	2,500G
<b>BLIZZARD BOMB</b>	~300 HP damage with ice element to all enemies	2,500G
<b>WARP STONE</b>	Allows warping out of some dungeons	5,000G

## Skill Shop

ITEM NAME	SUMMARY	PRICE
<b>TINY SP ORB</b>	Gains 40 Skill Points	100G
<b>SMALL SP ORB</b>	Gains 200 Skill Points	500G
<b>MEDIUM SP ORB</b>	Gains 500 Skill Points	1,250G
<b>LARGE SP ORB</b>	Gains 1,000 Skill Points	2,500G



### 6.15.7 *To the Lonely Dwarf*

**Suggested Level: 30**

**Treasures: None**

**Enemies: None**

The path to Brokkr's Cave will depend on your path to Atlantis. If you used your Blue Moa to reach Atlantis, then you should exit Atlantis and head due south until you reach the jutting Southern Continent peninsula where Aunlak lies. Here, you should find your Airship. Board your Airship and fly west until you find Crescent Canyon. Next, turn north and fly until you reach Oakwood at the northern tip of the Central Continent. From Oakwood, fly west ~15 tiles and then turn north and fly until you reach Brokkr's Cave.

Alternatively, if you reached the Leviathan by ship, then you'll have to first return to Asgard. From Atlantis, board your Submersible and then sail north until you reach the southern edge of the Eastern Continent. Sail west around the coastline of the Eastern Continent until you reach the port north of the Old Alexandrian Continent. From the port, sail north and follow the eastern coastline of the Northern Continent. When you reach the inlet of the bay, sail west and then dock at the port. Board your Airship and fly due west until you reach Brokkr's Cave.



### 6.15.8 *Brokkr's Cave*

#### Suggested Level: 30

#### **Treasures: 3x Mining Bombs**

After touching down your Airship on Brokkr's island, enter the small cave to find his humble abode. You could have visited Brokkr at any time once you acquired the Ship; however, you won't get much use out of Brokkr unless you have the Adamantium Recipes that Marcus split among his sons.

Upon entering Brokkr's Cave, head to the northern wall and collect the only treasure chest (**3x Mining Bombs**). When you first talk to Brokkr, he'll tell you that he left his home, Dvergar, several years back. He was a master blacksmith in Dvergar but left his blacksmithing gear when he left. He tells you that he can do some blacksmithing work for you if you go to Dvergar and gather his Hammer.

In the next two sections on the Mines of Dvergar and the home of the Dwarves, Dvergar, you'll learn much more about the Dwarves. To save you time, once you reach Dvergar, the Dwarves will tell you that they scrapped his Blacksmithing gear soon after he left. The King would also tell you about another Hammer that might exist that could create Adamantium synthesized equipment. He says that the Hammer was owned by the Relic Collector of Doria. When you fly to Doria and visit the Relic Collector, he'll tell you that he did own *Thor's Hammer* but it was stolen many years back. The next step takes a bit of insight but since the Thieves' Guild exists in the same town as the Relic Collector, the next logical step should be to visit these thieves. If by chance you already happen to possess *Thor's Hammer* when you talk to the Relic Collector, he'll offer to buy it from you for 100,000G. If you do so, and decide you want to purchase *Thor's Hammer* back from the Relic Collector, you must do so at the steep price of 500,000G. If you talk to the Braggy Thief in the Thieves' Guild, he'll tell you that he knows something but requests 5,000G for the information. If you pay him the 5,000G, he'll tell you that he was actually the one to steal the Hammer but that he lost it due to a bad gambling habit. He lost it while betting on the Moa Races and only tells you to ask them for more information.

After traveling to the Moa Races and talking to the Moa Race Master, he'll tell you that *Thor's Hammer* is the prize for first place in the Master Moa Race. You have already visited the Moa Races previously, and if you were able to win the Master Race, then you already have *Thor's Hammer*. If you don't have the Hammer, return to the Moa Races and finish first in the Master Race. If you're having trouble with the Moa Races, you can approach the Sleazy Thief at the Moa Races, pay him his desired fee (2,500,000G for no progress, 1,000,000G for 1<sup>st</sup> place in Beginner Race, and 500,000G for 1<sup>st</sup> place in the Intermediate Race), and he'll provide you with *Thor's Hammer*. Once you have *Thor's Hammer*, return to Brokkr. If you're lucky, you already had *Thor's Hammer* when you first talked to Brokkr. If so, he'll immediately ask for *Thor's Hammer* and tell you that he can synthesize whatever you want with it. After you've given the Hammer to Brokkr, he will synthesize any Adamantium Recipes that you possess. There are two tiers of Adamantium Recipes. The lower tier recipes are primarily located in the Mines of Dvergar. Meanwhile, the upper tier recipes are given out by Marcus' sons. Finally, the only hand/foot recipes are acquired from the Hedge Maze.

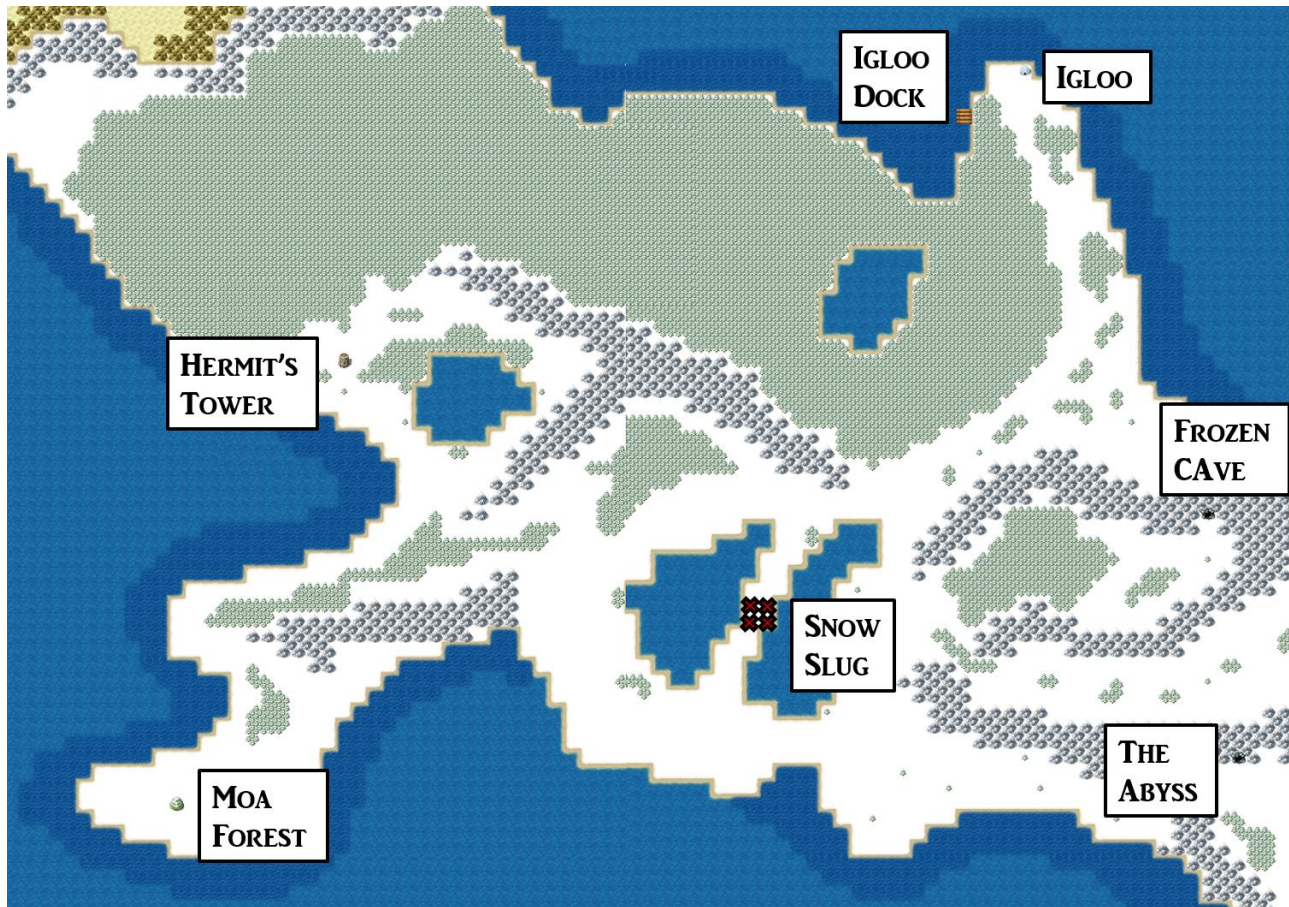
Brokkr can now synthesize equipment such as Excalibur (the second best sword in the game) and the Ancient Armor (the second best armor in the game). Both of these items are only outstripped by the extremely rare items found in The Abyss or from Super Bosses defeated for the Hunter's Guild. After synthesizing what you can, it is time to search out the Snow Slug.

### 6.15.9 *The Elusive Snow Slug*

**Suggested Level: 30**

**Treasures: None**

**Enemies: None**



To reach the Snow Slug from Brokkr's Cave, fly east until you reach the Old Mine. Next, fly due south until you reach the Southern Continent. Continue until you reach the twin lakes. Land near the four marked red Xs. The Snow Slug is an enemy that appears only through random encounter on the World Map; however, it is unique because you can only encounter it on four specific tiles located between the Twin Lakes on the Southern Continent. Each step on the red X locations has a 1 in 500 chance to encounter the Snow Slug. Without the guide, you would be given hints to the Snow Slug's location during the ending cutscene by the Monster Hunter in the Igloo. Generally, the Snow Slug is the most difficult enemy to find when attempting to complete the Bestiary.

The Snow Slug is not a boss, and therefore, his pertinent information is left for the game database in Section 7.9. Don't be fooled; the Snow Slug is a powerful enemy as strong as many of the bosses you'll find in the Well of Souls. Be well-prepared before you attempt to find him. Once you've defeated the Snow Slug, you should head to the Mines of Dvergar.



### 6.15.10 *Into to the Bowels of Terra*

**Suggested Level: 30**

**Treasures:** None

**Enemies:** None



To reach the Mines of Dvergar from the Snow Slug's location, board your Airship and fly north until you reach the northern coastline. Fly a bit east along the northern coastline until you find the Igloo. From the Igloo, fly due north until you reach the Well of Souls. Now, fly due east until you reach the central mountain range of the Eastern Continent. You'll see a river with no bridge to your east. Fly a bit south and land the Airship just before the grassland turns to forest. If you have a Blue Moa, call it and then ride south across the next river and find the cave to the southeast. Alternatively, walk south across the bridge and find the cave. Enter the cave and you'll find yourself in the Mines of Dvergar.

### 6.15.11 *The Mines of Dvergar*

#### Section #1: The Mine Entrance

**Suggested Level: 32**

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Anubis, Trickster, Incubus, Devil, Titan, Basilisk, Demonic Gargoyle, Void Knight



Treasure Chest Legend	
A	Recipe for Anarchy Spear
B	Large Cottage
C	Huge Potion

The Mines of Dvergar are a vast series of caverns that indicate the monumental mining efforts of the Dwarves. Unfortunately, the Dwarves dug too deeply and greedily in certain sections of the Mines

and released monsters of incredible power. The Dwarves fled to their home of Dvergar and have since started safer mining operations elsewhere. To reach the Dwarven city of Dvergar, you'll have to traverse the dangerous Mines of Dvergar.

Upon entering the Mines of Dvergar (1), you'll be confronted by an odd explorer: Mandrew – the Expensive Guide. Note that he only appears after you've acquired the Airship. This fellow has slowly explored the Mines of Dvergar and has learned a safe route to Dvergar. He offers to guide you to Dvergar in exchange for the exorbitant sum of 500,000G. It may sound like a ridiculous offer; however, you can buy the most powerful equipment in all of Terra, Adamantium equipment, in Dvergar. If you've earned a large sum of money and you have little else of significance to do with it, the half a million payoff to the Guide may be your best bet. You can also scour the treasures of the Mines of Dvergar after you've acquired the Adamantium equipment. If you choose to pay the Guide, you'll immediately find yourself in Dvergar. Skip to Section **6.15.12** if you pay the guide.

If you choose to decline the Guide's offer, then head northeast until you reach a bridge across the river. Cross the bridge and then follow the path north and then east to a treasure at the dead end (**Recipe for Anarchy Spear – A**). Return along the path to where you crossed the bridge. Now, head southeast and follow the path until you cross another bridge northward across a chasm. After crossing the bridge, head northwest and you'll find two more treasures (**Large Cottage – B**, **Huge Potion – C**).

With all the treasures in the Mine Entrance collected, you should now return south across the bridge. Once on the southern end of the bridge, head west and follow the path until you reach the original bridge. Cross to the south and then head north while following the rock wall to the west. Continue north until you reach the path leading to the Western Shaft (2). Both paths (2) and (3) will lead you to nearly the same location, you'll simply be on opposite sides of the river.

**Battle Notes:** *There are a myriad of new enemy types in the Mines of Dvergar but you've encountered some of the enemies before. For details on Tricksters, Anubis, Incubi, and Devils, see the Battle Notes for **The Trial of Intellect**. For details on Titans, Basilisks, Void Knights, and Demonic Gargoyles, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. The new enemies you'll encounter in the Mines of Dvergar are Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers.*

*Jabberwockys are gigantic reptilian beasts with a potent physical attack. Their physical attack can inflict stone, poison, confusion, or sleep to a single character. They have elemental weaknesses to Ice and Thunder but are resistant to Fire and Wind elemental attacks.*

*Goliaths are offensive powerhouses. They can use Smite and Double Attack to deal extra damage and also decrease a party member's DEF with Destroy Armor. They also have elemental weaknesses to Ice and Thunder but are resistant to Wind elemental attacks.*

*Giant Gargoyles are the strongest magic casters you've encountered thus far. They can cast Ice 5 and Thunder 5 which can devastate your party if you don't have Element Rings to halve the damage. Giant Gargoyles also can use Debilitate to decrease your party's DEF. Finally, Giant Gargoyles have extremely high DEF so they are incredibly difficult to kill with physical attacks. Exploit their weakness to Ice and Wind to kill them more easily. They are resistant Fire and Dark elemental attacks.*

*Monstrosities are multi-headed beasts that can deal massive damage to your party with Double Attack and Berserker. They can also cripple one of your characters with Hamstring. They have no elemental weaknesses but are resistant to Fire and Wind elemental attacks.*



*Maluspiros are the epitome of a status effect inflicting enemy. They only have two attacks: Devil's Breath and Vampirism. With Devil's Breath they have a chance to inflict any/all status effects to each member of your party. Meanwhile, they can deal significant damage while simultaneously healing themselves with Vampirism. They also have a large amount of HP which makes them difficult to kill. Maluspiros have elemental weaknesses to Ice and Thunder but are resistant to Wind elemental attacks.*

*Sand Worms are extremely quick enemies (with very high PRE) that almost always attack first. They only have a normal attack and have an elemental weakness to Ice; however, they are resistant to Fire and Thunder elemental attacks.*

*Flamethrowers are powerful magic casters that can use Fire 5. Although not as devastating as Giant Gargoyles, Flamethrowers can deal significant damage with Fire 5. They have an elemental weakness to Ice but are resistant to Fire and Wind elemental attacks.*

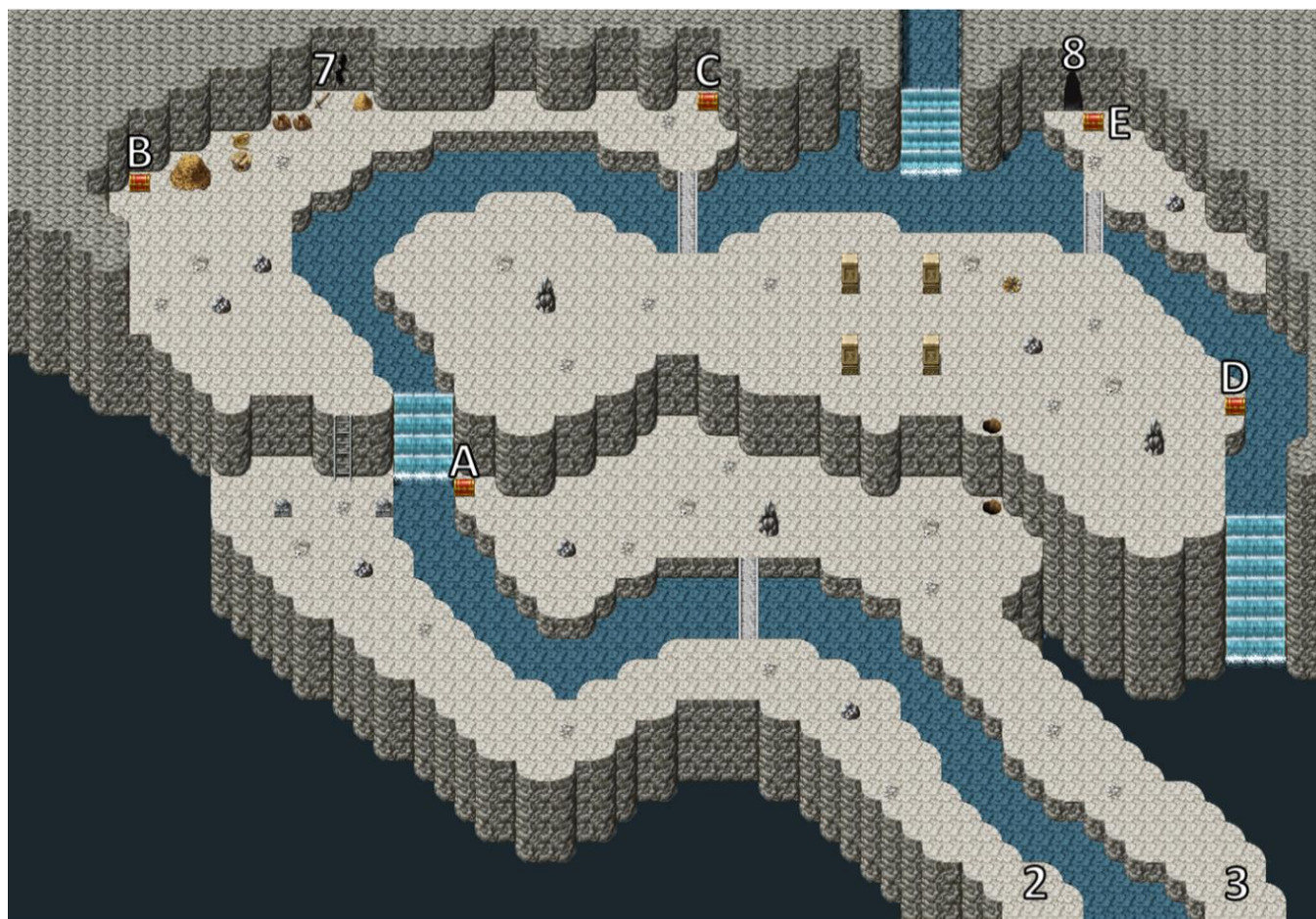
*All of these enemies have an elemental weakness to Ice (or at worst neutral in the case of Monstrosities) and therefore Blizzard Bombs or Ice elemental spells are the best way to dispatch them.*

*If you have a Thief in your party, you can steal Full Potions, Medium Cottages, Medium SP Orbs, and Large Cottages from Jabberwockys. You can steal Full Potions, Hyper Blitz Tonics, Hyper Wall Tonics, Hellfire Bombs, Holy Fire Bombs, and Large Cottages from Goliaths. You can steal Medium SP Orbs, Huge Magic Potions, Large Cottages, and Full Magic Potions from Giant Gargoyles. You can steal Hyper Blitz Tonics, Hyper Wall Tonics, Hyper Surge Tonics, Hyper Bubble Tonics, Full Potions, and Large Cottages from Monstrosities. You can steal 3x Remedies, Full Potions, Huge Magic Potions, and Full Magic Potions from Maluspiros. You can steal Medium Cottages, Black Void Bombs, Sonic Boom Bombs, and Large Cottages from Sand Worms. Finally, you can steal Hellfire Bombs, Medium Magic Cottages, Large Cottages, and Full Magic Potions from Flamethrowers.*

## Section #2: The Western Shaft

Suggested Level: 32

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Warlock, Necromancer, Anubis, Trickster, Titan, Collosal Fiend, Kali's Servant, Asura



Treasure Chest Legend			
A	Recipe for Scorching Axe	D	5,000G
B	Vocalizer Serum	E	Recipe for Razor-edged Shield
C	Warp Stone		

The western shaft is a dead end of the mine. From the entrance to this area (2), head northwest until you find a bridge to the north. Cross the bridge and then proceed west to a treasure (**Recipe for Scorching Axe – A**) at the edge of the river. After collecting the treasure, you should return to the east and then cross the bridge to the south. Head west and follow the path until you reach a ladder leading

to the upper level. Climb the ladder and then head northwest until you find a treasure along the western wall (**Vocalizer Serum – B**).

After collecting the treasure, head east along the northern wall until you find a Mining Crevice (7). This is no ordinary Mining Crevice. The walls of this area are made from incredibly powerful minerals that forced the Dwarves to redirect their mining operations. It will require 3 Mining Bombs to enter the Excavated Chamber. After opening the Chamber, enter and make your way down the long path above the lava lakes. At the end of the platform, you'll find Tiamat who explains that he has been trapped for many ages! He then tells you that he must fly to meet his King Bahamut. He informs you that he will reward you if you visit him at Bahamut's Lair. After freeing Tiamat, you should return south through the Mining Crevice to the Western Shaft (7). Head east along the northern wall until you find a treasure (**Warp Stone – C**) along the northern wall.

Next, you should head south across bridge below the treasure and then travel east until you find a bridge passing north across the eastern branch of the river. Before you cross the bridge, head southeast and gather the treasure there (**5,000G – D**). With the treasure in hand, return northwest to the bridge and cross to the north. Gather the treasure just a few steps to the north (**Recipe for Razor-edged Shield – E**) and then enter the cave entrance (8) just to the west of the treasure. This cave entrance (8) leads to the first puzzle hidden in the Mines of Dvergar. See **Puzzle #48 – Mines of Dvergar A** for the puzzle solution.

After completing the puzzle, return to the main area, cross the bridge to the south, and then trek west until you find the bridge that leads north. Cross this bridge and continue west. Follow the path as it turns south and leads to a ladder. Descend the ladder and then follow the sinuous path southeast until you return to the entrance (2). Re-enter the Mine Entrance and after a few steps cross the bridge eastward. Continue east while following the north edge of the cliff face. Eventually, you'll come to a northeast/southeast fork. Take the northeast fork and continue until you find the entrance to the Underground Islands (4).

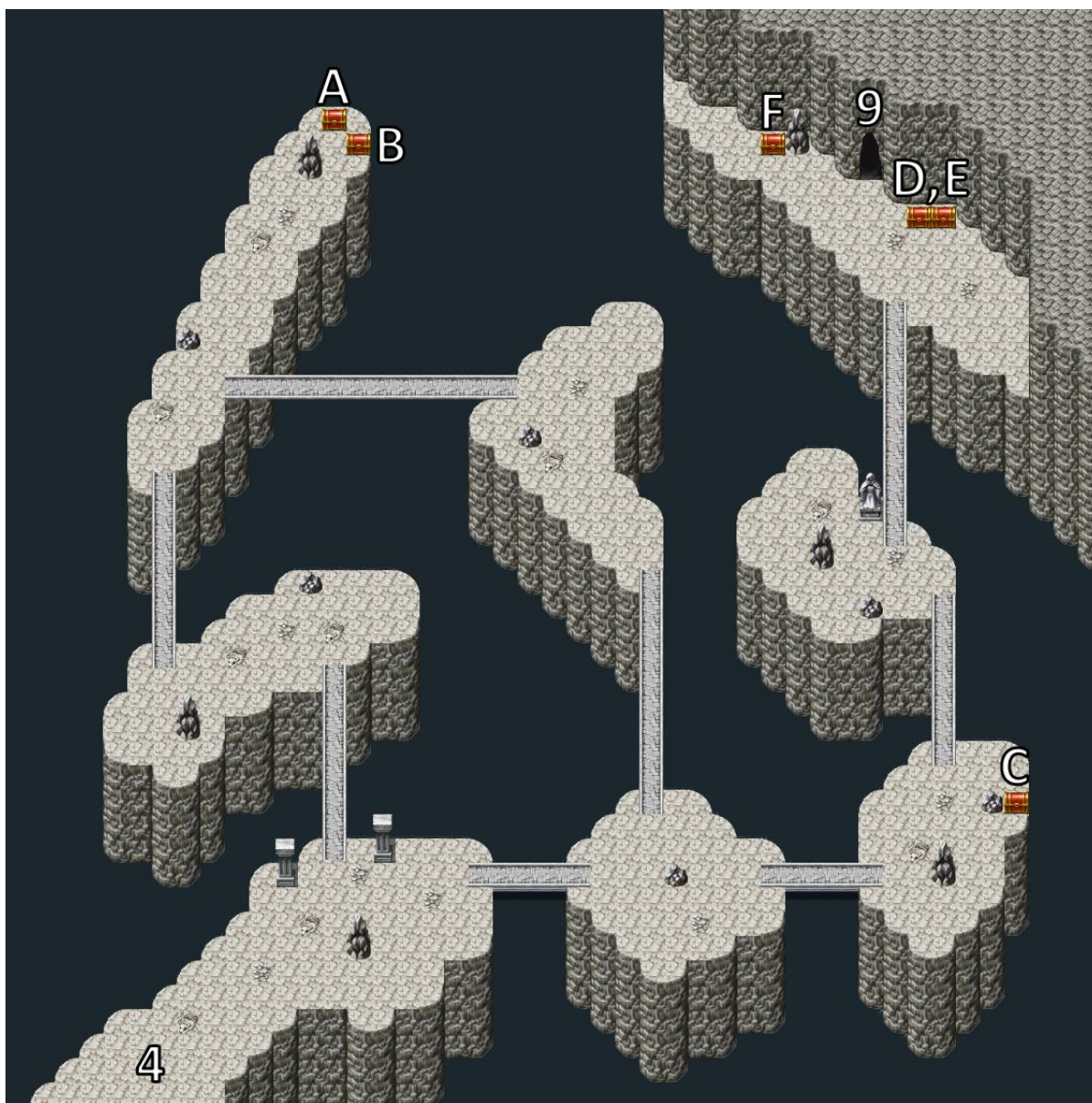
**Battle Notes:** *For details on Warlocks, Anubis, Trickster, and Necromancers, see the Battle Notes for **The Trial of Intellect**. For details on Titans, Collosal Fiends, Kali's Servant, and Asura, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**.*



## Section #3: Underground Islands

**Suggested Level: 32**

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Warlock, Necromancer, Liquid Evil, Revenant, Titan, Basilisk, Kali's Servant



Treasure Chest Legend			
A	Recipe for Godsend Hat	D	Tent
B	Full SP Orb	E	Soft
C	Recipe for Warlock's Cloak	F	Recipe for Piercing Bow

The Underground Islands are so named due to the gaping chasms of nothingness that lie between. Seemingly frail bridges connect these small islands of stone. From the entrance, head northeast until you find yourself with bridges to the north and east. Cross the northern bridge and as you do so, the bridge will collapse; dashing across, you will barely survive as the bridge falls into the nothingness.

On the island to the north, walk a bit west and you'll find another bridge crossing to the north. Cross the bridge and walk to the northern end of the island to gather two treasures (**Recipe for Godsend Hat – A, Full SP Orb – B**). Next, return to the southern end of the island and cross the bridge to the east. Now, you'll head to the southern end of the island and cross the bridge to the south.

On this island, head across the bridge to the east. Just to the east, you'll find another treasure (**Recipe for Warlock's Cloak – C**). After gathering the treasure, cross two more bridges north until you find yourself on a small area of a cliff face. Just to the north of the second bridge, you'll find two treasures (**Tent – D, Soft – E**). After collecting the treasures, head northwest past the cave entrance (9) and gather the last treasure (**Recipe for Piercing Bow – F**). Next, take a few steps southeast and enter the cave entrance (9). This cave (9) leads to the second puzzle hidden in the Mines of Dvergar. See **Puzzle #49 – Mines of Dvergar B** for the puzzle solution.

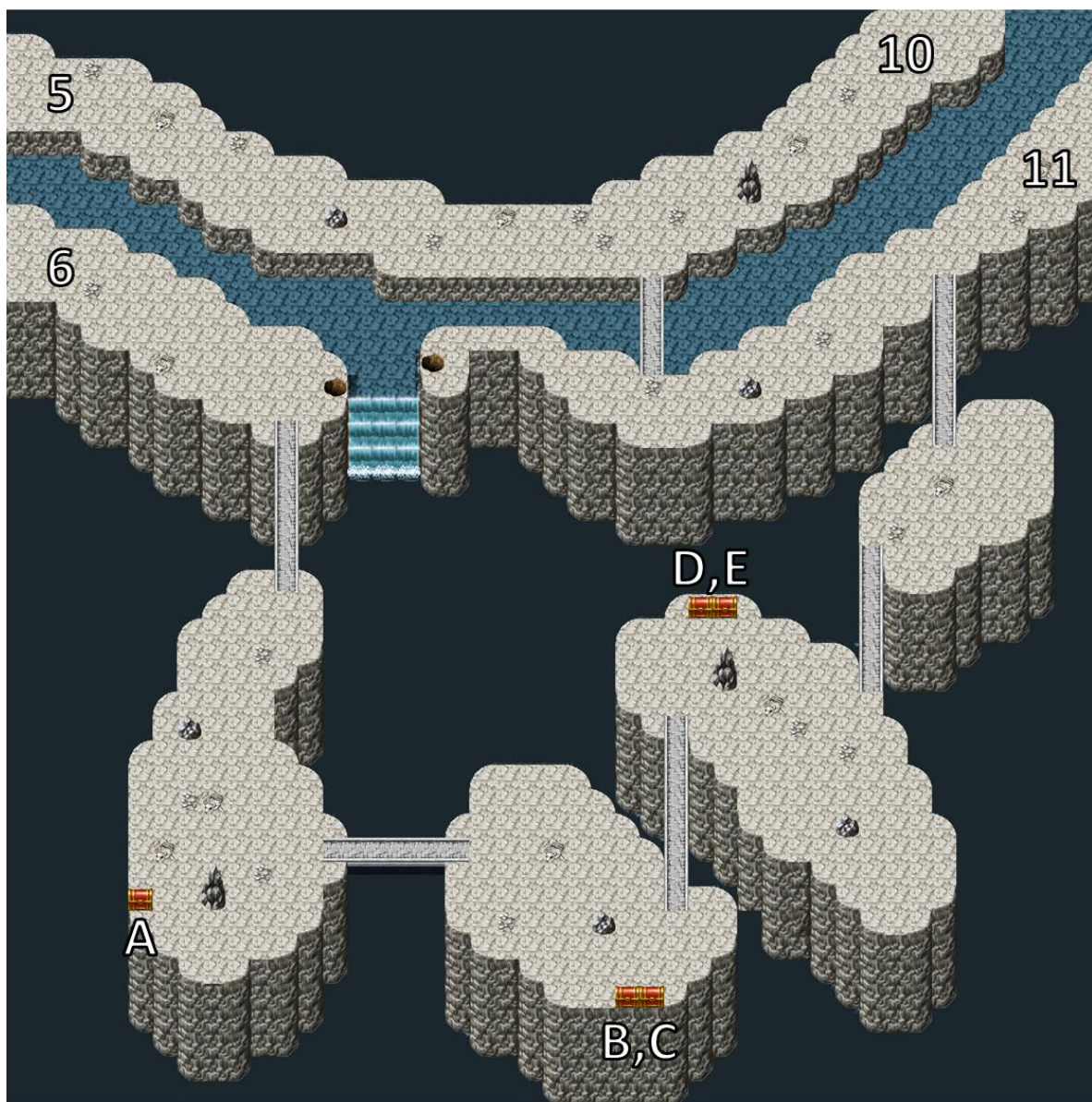
After completing the puzzle, return to the Underground Islands and then head south across two bridges until you are on the south-easternmost island. Next, head west across two bridges and then finally southwest to return to the Mine Entrance (4). From here, head southwest until you reach a northwest/southeast fork. If you have an Engineer, you can proceed down the southeast fork (5) and use the Tunnel in the next area; otherwise, head down the northwest fork and continue west until you find the bridge to the west. Cross the bridge to the western edge of the river. Next, head south while following the river to your east until you find a bridge that crosses to the north. Cross the bridge and then head southeast. Continue along the path until you find a bridge crossing north across the chasm. Cross it and then head east until you find the path to the Central Shaft (6).

**Battle Notes:** *For details on Warlocks and Necromancers, see the Battle Notes for **The Trial of Intellect**. For details on Liquid Evils and Revenants, see the Battle Notes for **The Trial of Wisdom – Floor #2**. For details on Titans, Basilisk, and Kali's Servant, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**.*

## Section #4: The Central Shaft

**Suggested Level: 32**

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Vampire, Revenant, Liquid Evil, Black Knight, Titan, Asura, Collosal Fiend, Void Knight



Treasure Chest Legend			
A	Recipe for Incorruptible Armor	D	Recipe for Strangling Whip
B	Vicious Tornado Bomb	E	Remedy
C	Huge SP Orb		



The Central Shaft is in the very middle of the Mines of Dvergar but you still have a long way to go. Head southeast until you find a bridge crossing to the south. As you attempt to cross the bridge to the south, it will collapse behind you into the black chasm beneath. You can't go back so you must proceed south. At the southern end of the island you'll find a treasure (**Recipe for Incorruptible Armor – A**). After gathering the treasure, head east across the bridge and gather the two treasures along the southern edge of the island (**Vicious Tornado Bomb – B, Huge SP Orb – C**).

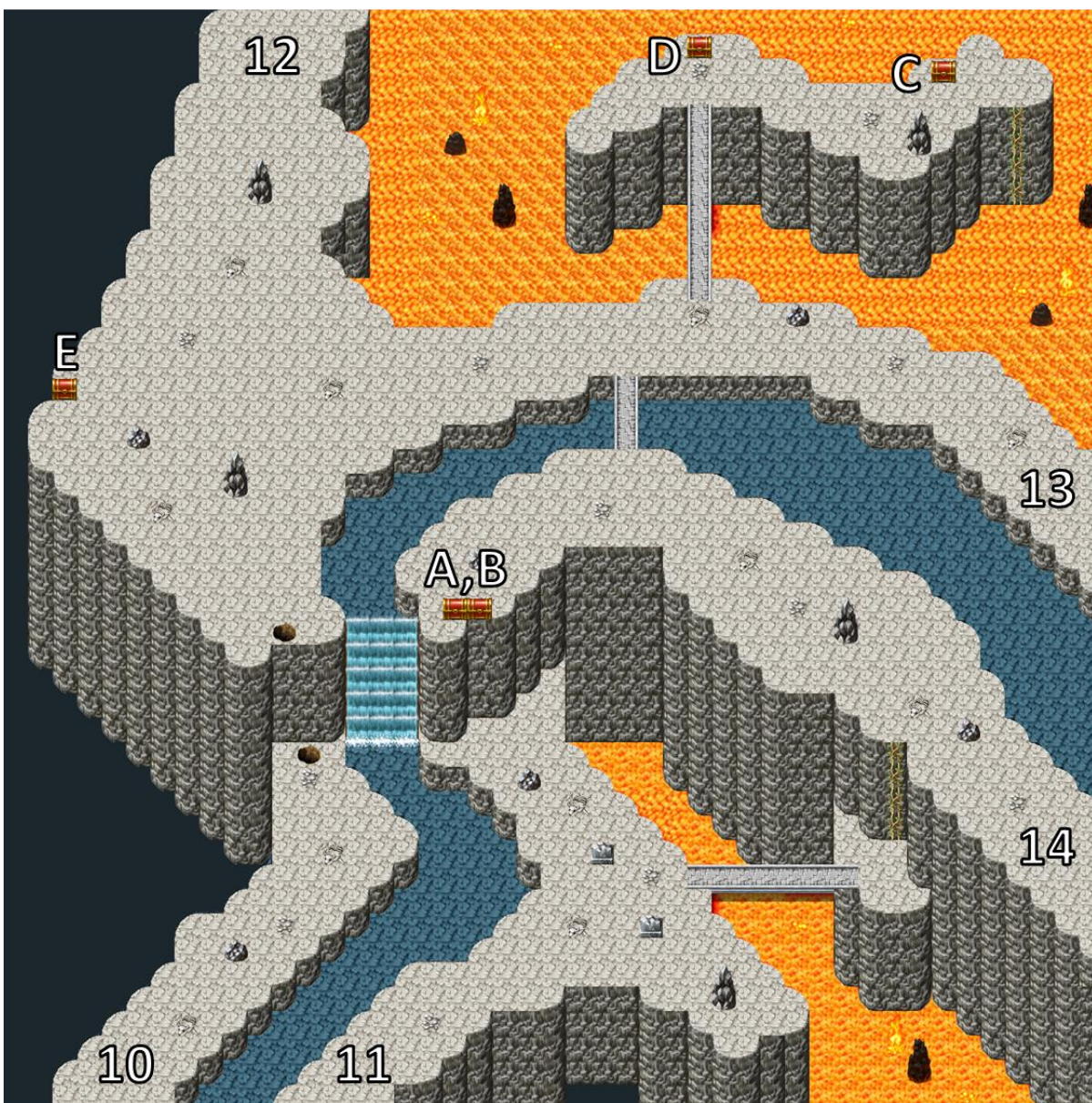
Next, cross the bridge to the north and gather the two treasures on the northern edge of the next island (**Recipe for Strangling Whip – D, Remedy – E**). Head to the east and cross the bridge that passes to the north. The next island has no treasures. Next, you'll head immediately to the bridge at the northern edge of the island. When you attempt to cross the bridge, it will collapse behind you, leaving that section of the Central Shaft completely cutoff. Finally, head northeast until you find the path leading to the Eastern Shaft (11).

**Battle Notes:** *For details on Vampires, Liquid Evils, Black Knights, and Revenants, see the Battle Notes for **The Trial of Wisdom – Floor #2**. For details on Titans, Collosal Fiends, Void Knights, and Asura, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**.*

## Section #5: The Eastern Shaft

**Suggested Level: 32**

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Vampire, Liquid Evil, Black Knight, Dark Champion, Asura, Titan, Void Knight



Treasure Chest Legend			
A	Recipe for Whirlwind Robe	D	Recipe for Consecrated Dagger
B	Black Void Bomb	E	Medium Magic Potion
C	Huge Potion		

The Eastern Shaft is the first area of the Mines of Dvergar where you'll see magma. From the entrance (11), head northeast and cross the bridge to the east over the magma to a small rock outcropping on the cliff face. Climb the vines to the upper level and then proceed northwest until you find the bridge crossing to the north. Before you cross the bridge, head southwest and gather the two treasures at the end of the path (**Recipe for Whirlwind Robe – A**, **Black Void Bomb – B**).

After collecting the treasures, you should return northeast to the bridge and cross it. Head a few steps to the northeast and you'll find another bridge crossing to the north. When you attempt to cross the bridge, it will collapse. You'll fall into the boiling magma where you'll race for your life to avoid being burned alive. You'll ascend the vines as quickly as possible back up to the eastern part of the island. At this point, make sure you heal your party because they will all only have 1 HP.

After healing, take a few steps west and gather the treasure (**Huge Potion – C**). Continue west and you'll find another treasure (**Recipe for Consecrated Dagger – D**) just north of the bridge that you previously attempted to cross. Now, travel south across the bridge and you'll be able to jump the section that collapsed earlier. Back on the southern edge of the bridge, proceed west until you reach the western edge of the cliff and the final treasure (**Medium Magic Potion – E**). Finally, head north until you reach the entrance to the Lake of Fire (12).

**Battle Notes:** *For details on Vampires, Liquid Evils, and Black Knights, see the Battle Notes for **The Trial of Wisdom – Floor #2**. For details on Titans, Dark Champions, Void Knights, and Asuras, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**.*

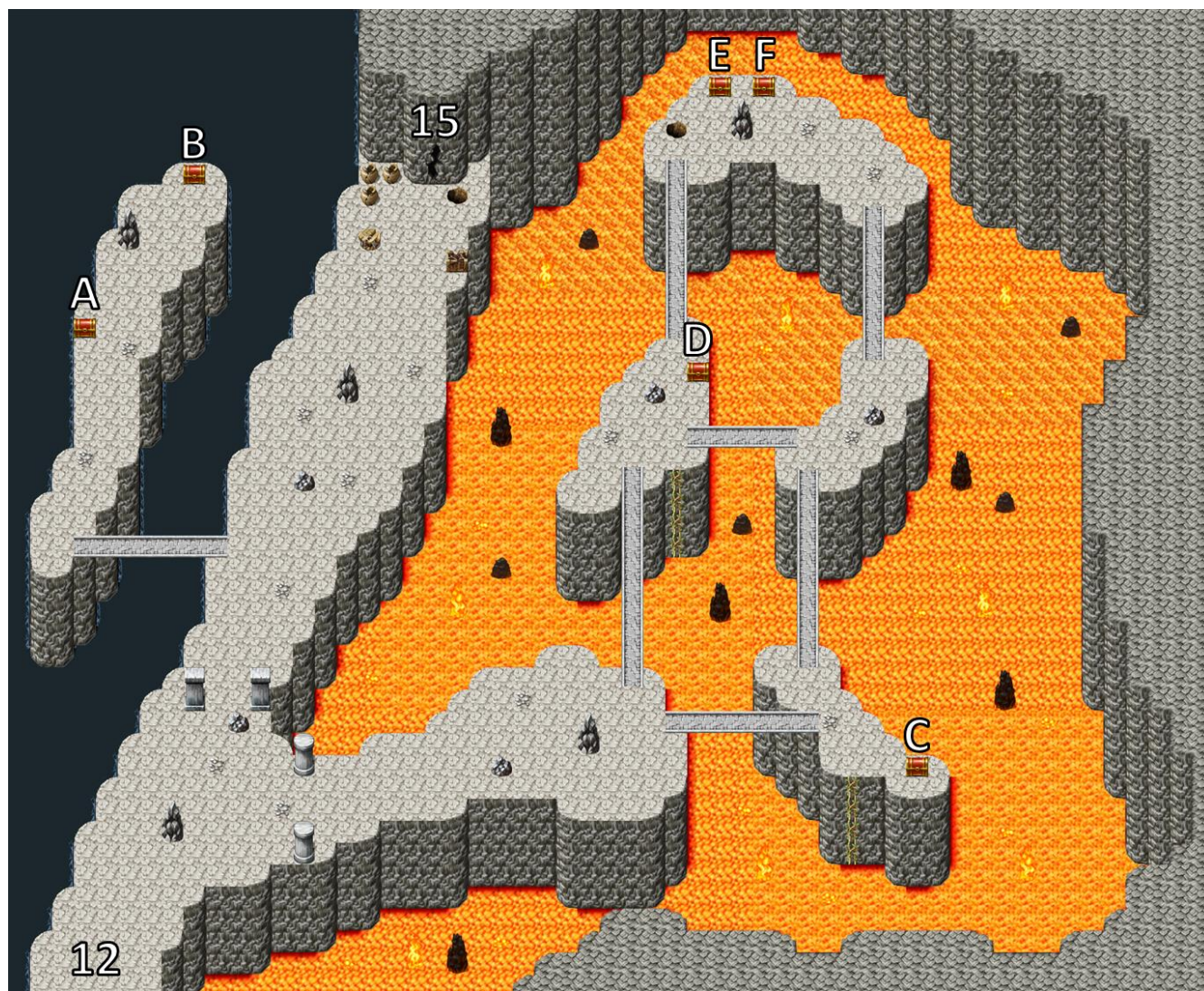


## Section #6: The Lake of Fire

**Suggested Level: 32**

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Devil, Incubus, Liquid Evil, Black Knight, Collosal Fiend, Demonic Gargoyle, Kali's Servant, Void Knight

**Treasures (Secret Reward):** Full SP Orb



Treasure Chest Legend			
A	Medium Cottage	D	3,000G
B	Recipe for Horned Helm	E	Recipe for Devil's Staff
C	Blizzard Bomb	F	Huge SP Orb

The Lake of Fire is where the Dwarves mined too deep into the bowels of Terra and loosed a great number of evils. The monsters that were released from this location have spread throughout the Mines so you won't find monsters that are any stronger than usual in this section.

From the entrance, head northeast until you come to a north/east fork. Take the northern fork and continue north until you find a bridge that crosses to the west. You'll cross to the west and then head north on the narrow island. Near the center of the island, you'll find the first treasure (**Medium Cottage – A**). After collecting the treasure, head to the northern end of the island and collect the second treasure (**Recipe for Horned Helm – B**).

With both the treasures acquired, return to the southern end of the island and cross the bridge to the east. Head north and you'll find a Mining Crevice (15). Use a Mining Bomb and you'll find the only secret room that is hidden in a dungeon. This secret area is exceptional because it contains a special room that will fully heal your party. Unlike previous secret areas, there is a small sidequest associated with the room. If you find Zereth Deagroth at the Doria Pub after you've entered this secret area, you can give him directions and reunite him with his wife. As a reward, Saerina will give you a **Full SP Orb**. Once you've explored to your heart's content, return to the main area of the Lake of Fire. Trek south to the fork and head east. Continue east until you find bridges to the north and east. The northern bridge will collapse if you cross it, leaving you badly injured. Therefore, take the eastern bridge and gather the treasure near the southeast corner of the island (**Blizzard Bomb – C**).

Next, cross the bridge to the north to another small island. From here, travel west across a bridge and collect the treasure (**3,000G – D**) a few steps to the north. Don't cross the bridge to the north because it will collapse under your weight. Instead, return east across the bridge you just crossed. From this island, head across the bridge to the north to the northernmost island. Head west and collect the two treasures (**Recipe for Devil's Staff – E**, **Huge SP Orb – F**). If you have an Engineer, you can use the Tunnel at the western end of the island to make a shortcut exit from the Lake of Fire. If you don't have an Engineer, you should return to the eastern edge of the island and proceed south across the next two bridges. From the south-easternmost island, you'll head west across the bridge and then follow the path west until you reach the exit from the Lake of Fire (12).

Upon returning to the Eastern Shaft, head south until you reach a south/east fork. Take the eastern fork and ignore the bridges to the north and south. Continue east until you reach the path leading to the River of Dvergar.

**Battle Notes:** *For details on Devils and Incubi, see the Battle Notes for **The Trial of Intellect**. For details on Liquid Evils and Black Knights, see the Battle Notes for **The Trial of Wisdom – Floor #2**. For details on Collosal Fiends, Demonic Gargoyles, Kali's Servants, and Void Knights, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**.*



## Section #7: River of Dvergar

**Suggested Level: 32**

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Vampire, Liquid Evil, Black Knight, Titan, Dark Champion, Asura, Kali's Servant, Collosal Fiend, Basilisk, Void Knight, Demonic Gargoyle



Treasure Chest Legend	
A	Huge Potion
B	Holy Fire Bomb
C	4000G



The River of Dvergar is one of the most beautiful sights in all Terra, although it is rarely seen by any except the Dwarves. Here, a cool crystal-clear flood of water flows above the boiling magma below. In several locations, the cold water falls on the super-heated magma resulting in geysers of steam and molten rock.

From the entrance (13), head east until you find a bridge crossing the river to the south. Cross to the south and then proceed east until you find a treasure (**Huge Potion – A**) at the curve of the river. After collecting the treasure, return west and cross over the same bridge to the north. Head east along the narrow path until you reach a fork. You can either continue south along the path or cross the bridge to the east. The bridge to the east will collapse when you cross it but it will create a large shortcut compared to the southern path. Therefore, cross the bridge to the east. The bridge will collapse as you cross it and you'll fall into the boiling magma only to barely escape with your life. After you've climbed the vines to the small outcropping, heal yourself. Next, you should head north to the Mining Crevice (16). Use a Mining Bomb and then enter the excavated chamber. Inside, you'll find two treasures (**Full Potion, Full Magic Potion – 16**).

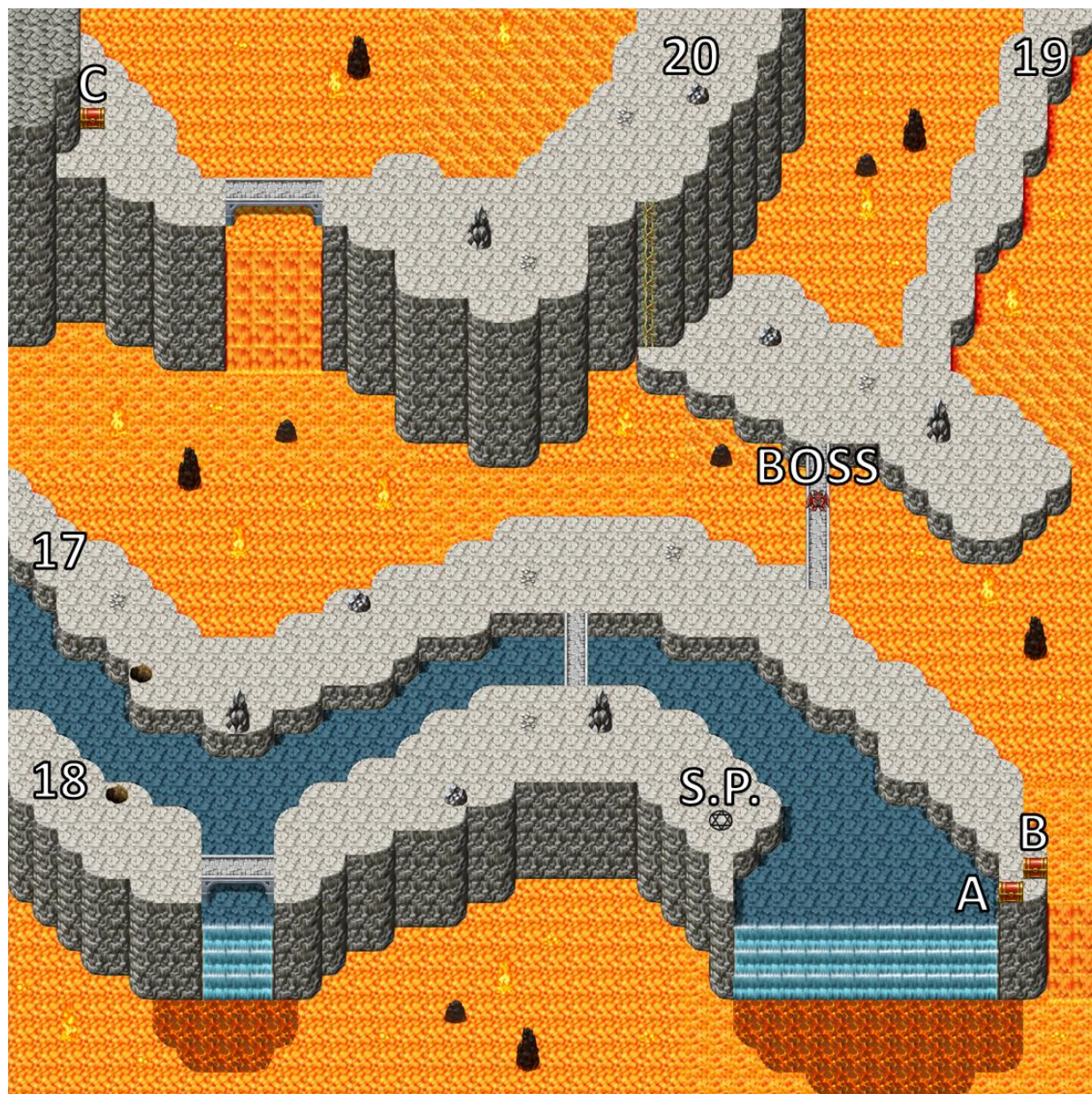
After collecting the treasures, you'll head to the south across the bridge and then west with the river to your south. When you find a bridge crossing to the south, cross it and collect the two treasures (**Holy Fire Bomb – B, 4,000G – C**). Return north across the bridge and then proceed east until you find the path to Baal's Lair (17).

**Battle Notes:** *For details on Liquid Evils, Vampires, and Black Knights, see the Battle Notes for **The Trial of Wisdom – Floor #2**. For details on Titans, Asuras, Dark Champions, Colossal Fiends, Demonic Gargoyles, Void Knights, Basilisks, and Kali's Servants, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**.*

## Section #8: Baal's Lair

Suggested Level: 32

**Enemies:** Titan, Dark Champion, Kali's Servant, Asura, Void Knight, Collosal Fiend, Demonic Gargoyle, Basilisk, Demonic Gargoyle



Treasure Chest Legend	
A	Full SP Orb
B	Small Cottage
C	Recipe for Genji Sword

When the Dwarves dug greedily into the earth and released unknown evils, the worst of what they released was Baal. This Fire Demon is monstrously strong and lays in wait for any foolhardy Dwarves who might explore the Old Mines of Dvergar. Head east along the path until you reach a bridge that crosses to the south. If you have “Save in Designated Locations” turned on, this is an excellent time to head south across the bridge and use the Save Point (S.P.). Otherwise, don’t cross the bridge. Instead, continue east and ignore the bridge to the north. Continue southeast until you find the two treasures at the end of the path (**Full SP Orb – A, Small Cottage – B**).

Return northwest to the bridge to the north that you previously ignored. The Fire Demon, Baal, guards the bridge which leads to the entrance of Dvergar. You’ll have to defeat him to visit the Dwarves. Before you engage him in battle, be sure that you are fully prepared. If there is any doubt that you aren’t strong enough to defeat him, warp out of the Mines and save your game. This is the safer route since you’ve acquired so many treasures and earned a large amount of experience. When you’re ready, engage Baal.

## Boss Battle: Baal



### Attacks

Normal Attack (20%), Powerhouse (20%), Smite (20%), Double Attack (12.5%), Fire 5 (12.5%)

### Items to Steal

Huge Potion (50%), Full Potion (50%), Large Magic Potion (50%), Quicksilver Ring (25%), Mercurial Ring (25%), Thaumaturgical Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
35,000	1,000	250	150	50	135	74	250	5	5,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
F	A	C	C	F	C

The battle with Baal will be long and grueling considering he has 35,000 HP. Since he is a Fire Demon, he is healed by Fire elemental attacks but is weak to Ice elemental attacks. He has only a limited number of attacks but he can do a great deal of damage with those limited attacks. His attacks are primarily physical-based although he can cast Fire 5 and do substantial damage. He can boost this ATK with Powerhouse and then unleash devastating physical blows against your party. He also has Smite which can stun your party members, and Double Attack that will do double damage and is sometimes strong enough to kill a party member in a single round if both attacks target the same character.

You should be over LVL 30 for this battle so that you have the LVL 30 skills. Knights should start the battle with Adamantine Vest to double their HP and reduce their chance to be killed. Next, they



should use a Hyper Blitz Tonic to boost their ATK and then decrease Baal's DEF with Destroy Armor. Finally, Knights should repeatedly use Crush to slowly wear down Baal. Monks should start with a Hyper Blitz Tonic and follow it up with Enter the Dragon to add two more hits to their multi-hit attack. Monks should then unleash their multi-hit attack in every successive round.

White Mages should start with Giant to boost the party's Max HP & MP. The next skill should be Citadel and Bubble to boost the party's DEF and MGD and further increase the party's Max HP. With those protective measures up, you may consider using Null Fire to protect against Fire 5. Finally, the White Mage should spend the rest of the battle keeping Citadel active and healing/resurrecting party members who are low on health or are dead. Black Mages should start with Genius and then follow up with Crumble to inflict maximum damage with their spells. Next, Black Mages should repeatedly use Ice 7 to exploit Baal's weakness to Ice elemental spells.

Hunters should follow their normal strategy and use their most powerful Scans to boost the party's stats. Hunters should also use attacks like Hamstring and Slow Enemy to decrease Baal's stats. Engineers can follow a variety of strategies depending on their build and your fishing prowess. If you have a Luring Rod and a stock of Ice Elemental fish (Zingel), you can do tremendous damage to Baal with the combination of Advanced Item Boost and Baal's weakness to Ice elemental attacks. Specifically, each Zingel can do ~6000 HP damage. Alternatively, if you haven't fished much, you can use the Engineer's ICBM or Magical Imbue. Engineers with Saltwater fish and Advanced Item Boost can also be better healers than White Mages.

Thieves must do everything they can to steal the extremely rare rings that Baal possesses. They should start with a Hyper Jolt Tonic and then have a White Mage cast ethereal to further boost their AGI. Thieves can steal a Mercurial Ring, a Quicksilver Ring, and a Thaumaturgical Ring from Baal. You shouldn't let the battle end before you've stolen all three of these rings. Gray Mages should follow either the Knight's or Black Mage's strategy.

When you defeat Baal, cross to the northern end of the bridge. Head northeast and follow the narrow rock formation that leads north by northeast. Follow the path to reach the next area (19). This path leads to the third and final puzzle hidden in the Mines of Dvergar. See **Puzzle #50 – Mines of Dvergar C** for the puzzle solution. When you complete the 50<sup>th</sup> puzzle, you will have finished all of the puzzles hidden by the ancient Vanir. Congratulate yourself on your wit and perseverance and remember to return to the Puzzle Master for your reward.

From the puzzle entrance (19), you should return south by southwest until you reach an east/west fork. Head west until you find the vines that lead up the cliff face. Ascend the vines and head west across the bridge. Continue west and gather the treasure at the end of the path (**Recipe for Genji Sword – C**). After collecting the treasure, return east to where you climbed the vines. Next, head northeast and follow the path (20) to enter the Dwarven city of Dvergar.

**Battle Notes:** *For details on Titans, Asuras, Dark Champions, Collosal Fiends, Demonic Gargoyles, Void Knights, Basilisks, and Kali's Servants, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**.*

### 6.15.12 Dvergar

**Suggested Level: 32**

**Treasures: None**



After a long and tortuous journey through the Mines, you'll reach the Dwarven city of Dvergar. Dvergar is the only place in Terra where you can buy Adamantium equipment. You should have acquired a few pieces of Adamantium equipment from the puzzles hidden in the Mines of Dvergar. Adamantium is head and shoulders above all other types of equipment, including very rare Diamond equipment.

Unfortunately, the art of synthesizing Adamantium equipment has been all but lost. Only Brokkr (see Section **6.15.8**) knows the secrets of synthesizing the best equipment man or dwarf has ever seen. The Synthesis Shop in Dvergar can only synthesize up to Diamond level, just like all the other Synthesis Shops around Terra.

From the entrance to Dvergar in the southwest corner (20), head northeast until you find the ladder to the next level. Head east and enter the Item and Skill Shop. Here, you can restock on Potions, Bombs, and SP Orbs. Next, head east to the Synthesis Shop and check if there are any high-level Diamond pieces of equipment that you can synthesize. Some of these can rival or outperform the base level Adamantium Equipment you can buy in Dvergar.

After visiting the Synthesis Shop, head west and climb the ladder to the next level. Head east and cross the bridge north over the magma river. Directly to the north, you'll find the Armor Shop. Buy all the equipment you can and then head west to the Weapon Shop. Do the same here, and then travel to the far eastern edge and the Dvergar Inn. Rest at the Inn and climb the ladder to the west that leads to the upper level.

Head west until you find a river crossing the magma river to the north. On the northern side of the magma river, you'll find the Pub. There are only a few Dwarves there but you should talk with them to learn more about them. Finally, return south across the bridge, east to the ladder that leads to the top level. Ascend the ladder and head northwest to the King's Manor. Talk to the King and then visit the remaining private residences, if you so choose. When you've completely explored Dvergar, make sure you exit from the Secret Exit to the north so that you can freely re-enter Dvergar without having to journey through the Mines again.

## Pub

ITEM NAME	SUMMARY	PRICE
<b>BLITZ TONIC</b>	Boosts ATK +10 & ATK +10% during battle	250G
<b>WALL TONIC</b>	Boosts DEF +10 & DEF +10% during battle	250G
<b>MIND TONIC</b>	Boosts INT +10 & INT +10% during battle	250G
<b>WARD TONIC</b>	Boosts MGD +10 & MGD +10% during battle	250G
<b>JOLT TONIC</b>	Boosts AGI +10 & AGI +10% during battle	250G
<b>SHOCK TONIC</b>	Boosts PRE +10 & PRE +10% during battle	250G
<b>BUBBLE TONIC</b>	Boosts Max HP +50% during battle	250G
<b>SURGE TONIC</b>	Boosts Max MP +50% during battle	250G
<b>VIGOR TONIC</b>	Boosts CRT +10 & CRT +10% during battle	250G
<b>EAGLE EYE TONIC</b>	Boosts ACC +10 & ACC +10% during battle	250G
<b>HYPER BLITZ TONIC</b>	Boosts ATK +30 & ATK +10% during battle	2,500G
<b>HYPER WALL TONIC</b>	Boosts DEF +30 & DEF +10% during battle	2,500G
<b>HYPER MIND TONIC</b>	Boosts INT +30 & INT +10% during battle	2,500G
<b>HYPER WARD TONIC</b>	Boosts MGD +30 & MGD +10% during battle	2,500G
<b>HYPER JOLT TONIC</b>	Boosts AGI +30 & AGI +10% during battle	2,500G
<b>HYPER SHOCK TONIC</b>	Boosts PRE +30 & PRE +10% during battle	2,500G
<b>HYPER BUBBLE TONIC</b>	Boosts Max HP +100% during battle	2,500G
<b>HYPER SURGE TONIC</b>	Boosts Max MP +100% during battle	2,500G
<b>HYPER VIGOR TONIC</b>	Boosts CRT +30 & CRT +10% during battle	2,500G
<b>HYPER EAGLE EYE TONIC</b>	Boosts ACC +30 & ACC +10% during battle	2,500G



## Item Shop

ITEM NAME	SUMMARY	PRICE
<b>POTION</b>	Restores 30 HP for one ally	50G
<b>HIGH POTION</b>	Restores 100 HP for one ally	300G
<b>LARGE POTION</b>	Restores 250 HP for one ally	1,000G
<b>HUGE POTION</b>	Restores 500 HP for one ally	2,500G
<b>ANTIDOTE</b>	Cures poison	75G
<b>EYE DROPS</b>	Cures blindness	60G
<b>MUSCLE RELAXER</b>	Cures paralysis and stun	120G
<b>SMELLING SALTS</b>	Cures confusion	150G
<b>SOFT</b>	Cures stone	1,000G
<b>VOCALIZER SERUM</b>	Cures silence	500G
<b>REMEDY</b>	Cures all status effects for one ally	2,500G
<b>SLEEPING BAG</b>	Recovers 30 HP for party	75G
<b>TENT</b>	Recovers 100 HP for party	300G
<b>SMALL COTTAGE</b>	Recovers 300 HP & 300 MP for party	2,500G
<b>MEDIUM COTTAGE</b>	Recovers 1,000 HP & 500 MP for party	5,000G
<b>LARGE COTTAGE</b>	Recovers All HP & MP for entire party	10,000G
<b>FIRE BOMB</b>	~50 HP damage with fire element to all enemies	250G
<b>THUNDER BOMB</b>	~50 HP damage with thunder element to all enemies	250G
<b>HOLY BOMB</b>	~50 HP damage with holy element to all enemies	250G
<b>DARK BOMB</b>	~50 HP damage with dark element to all enemies	250G
<b>WIND BOMB</b>	~50 HP damage with wind element to all enemies	250G
<b>ICE BOMB</b>	~50 HP damage with ice element to all enemies	250G
<b>BLAZE BOMB</b>	~150 HP damage with fire element to all enemies	1,000G
<b>THUNDERSTORM BOMB</b>	~150 HP damage with thunder element to all enemies	1,000G
<b>HOLY LIGHT BOMB</b>	~150 HP damage with holy element to all enemies	1,000G
<b>DARK STORM BOMB</b>	~150 HP damage with dark element to all enemies	1,000G
<b>HURRICANE BOMB</b>	~150 HP damage with wind element to all enemies	1,000G
<b>SNOWSTORM BOMB</b>	~150 HP damage with ice element to all enemies	1,000G
<b>HELLFIRE BOMB</b>	~300 HP damage with fire element to all enemies	2,500G
<b>SONIC BOOM BOMB</b>	~300 HP damage with thunder element to all enemies	2,500G
<b>HOLY FIRE BOMB</b>	~300 HP damage with holy element to all enemies	2,500G
<b>BLACK VOID BOMB</b>	~300 HP damage with dark element to all enemies	2,500G
<b>VICIOUS TORNADO BOMB</b>	~300 HP damage with wind element to all enemies	2,500G
<b>BLIZARD BOMB</b>	~300 HP damage with ice element to all enemies	2,500G
<b>WARP STONE</b>	Allows warping out of some dungeons	5,000G

### SP Orbs at Item Shop

ITEM NAME	SUMMARY	PRICE
TINY SP ORB	Gains 40 Skill Points	100G
SMALL SP ORB	Gains 200 Skill Points	500G
MEDIUM SP ORB	Gains 500 Skill Points	1,250G
LARGE SP ORB	Gains 1,000 Skill Points	2,500G
HUGE SP ORB	Gains 2,000 Skill Points	5,000G

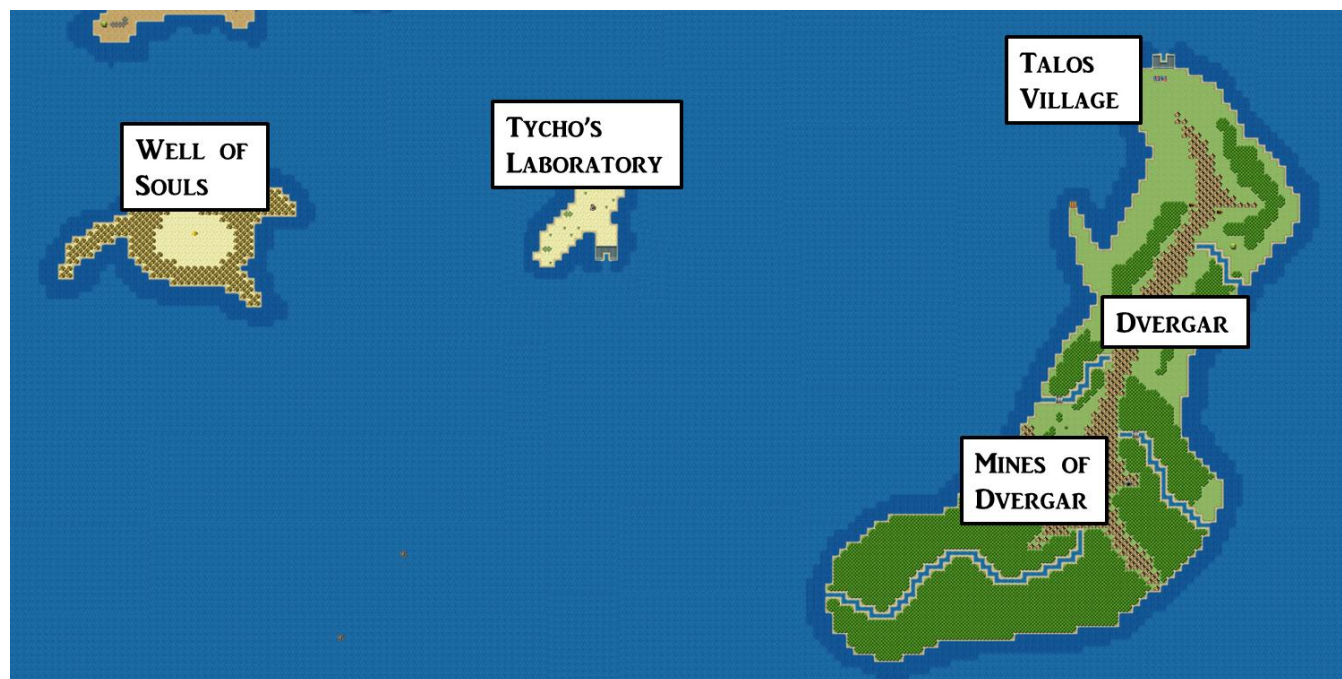
### Armor Shop

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Adamantium Armor	40,000G	65	20							150	
Saint's Robe	40,000G	50	35								75
Adamantium Shield	32,000G	56							16		
Saint's Cloak	32,000G	44	36								
Saint's Hat	32,000G	35	45								
Adamantium Helm	32,000G	47	33								
Saint's Gloves	32,000G	26		54							
Adamantium Gauntlets	32,000G	30			20			30			
Saint's Shoes	32,000G	28				26	26				
Adamantium Boots	32,000G	38				21	21				

### Weapon Shop

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Adamantium Sword	50,000G	76	0	0	35	NO
Adamantium Dagger	44,000G	62	0	0	25	NO
Adamantium Axe	46,000G	110	0	0	65	YES
Adamantium Spear	45,000G	44	0	32	11	NO
Adamantium Bow	43,000G	56	0	20	6	NO
Adamantium Whip	43,500G	38	0	38	11	NO
Adamantium Staff	50,000G	22	76	0	6	NO

## 6.16 THE WELL OF SOULS



After a long and arduous journey, you're finally ready to explore the mysterious Well of Souls. From the secret exit of Dvergar, board your Airship and sail due west past Tycho's Laboratory. The next island you arrive at will be the island that is home to the Well of Souls. Land next to the golden pyramid and use a *Cottage* prior to entering the Well of Souls. You can enter the outside of the Well of Souls but if you jump down through the hole in the apex of the golden pyramid, you won't be able to exit until you reach the Outer Sanctum.



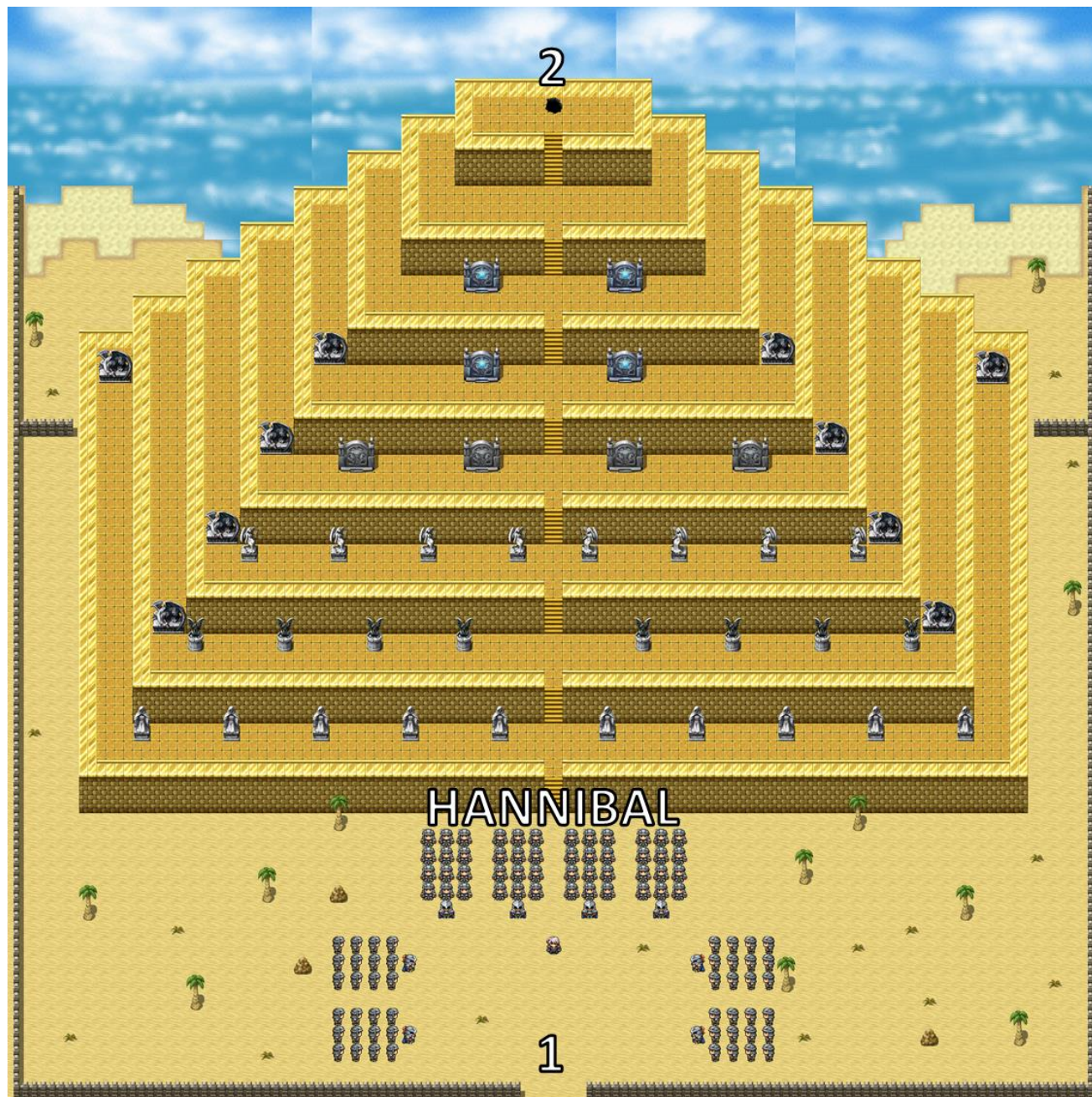
## 6.16.1 *To the Well of Souls*

### Section #1: The Golden Pyramid

**Suggested Level: 32**

**Enemies (Optional):** Pandora's Finest, Hannibal

**Treasures:** None



When you first visit the Well of Souls, you'll walk into an ambush set up by Hannibal and Pandora's Finest Soldiers. You'll be immediately prompted with the choice to run away and get help or to engage Hannibal's army.

**Atticus to the Rescue:** If you choose to get help, you'll initiate a cutscene where you pilot your Airship to Doria and request aid from Atticus and his Spartans. When you return to the Well of Souls, Atticus and the Spartans will engage the Pandoran army. Sadly, three Spartans will die in the epic fight but the Pandoran army will be obliterated leaving only General Hannibal. It is at this point that Atticus finally learns that it was General Hannibal who killed his father, Ajax. A fearsome battle ensues where Atticus kills Hannibal and avenges his father. After Hannibal and the Pandoran army have been dispatched, Atticus and the Spartans will leave the exploration of the Well of Souls in your capable hands.

**Engage the Army:** If you choose to fight, Hannibal will order his eight squadrons, one-by-one, to kill you. Each squadron battle will be against five of Pandora's finest. After you defeat all eight squadrons, you'll have to fight Hannibal.

## Boss Battle: General Hannibal



### Attacks

Normal Attack (16.6%), Smite (16.6%), Double Attack (16.6%), Berserker (16.6%), Giant Killer (16.6%), Crush (16.6%)

### Items to Steal

Full Potion (50%), Full Magic Potion (25%), Lure Ring (5%), Repel Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
25,000	1,000	200	150	120	150	80	200	25	10,000	5,000G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	B	C	F	A

General Hannibal isn't quite as strong as the Kraken but he is extremely dangerous because of his very high CRT (25%). You'll want to exploit his weakness to darkness with both Dark elemental bombs and spells. Hannibal relies heavily on physical attacks so you won't have to worry about boosting your MGD. His combination of Crush (which does 250 + 200% base damage) and Giant Killer (which cuts your current HP in half) can kill anyone of your characters if you aren't careful. If you keep everyone fully cured in this battle, you shouldn't have an issue. Hannibal also has three other powerful Knight attacks that you're likely familiar with: Berserker, Double Attack, and Smite.

In the battle against Hannibal, White Mages should start with Bubble and Citadel to boost your parties HP, MGD, and DEF. If you find that Hannibal is still doing a dangerous amount of damage with his physical attacks, then your White Mage should follow up with Sentinel to further boost your party's DEF. White Mages should use Blessed on Knights and Monks to boost these physical classes damage output. Finally, whenever possible, White Mages should use their most powerful healing spells (Fast Heal & Heal 4) to keep the party full on HP.

Black Mages should start with Genius to boost their INT and then follow it up with Crumble to reduce Hannibal's MGD. If you have Knights or Monks in your party, Black Mages should cast Juggernaut on them. Finally, Black Mages should repeatedly cast Darkness 7 to exploit Hannibal's weakness to Dark elemental attacks.

Knights should start with Adamantine Vest to boost their Max HP. Next, Knights should use Destroy Armor to reduce Hannibal's DEF and then follow up with repeated uses of Crush. If you find you're not doing enough damage, consider using a Hyper Blitz Tonic to further boost your ATK. Monks should start with a Hyper Blitz Tonic followed up by Enter the Dragon to add two extra hits to their multi-hit attack. Finally, Monks should repeatedly use their normal multi-hit attack.

Hunters should start with their most powerful scans to boost the party's stats and then follow up with Hamstring and Slow Enemy. Engineers should take advantage of their item boost skill with powerful fish. If you've acquired a Luring Rod and have Dark Elemental Icewater fish (Dragonfish), you should use them against General Hannibal to deal a whopping 6,000 HP per fish. Similarly, Freshwater fish can be extremely useful to boost the party's ATK or other important stats.

Thieves should use a Hyper Jolt Tonic to boost their AGI because General Hannibal has two very rare rings that you can steal (Lure Ring and Repel Ring). The Repel Ring can be extremely handy in reducing the number of encounters you experience while the Lure Ring can help you quickly build-up or farm for remains in a particular area. The White Mage's Ethereal spell can also be useful in boosting your Thieves' AGI. Finally, Gray Mages should follow either the Knight or Black Mage strategy depending on their build.

After you defeat General Hannibal, you will be free to explore the Well of Souls. Head up the central staircase of the Golden Pyramid until you reach the hole at the apex. Make sure you are fully prepared before you enter because you can't warp out of the Well of Souls with Warp spells or Warp Stones once you enter. There are only three locations where you can warp out. The first warp exit is in the first section of the Outer Sanctum. When you're fully prepared, jump inside the Well of Souls.

**Battle Notes:** *The only new enemy type in this section is Pandora's Finest. These Pandoran Solider are extremely powerful and can use Smite and Berserker to deal massive damage. They can also boost their ATK with Powerhouse and their DEF with Protect. They have elemental weaknesses to Thunder and Darkness. If you have a Thief in your party, you can steal Full Potions, Large Cottages, and Full Magic Potions from them.*



## Section #2: The Lobby

### Suggested Level: 32

**Enemies:** Warlock, Anubis, Trickster, Necromancer, Incubus, Devil, Vampire, Liquid Evil, Mutant Dragon, Revenant, Black Knight, Mutated Lynx

**Treasures:** None



After jumping into the Well of Souls, you'll end up in the center of the Lobby (2). You'll notice wraith-like beings carrying scythes that are known as Soul Destroyers. The Soul Destroyers are the reason that you may not enter the Well of Souls without the Staff of Sorrow and Folly. If you even touch one of these creatures without the Staff in your inventory, the Soul Destroyer will suck the life from you and you'll die.

The layout of the Lobby has four peripheral paths (3, 4, 5, 6) that each leads to a switch ( $S_1$ ,  $S_2$ ,  $S_3$ ,  $S_4$ ). Each switch controls a separate set of spikes that blocks the entrance to the central corridor (7). To start, you'll head to the far western corridor and board a boat which leads to the Waterways (3).

**Battle Notes:** For details on Warlocks, Anubis, Tricksters, Necromancers, Incubi, and Devils, see the Battle Notes for *The Trial of Intellect*. For details on Vampires, Liquid Evils, Mutant Dragons, Revenants, Black Knights, and Mutated Lynxes, see the Battle Notes for *The Trial of Wisdom – Floor #2*.

### Section #3: The Waterways (Path #1)

#### Suggested Level: 32

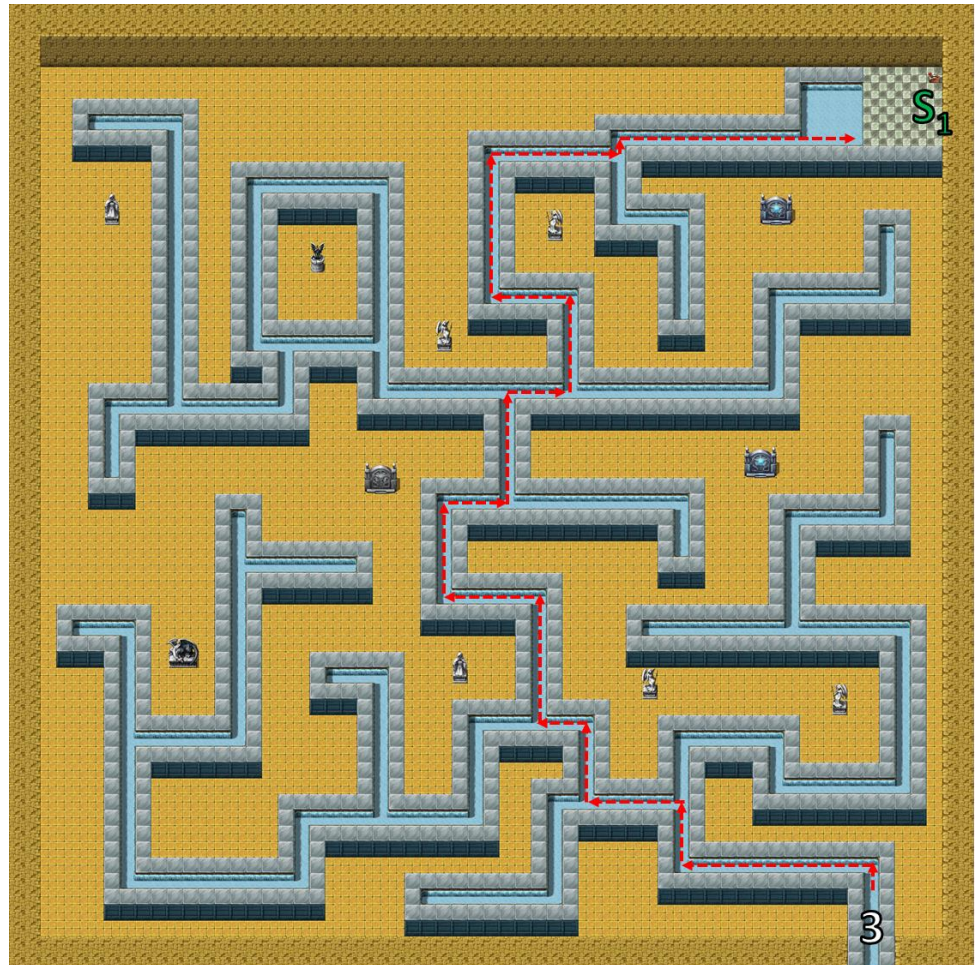
**Enemies:** Mini-Kraken, Gargantuan Crab, Sahagin Prince, Narwhale, Poisonous Shark

**Treasures:** None

The Well of Souls Waterways are inhabited by very strong sea creatures that are also found in the Leviathan and the Underwater Labyrinth. There are no treasures in the Waterways so you'll simply have to make your way to the switch ( $S_1$ ) in the northeast corner as quickly as possible.

From the entrance (3), follow the path until you reach a north/west fork. Take the western fork for a short bit until you reach another north/west fork. This time, take the northern fork and continue on until you reach yet another north/west fork. Again, take the northern fork and continue on the path until you reach a north/east fork. Take the northern fork. Continue north until you reach an east/west fork. Take the eastern fork and then continue until you reach an east/north fork. Take the northern fork and continue until you reach a north/south fork. Take the northern fork and continue until you reach the platform in the northeast corner. Flip the switch ( $S_1$ ) in the corner and then return along the same path.

**Battle Notes:** For details on Mini-Krakens, Gargantuan Crabs, Sahagin Princes, Narwhales, and Poisonous Sharks, see the Battle Notes for *The Underwater Labyrinth*.





## Section #4: Three Passages (Path #2)

### Suggested Level: 32

**Enemies:** Warlock, Anubis, Trickster, Necromancer, Incubus, Devil, Vampire, Liquid Evil, Mutant Dragon, Revenant, Black Knight, Mutated Lynx, Jabberwocky, Goliath, Maluspiro, Flamethrower

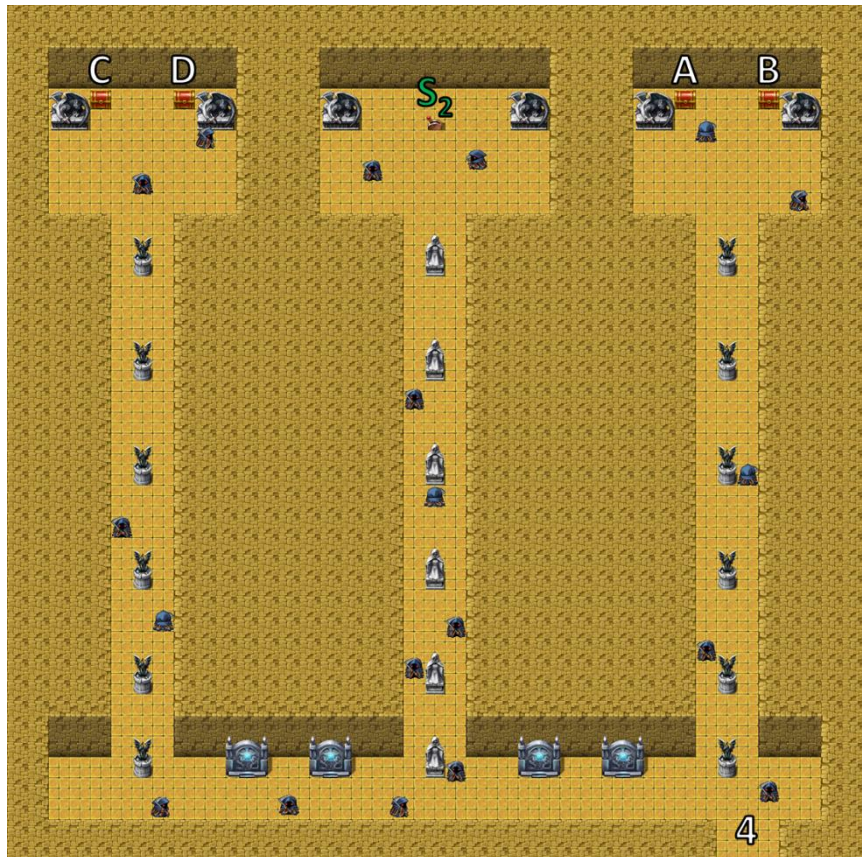
Treasure Chest Legend	
A	Full Potion
B	Full Magic Potion
C	Full Potion
D	Full Magic Potion

After you've dropped the first set of spike strips by lowering the first switch ( $S_1$ ), return down the canal and debark your boat in the Lobby. Head east and go down the next corridor to the east. At the northern end of the path, go through the passageway to enter the Three Passages (4).

From the entrance (4), head north up the easternmost corridor until you reach the northern end. Collect the two treasures (**Full Potion – A**, **Full Magic Potion – B**) and then return south down the corridor. Proceed west until you

reach the central corridor. Proceed northward along the corridor until you reach the switch ( $S_2$ ) that the northern end. Flip the switch ( $S_2$ ) and then return south along the corridor.

Now, head west until you reach the westernmost corridor. Head north until you reach the two treasures (**Full Potion – C**, **Full Magic Potion – D**) at the northern end of the path. After collecting the treasures, return south. Finally, you'll head east and then south through the exit (4) to the Lobby. In the Lobby, head south and then east to the third passage (5). Go through the entrance (5) to enter the Loop.



**Battle Notes:** For details on Warlocks, Anubis, Tricksters, Necromancers, Incubi, and Devils, see the Battle Notes for *The Trial of Intellect*. For details on Vampires, Liquid Evils, Mutant Dragons, Revenants, Black Knights, and Mutated Lynxes, see the Battle Notes for *The Trial of Wisdom – Floor #2*. For details on Jabberwockys, Goliaths, Maluspiros, and Flamethrowers, see the Battle Notes for *Section #1: The Mine Entrance*.



## Section #5: The Loop (Path #3)

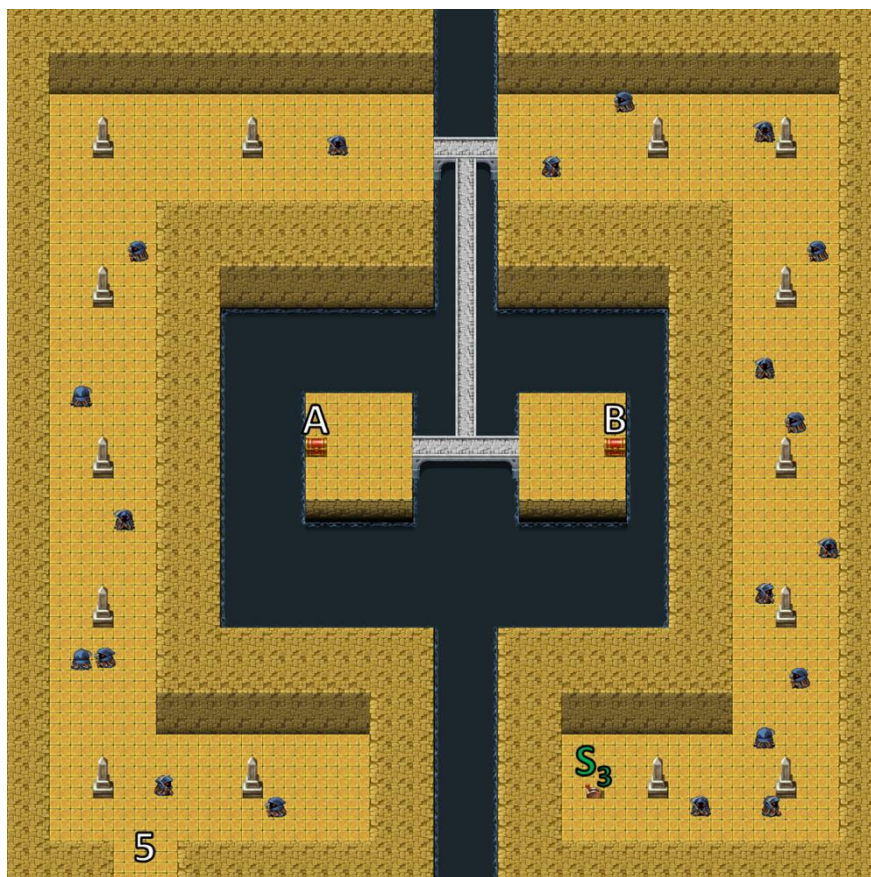
### Suggested Level: 32

**Enemies:** Warlock, Anubis, Trickster, Necromancer, Devil, Incubus, Vampire, Liquid Evil, Mutant Dragon, Revenant, Black Knight, Mutated Lynx, Maluspiro, Goliath, Jabberwocky, Flamethrower, Sand Worm

Treasure Chest Legend	
A	Large SP Orb
B	Large SP Orb

From the entrance of the Loop (5), head north until you reach the northwest corner. From here, turn east and continue until you reach south/east fork. The southern fork is a bridge that heads toward the center of the area. Take this southern bridge and continue until you reach an east/west fork. First, head west and gather the treasure (**Large SP Orb – A**) on the western island. After collecting the treasure, head east over the bridge and continue to the eastern island where you'll collect the other treasure (**Large SP Orb – B**).

With both treasures in hand, return west to the center of the bridge. Head north along the bridge until you reach the east/west fork. Take the eastern fork and continue until you reach the northeast corner of the Loop. From here, head south and then turn west when you are forced in that direction. At the end of the western path you'll find the third switch ( $S_3$ ). Flip the switch and then return around the loop to the entrance (5). In the Lobby, head south along the corridor and then proceed east to the easternmost corridor. Head north along the corridor and enter the final path, the Square Islands (6).



**Battle Notes:** For details on Warlocks, Anubis, Tricksters, Necromancers, Incubi, and Devils, see the Battle Notes for **The Trial of Intellect**. For details on Vampires, Liquid Evils, Mutant Dragons, Revenants, Black Knights, and Mutated Lynxes, see the Battle Notes for **The Trial of Wisdom – Floor #2**. For details on Jabberwockys, Goliaths, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**.

## Section #6: Square Islands (Path #4)

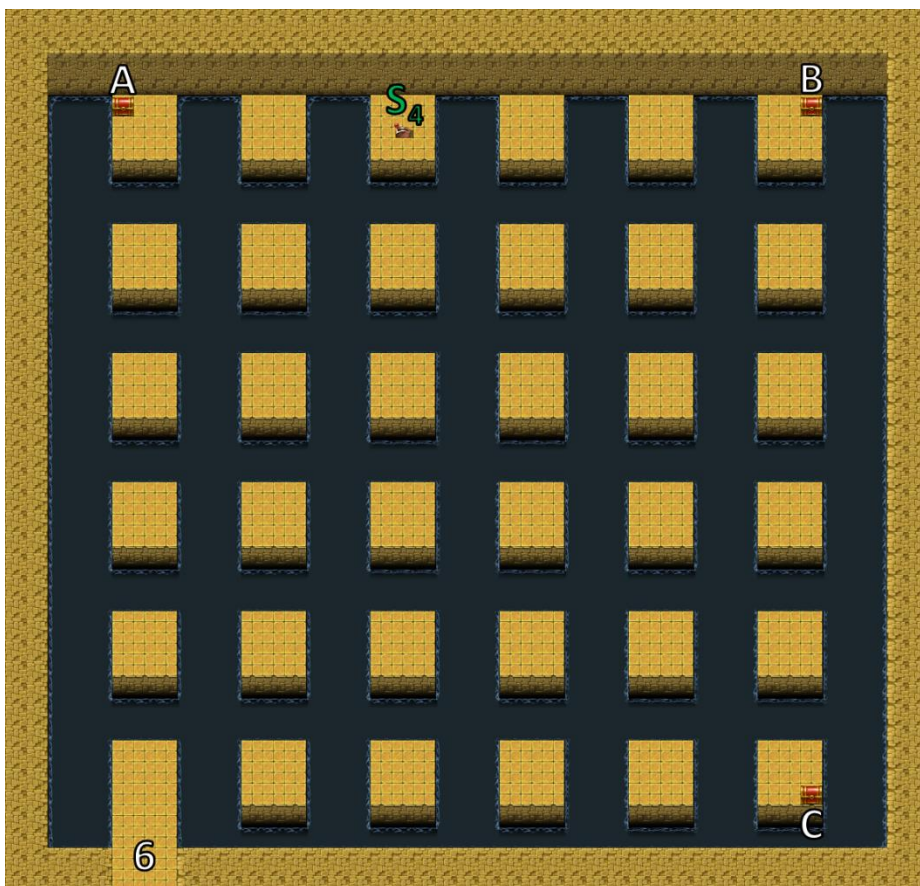
### Suggested Level: 32

**Enemies:** Warlock, Anubis, Trickster, Necromancer, Devil, Incubus, Vampire, Liquid Evil, Mutant Dragon, Revenant, Black Knight, Mutated Lynx, Jabberwocky, Goliath, Maluspiro, Flamethrower

Treasure Chest Legend	
A	Large Cottage
B	Remedy
C	Vocalizer Serum

In the final switch area, head north and jump from island to island until you reach the island in the northwest corner. Here, you'll find the first treasure (**Large Cottage – A**). After collecting the treasure, jump east from island to island until you reach the fourth and final switch ( $S_4$ ) two islands east. Flip the switch ( $S_4$ ) and continue east until you reach the treasure (**Remedy – B**) in the northeast corner.

After collecting the treasure, head south until you reach the southeast corner. Collect the treasure (**Vocalizer Serum – C**) and then return west until you reach the entrance (6). Return to the Lobby and head west until you reach the central corridor where the four spike strips should now be lowered. Head north over the lowered spike strips and enter the first section of the Outer Sanctum.



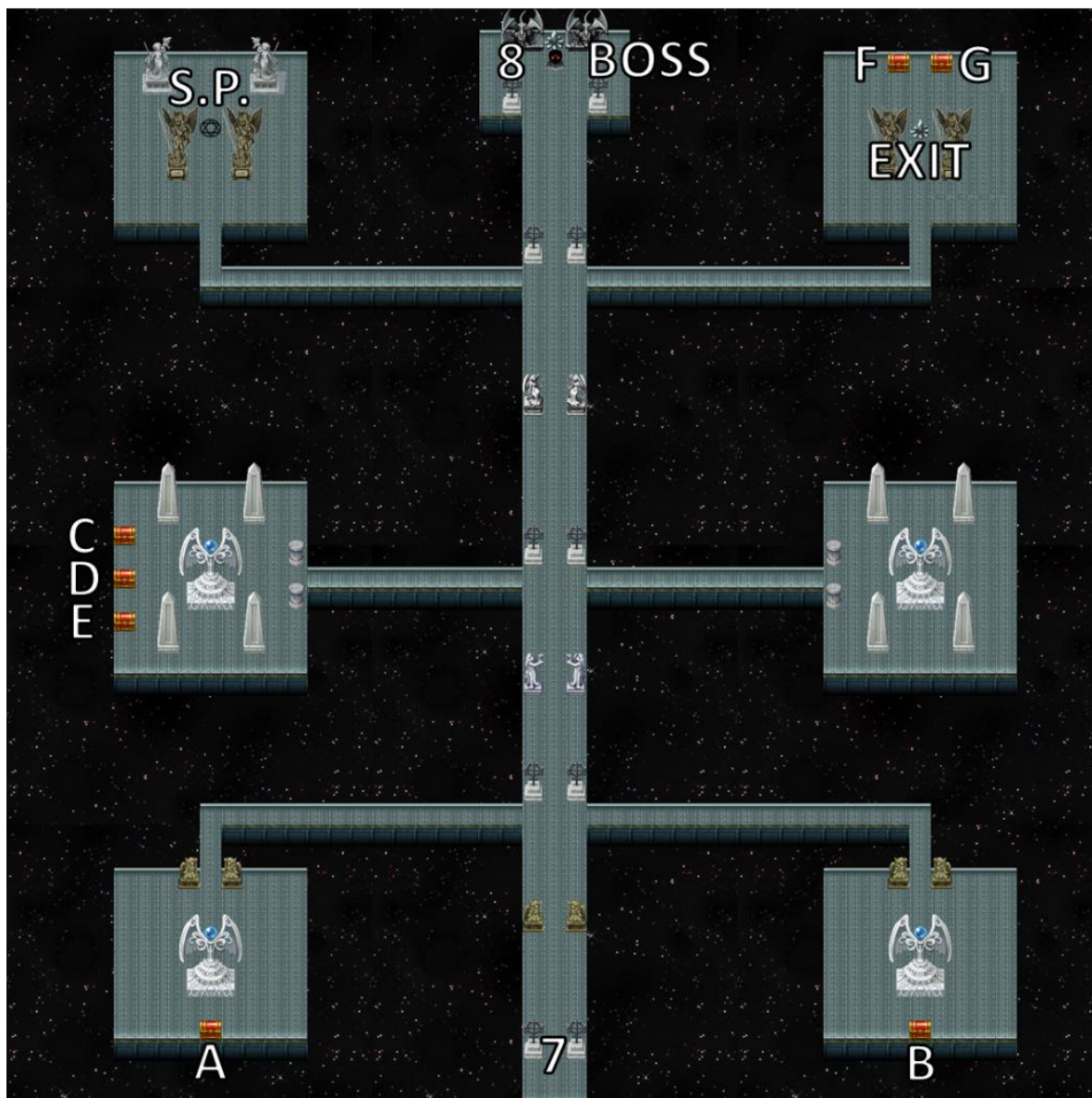
**Battle Notes:** For details on Warlocks, Anubis, Tricksters, Necromancers, Incubi, and Devils, see the Battle Notes for **The Trial of Intellect**. For details on Vampires, Liquid Evils, Mutant Dragons, Revenants, Black Knights, and Mutated Lynxes, see the Battle Notes for **The Trial of Wisdom – Floor #2**. For details on Jabberwockys, Goliaths, Maluspiros, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**.



## Section #7: Outer Sanctum (Section #1)

Suggested Level: 33

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Titan, Collosal Fiend, Demonic Gargoyle, Void Knight, Kali's Servant, Asura



Treasure Chest Legend			
A	Adamantium Spear	E	Full Magic Potion
B	Adamantium Whip	F	Saint's Hat
C	Full Potion	G	Saint's Gloves
D	Adamantium Shield		



The Outer Sanctum is a strange and mysterious location. Not even the Vanir knew who built the metal walkways that fill the nothingness of the Outer Sanctum. The platforms appear to float in the emptiness of the Well of Souls with no visible supports. The Outer Sanctum is the first region where you'll encounter the departed souls of Terra. For some reason, souls that you've slain are drawn more strongly to you and therefore you'll often fight bosses that you've slain throughout your journey.

From the start (7), head north until you reach an east/west fork. Head west and continue west down the path until you it turns south. At the southern end of the platform, you'll find the first treasure (**Adamantium Spear – A**). You should have already equipped yourself with Adamantium equipment from the Mines of Dvergar, but you if you haven't, you should immediately equip the powerful Adamantium Spear to your Knight, Gray Mage, or Thief. Note that Thieves (now Ninjas) gained the ability to use Spears at the Class Upgrade.

After collecting the treasure, head north and then east until you reach the previous fork. Now, head east until the path turns south. At the southern end of this platform you'll find the second treasure (**Adamantium Whip – B**). Return along the path to the previous fork and then head north up the central path. Continue north until you reach a 4-way intersection. Head west and collect the three treasures (**Full Potion – C, Adamantium Shield – D, Full Magic Potion – E**) at the western edge of the platform. If you have a Knight, Gray mage, or Thief, you should equip the Adamantium Shield if you didn't acquire one for each character in Dvergar.

After collecting the treasures, return east to the 4-way intersection and then proceed north. Continue north until you reach another 4-way intersection. If you have "Save in Designated Locations" turned on, turn west and use the Save Point (S.P.) on the northwest platform and then return to the 4-way intersection. Next, take the eastern path and follow it to the northeast platform. Avoid the teleporter (EXIT) and gather the two treasures (**Saint's Hat – F, Saint's Gloves – G**) at the northern edge of the platform.

At this point, you must make a choice. If you are low on supplies and not ready for a moderately challenging boss battle, you should use the teleporter (EXIT) to warp out of the Well of Souls. If you do choose to warp out, you cannot warp back to this point. Returning to this point will be much quicker the second time around because you've already flipped the four switches that blocked access to the central corridor in the Lobby.

If you choose to continue through the Well of Souls, head south and then west to the central 4-way intersection. Now, head north until you reach the first boss of the Well of Souls. Depending on the path you chose (Ancient Elven Relics vs. Woods of Despair), you'll either fight the Pirate's Soul or the Giant Ogre's Soul. If you completed both paths, the boss will default to the Giant Ogre's Soul.

The Giant Ogre's Souls is much stronger than his former self before you defeated him in the Desert Mountains. The attacks of the Giant Ogre's Soul are largely the same except that he now has Powerhouse and Protect rather than Reinforce Armor and Strengthen. He has no elemental weaknesses and therefore you'll do most of your damage with physical classes, if you have any.

In this battle, White Mages should start with Bubble and then follow up with Citadel and Sentinel to boost the party's DEF. Panacea and Remedy will also be very useful in curing the status effects that the Giant Ogre's Soul inflicts. Whenever your White Mage has a free round, use Blessed to boost the ATK of your physical classes such as Knights or Monks. Finally, White Mages must keep the party fully healed and resurrect any party members that die.

Black Mages will not be as effective against the Giant Ogre's Souls because he has no elemental weaknesses. Black Mages should instead start by casting Juggernaut and Powerhouse on physical

classes. Next, they should use Hyper Blitz Tonics and Hyper Vigor Tonics on physical classes. Next, Black Mages should use Weaken and Debilitate to reduce the boss' DEF. Finally, you might consider using Implosion repeatedly.

## Boss Battle: Giant Ogre's Soul



### Attacks

Normal Attack (25%), Poison Attack (12.5%), Darkness Attack (12.5%), Paralysis Attack (12.5%), Sleep Attack (12.5%), Powerhouse (12.5%), Protect (12.5%)

### Items to Steal

Full Potion (50%), Full Magic Potion (25%), Large Cottage (25%), Midas' Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
25,000	1,000	225	220	180	200	100	150	15	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

Knights should start with Adamantine Vest to boost their Max HP and DEF. Next, they should use Destroy Armor to reduce the Giant Ogre's DEF and then consider using Mana Surge to reduce the amount of MP used by Crush since this will likely be a long battle. Finally, Knights should repeatedly use Crush. Monks should start with Enter the Dragon to boost the number of hits of their normal multi-hit attack. Next, they should use a Hyper Blitz Tonic and Hyper Vigor Tonic to boost their ATK and CRT. Finally, Monks should repeatedly use their multi-hit attack repeatedly to inflict maximum damage.

Hunters should follow their normal strategy with their most powerful scans and then debuffing the enemy with Slow Enemy and Hamstring. Engineers are most effective with powerful fish from the Luring Rod; however, their Magical Imbue and ICBM skills are also useful against this boss. If you have Luring Rod non-elemental Icewater fish (Spiny Eel), you can use these to inflict ~6,000 HP damage while Freshwater fish can be used as party-wide Tonics. Finally, Saltwater fish can make the Engineer an excellent healer in the absence of a White Mage.

Thieves can steal a Midas' Ring from the Giant Ogre; however, at this late point in the game, the extra money from a Midas' Ring won't help a great deal. The exception to this is if you are entering the Well of Souls underleveled just to acquire another Midas' Ring so that you can acquire extra money for the Adamantium Equipment in the Dvergar. Still, there are easier ways to make money in the late game such as Fishing with the Luring or Master Rod. Thieves can take one of two strategies. First, they can act as support characters and disperse Hyper Tonics amongst the party to boost their important attributes (e.g. Hyper Blitz Tonics for Knights/Monks and Hyper Mind Tonics for Mages). Second, they can attempt

to inflict damage with Agile Strike, in which case, they should use both a Hyper Jolt and Hyper Blitz Tonic. Gray Mages should follow either the Knight or Gray Mage strategy depending on their build.

Second, if you took the Woods of Despair route and defeated the Pirate in Dry Gulch, you'll have to fight the Pirate's Soul instead of the Giant Ogre's Soul. Note that if you took the Woods of Despair route and did not defeat the Pirate in Dry Gulch, you won't have to fight any boss in the first section of the Outer Sanctum. The Pirate's Soul actually has the exact same attributes as the Giant Ogre's Soul. Simply follow the Giant Ogre's Soul's strategy.

## Boss Battle: Pirate's Soul



### Attacks

Normal Attack (25%), Poison Attack (12.5%), Darkness Attack (12.5%), Paralysis Attack (12.5%), Sleep Attack (12.5%), Powerhouse (12.5%), Protect (12.5%)

### Items to Steal

Full Potion (50%), Full Magic Potion (25%), Large Cottage (25%), Midas' Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
25,000	1,000	225	220	180	200	100	150	15	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

After defeating the Giant Ogre's Soul or Pirate's Soul, you'll be able to reach the teleporter (8) that leads to the second section of the Outer Sanctum. Before entering, reassess your supplies and strength. The rest of the Well of Souls only gets more difficult with even stronger bosses. You should consider warping out using the exit teleporter (EXIT) on the northeastern platform. If you choose to continue, use the teleporter (8) to warp to the next section.

**Battle Notes:** For details on Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**. The new enemy types are Titans, Colossal Fiends, Demonic Gargoyles, Void Knights, and Kali's Servants.

*Titans are the most powerful physical attackers in all of Terra. They also have a huge amount of HP making them very difficult to kill. They have a large variety of physical attacks such as Groundslam (which can damage your entire party while also paralyzing), Giant Killer (which cuts your current HP in half), Crush (which deals an enormous amount of damage), Double Attack (to deal double damage), and finally, Smite and Berserker. Titans have an elemental weakness to Ice attacks but are resistant to Wind elemental attacks.*



*Collosal Fiends are nearly as strong as Titans but have a limited number of attacks. They can use Smite as well as Destroy Armor to reduce a character's DEF. They also are weak to Ice and resistant to Wind elemental attacks.*

*Demonic Gargoyles are the second most powerful magic caster in all of Terra. They only have one spell, Darkness 5, but it can devastate your party. They are also incredibly quick meaning that a couple of Demonic Gargoyles can annihilate your party before you even have a chance to attack if you don't have Element Rings or equipment that nullifies Dark elemental attacks. Demonic Gargoyles can also use Mana Taint to drain your MP. Finally, they also have elemental weaknesses to Thunder and Wind but are resistant to Ice elemental attacks.*

*Void Knights are similar to Demonic Gargoyles but have average PRE; however, their Darkness 5 attack can decimate your party. They also tend to attack in packs so it is crucial that you attack before the Void Knights and try to kill them before they get to strike. Void Knights have an elemental weakness to Thunder but are resistant to Ice and Wind elemental attacks.*

*Kali's Servants are the most powerful caster in all of Terra with Darkness 6. A single cast of this powerful spell can destroy your party if you aren't ready for it. They also have above average PRE and high ATK and DEF as well. Kali's Servants have elemental weaknesses to Fire, Holy, and Thunder but are resistant to Ice and Wind elemental attacks.*

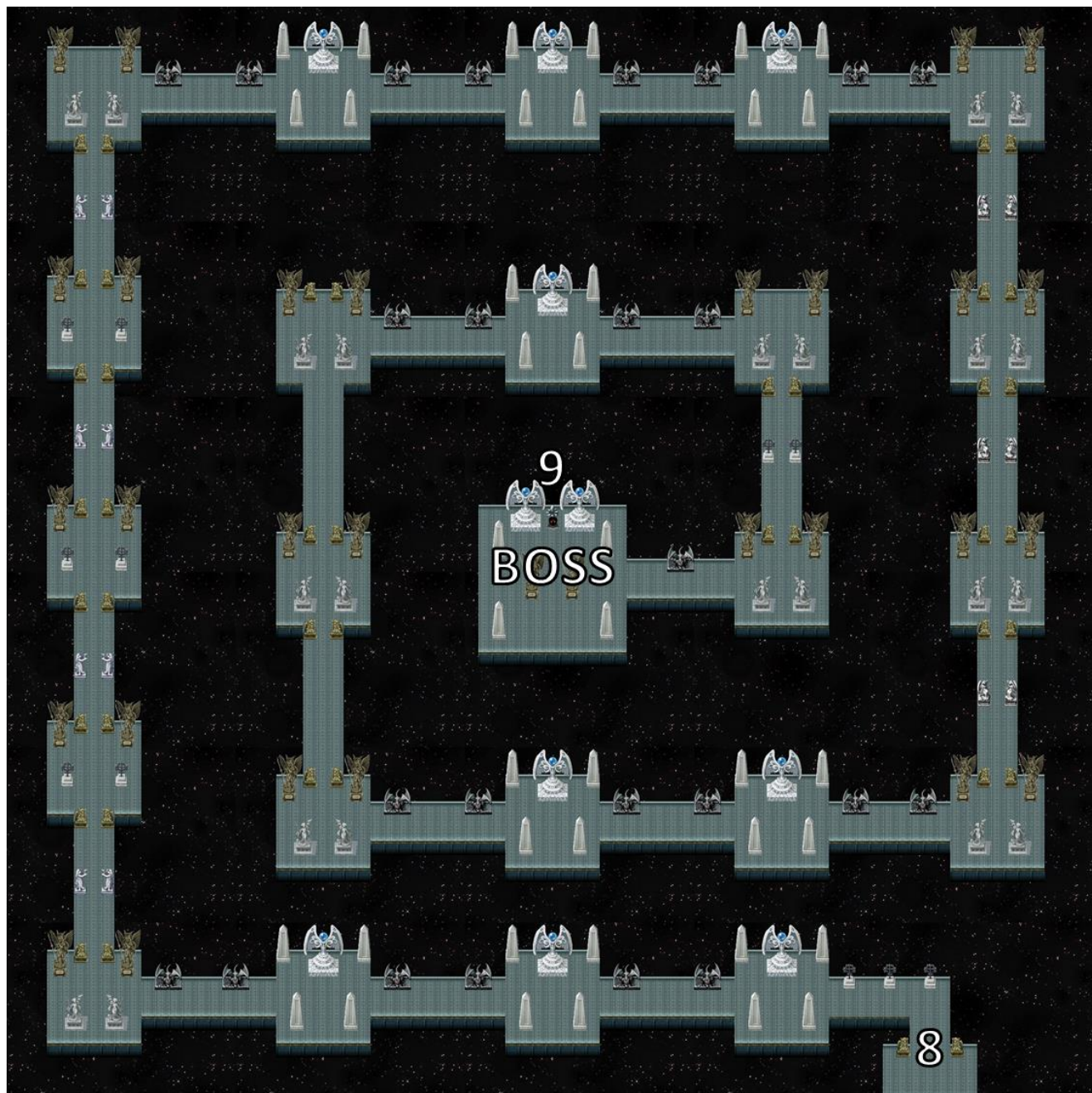
*If you have a Thief in your party, you can steal Full Potions, Large Cottages, and Full Magic Potions from Titans. You can steal Full Potions, Medium SP Orbs, Large SP Orbs, Large Cottages, and Full Magic Potions from Collosal Fiends. You can steal Large, Huge, and Full Magic Potions from Demonic Gargoyles. You can steal Full Potions, Hellfire Bombs, Blizzard Bombs, Large Cottages, and Full Magic Potions from Void Knights. You can steal Large Magic Potions, Full Potions, Huge Magic Potions, Full Magic Potions, and Large Cottages from Kali's Servants.*

## Section #8: Outer Sanctum (Section #2)

**Suggested Level: 33**

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Collosal Fiend, Demonic Gargoyle, Titan, Asura, Void Knight, Kali's Servant

**Treasures:** None



After warping to the second section of the Outer Sanctum (8), you'll find yourself in the southeast corner of a large, otherworldly span of platforms. The layout of this section may appear complicated; however, traversing the path to the second boss couldn't be much easier. You'll simply follow the path as it spirals inward toward the center. There are no forks where you must choose a direction. Simply head inward on the square-like spiral until you reach the second boss of the Well of Souls. There are no treasures in this section of the Well of Souls.

The identity of the second boss also changes depending on whether you took the Ancient Elven Relics route or the Woods of Despair route. If you took the Ancient Elven Relics route and defeated the Tower Guardian in the Forest Tower, you'll fight the Tower Guardian's Soul. Alternatively, if you took the Woods of Despair route and defeated the Treant in the Deserted Island Cave, you'll fight the Treant's Soul. If you completed both routes, you'll default to the Tower Guardian's Soul.

## Boss Battle: Tower Guardian's Soul



### Attacks

Normal Attack (16.6%), Fire 5 (16.6%), Sand Dust (16.6%), Genius (16.6%), Wind 5 (16.6%), Grim Reaper (16.6%)

### Items to Steal

Large SP Orb (50%), Full Potion (50%), Full Magic Potion (25%), Deserter's Boots (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
35,000	1,000	235	230	210	240	115	175	3	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	C	C	C	F	C

The Tower Guardian's Soul may be the toughest boss you've fought up to this point in the game. This is heavily dependent on your party makeup. If you have a physical-heavy party with low MGD, this may be very challenging for you. The Tower Guardian's Soul is a substantial upgrade of the Tower Guardian. With a whopping 35,000 HP, this will be a long, grueling battle.

The Tower Guardian's Soul will inflict most of its damage with powerful magic spells (Fire 5 and Wind 5). The Tower Guardian's Soul can also boost the damage output of these spells with Genius. If you have a variety of status effect immunity rings, you should equip those that make you immune to blindness to nullify the effect of Sand Dust. Finally, you should have Protect Rings equipped to each party member to guard against Grim Reaper.

In the battle against the Tower Guardian's Soul, White Mages should start, as usual, with Bubble to double the party's Max HP. They should follow up with Citadel and Magical Bulwark to boost the party's MGD to guard against Wind 5 and Fire 5. Null All can also be very useful to guard against the



magic attacks of the boss. Of course, White Mages should also use their powerful healing spells to keep the party fully healed.

Black Mages can be effective in this battle by exploiting the Tower Guardian Soul's elemental weakness to Fire. To start, Black Mages should use Genius to boost their INT and Crumble to lower the boss' MGD. Next, Black Mages should consider using a Hyper Mind Tonic to further boost their INT and then repeatedly use Fire 7.

Knights should start with Adamantine Vest and then follow up with Destroy Armor to lower the boss' DEF. Next, Knights should consider Mana Surge to reduce the amount of MP used by each attack since this will be a long battle. Finally, Knights should repeatedly use Crush to do maximum damage to the Tower Guardian's Soul. Monks should start with Enter the Dragon, a Hyper Blitz Tonic, and perhaps a Hyper Vigor Tonic to boost ATK and CRT. They should then repeatedly use their normal multi-hit attack.

Hunter's should use their normal strategy utilizing powerful scans and then debuffing the enemy with Hamstring and Slow Enemy. Engineers will be most useful by using Icewater fish caught with the Luring Rod, specifically the Longneck Eel which acts as a Fire elemental single-target bomb. Although the Tower Guardian's soul isn't fully weak to Fire elemental, there is a chink in its armor. Alternatively, you can use non-elemental Spiny Eel Icewater fish to do slightly more damage; however, these Spiny Eels might be better saved for later. Engineers can use be very useful as healers to replace White Mages. Luring Rod and Master Rod Saltwater fish can even surpass the White Mage's abilities in some cases.

Thieves should try their best to steal the extremely rare Deserter's Boots that the Tower Guardian's Soul possesses. The Deserter's Boots can only be found elsewhere in The Abyss or as a reward from Jadeia – The Treasure Map Collector. These tattered boots give a massive AGI boost to the Thief and allow him to steal nearly anything that an enemy possesses. Thieves should start with a Hyper Jolt Tonic and can also benefit from the White Mage's Ethereal spell. Gray Mages should follow either the Knight or Black Mage strategy depending on their build.

Alternatively, if you chose to forgo the Ancient Elven Relics and chose the Woods of Despair route, you'll have to fight the Treant's Soul. Unlike the Pirate's Soul which is a mirror image of the Giant Ogre's Soul, the Treant's Soul is a very different boss than the Tower Guardian's Soul.

Unlike the Tower Guardian's Soul, the Treant's Soul is a physical-heavy boss which can unleash a great deal of damage by boosting its ATK with Powerhouse. Furthermore, it can also boost its own DEF with Protect. Otherwise, the only other attacks used by this boss are Smite and its Normal Attack. Like the Tower Guardian's Soul, the Treant's Soul is partially weak to Fire elemental attacks.

White Mages should start, as always, with Bubble to double the party's Max HP. Next, White Mages should use Citadel and Sentinel to boost the party's DEF. During free rounds, White Mages should use Blessed on physical classes to boost their ATK and other attributes. Finally, they should use their most powerful healing spells to keep the party fully healed and resurrect any party members that are incapacitated.

Black Mages should follow the same strategy as against the Tower Guardian's Soul. Specifically, Black Mages should use Genius to boost their INT and Crumble to lower the boss' MGD. Next, Black Mages should consider using a Hyper Mind Tonic to further boost their INT and then repeatedly use Fire 7.

## Boss Battle: Treant's Soul



### Attacks

Normal Attack (33.3%), Powerhouse (16.6%), Protect (16.6%), Smite (33.3%)

### Items to Steal

Large SP Orb (50%), Full Potion (50%), Full Magic Potion (25%), Deserter's Boots (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
35,000	1,000	240	230	145	170	120	200	15	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	C	C	C	F	C

All other characters should follow the strategies outlined for the Tower Guardian's Soul. Refer to the previous section for the details on each strategy. After defeating either the Tower Guardian's Soul or the Treant's Soul, you'll be able to reach the teleporter (9) that leads to the third and final section of the Outer Sanctum. There is no possibility to exit in this section of the Outer Sanctum so you must continue on to the third section where you'll find the second exit warp.

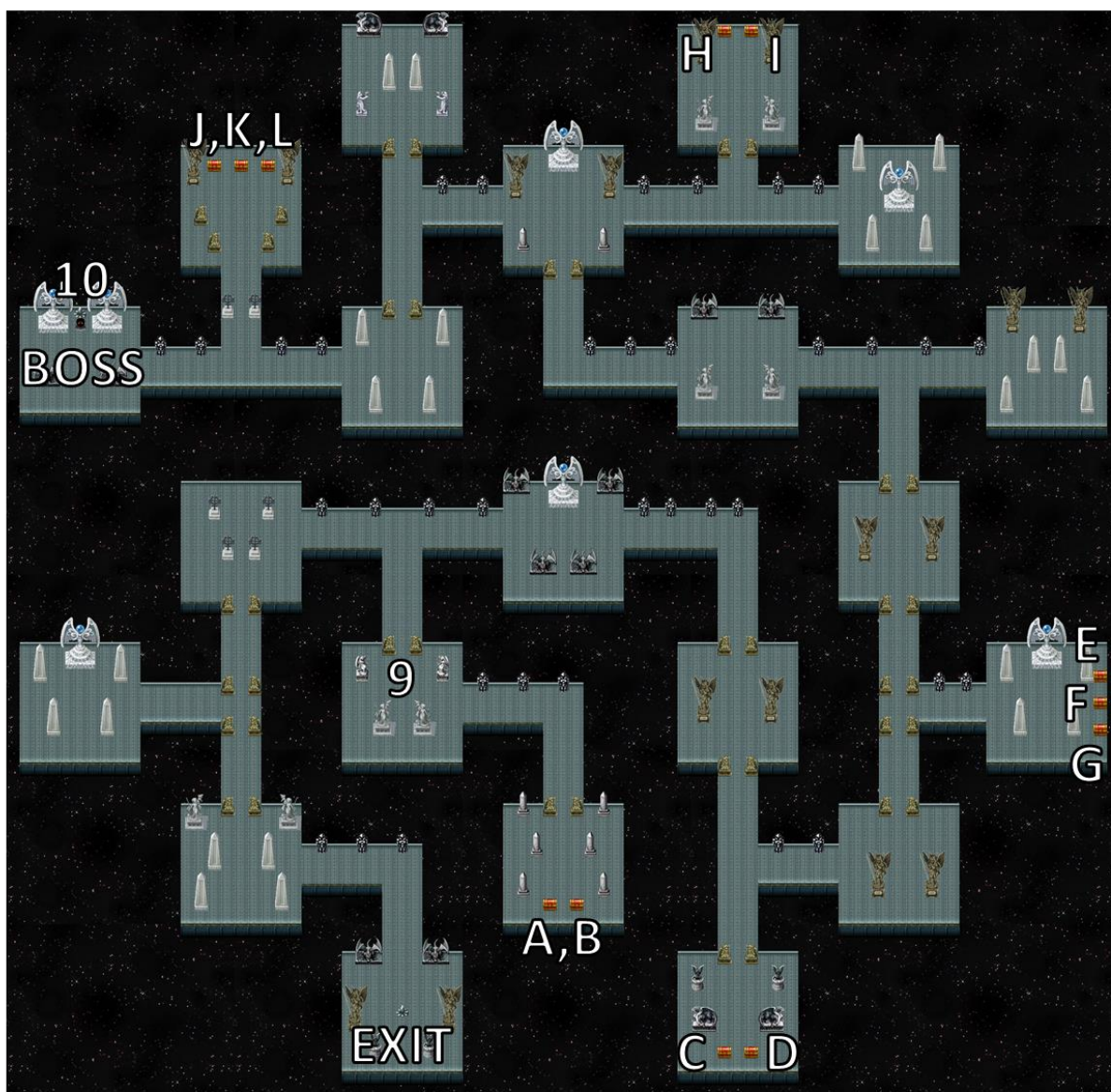
**Battle Notes:** For details on Jabberwockys, Goliaths, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**. For details on Titans, Collosal Fiends, Demonic Gargoyles, Void Knights, and Kali's Servants, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. There is one new enemy type in this section: Asuras.

Asuras are powerful physical attackers that can use Double Attack to deal extra damage, Destroy Armor to decrease a party member's DEF, and Groundslam to damage the entire party with a chance to stun. They have an elemental weakness to Thunder but are resistant to Wind elemental attacks. If you have a Thief in your party, you can steal Large Cottages, Huge Magic Potions, and Large SP Orbs from Asuras.

## Section #9: Outer Sanctum (Section #3)

**Suggested Level: 33**

**Enemies:** Jabberwocky, Goliath, Giant Gargoyle, Monstrosity, Maluspiro, Sand Worm, Flamethrower, Titan, Void Knight, Collosal Fiend, Dark Champion, Kali's Servant, Demonic Gargoyle, Basilisk, Asura



Treasure Chest Legend					
<b>A</b>	Adamantium Axe	<b>E</b>	Holy Fire Bomb	<b>I</b>	Adamantium Boots
<b>B</b>	Adamantium Dagger	<b>F</b>	Saint's Shoes	<b>J</b>	Hellfire Bomb
<b>C</b>	Adamantium Boots	<b>G</b>	Black Void Bomb	<b>K</b>	Adamantium Gauntlets
<b>D</b>	Adamantium Helm	<b>H</b>	Adamantium Bow	<b>L</b>	Sonic Boom Bomb



After warping to the third section of the Outer Sanctum (9), you can either head north or east. To start, head east and follow the path as it turns south. At the southern end of the platform, you'll find two treasures (**Adamantium Axe – A, Adamantium Dagger – B**). After collecting the treasures, head north and return west to the starting platform. From here, head north until you reach an east/west fork.

At the east/west fork, you have a decision to make. If you find that you are low on supplies or you barely escaped with your life in the battle against the previous boss, you should consider heading west to the teleporter (*EXIT*) that will warp you out of the Well of Souls. Remember, if you choose to exit the Well of Souls, you can't warp back into this point, you'll have to journey through most everything you've already encountered. The two exceptions to this are the switches in the Lobby and the bosses which you've defeated.

If you do choose to exit, take the west fork and continue west until you reach the next platform. Here, your only option is to turn south. Follow the path south until you reach a south/west fork. Take the southern fork and continue until you reach the next platform. From this platform, you'll be forced to turn east. Follow the path east and then as it turns south to the final platform. On the final platform, you'll find the teleporter (*EXIT*) that will warp you out of the Well of Souls.

If you choose not to exit, you'll take the eastern fork and continue east through the next platform until the path turns south. Continue south through another platform until you reach a south/east fork. Take the southern fork and gather the two treasures (**Adamantium Boots – C, Adamantium Helm – D**). Next, you'll return north to the previous fork and head east until you arrive at a platform. You'll be forced to turn north where you'll find an east/north fork. Take the eastern fork and collect the three treasures (**Holy Fire Bomb – E, Saint's Shoes – F, Black Void Bomb – G**).

After collecting the treasure, return west to the previous fork. From here, you'll head north through another platform until you reach an east/west fork. Ignore the eastern fork because it is a dead end and instead head west. Continue west through a platform until the path turns north. Head north until you arrive at a platform and another east/west fork. Take the eastern fork and you'll quickly arrive at a north/east fork. Take the northern fork and acquire the two treasures (**Adamantium Bow – H, Adamantium Boots – I**) at the northern edge of the platform.

With the two treasures in hand, return south to previous fork and head west. Continue west through the previous platform until you reach a north/south fork. Head south and then follow the path as it turns west. Continue west until you reach a north/west fork. Take the northern fork and gather the three treasures (**Hellfire Bomb – J, Adamantium Gauntlets – K, Sonic Boom Bomb – L**). After collecting the final treasures, return south to the previous fork and head west. Continue west until you arrive at the final platform and the boss of the third and final section of the Outer Sanctum, Ifrit's Soul.

Ifrit's Soul will be your greatest challenge yet. While Ifrit's Soul only has six different attacks, he will certainly make the most of them. He has high INT and therefore, his Fire 5 can pack a punch. His Sleep skill can put your entire party to sleep, so any status effect immunity rings that protect against sleep are highly recommended to be equipped prior to this battle. Ifrit's Soul has two attacks that reduce your character's DEF: Destroy Armor and Debilitate. The combination of these DEF debuffing attacks without any DEF boosting skills from your own characters, can easily lead to a single-hit kill. Finally, Ifrit's Soul is weak to Ice elemental attacks but he can cover this weakness with Null All.

Since Ifrit's Soul can do heavy damage with either magical or physical attacks, your White Mage should protect against both. White Mages should start with Bubble to double the party's Max HP. Next, White Mages should use Citadel, Sentinel and Magic Bulwark to increase the party's DEF and MGD. When possible White Mages should then use Blessed on Knights and Monks to increase their ATK and other

attributes. Finally, White Mages must make sure the party is fully healed and resurrect any party members that die.

## Boss Battle: Ifrit's Soul



### Attacks

Normal Attack (28.6%), Fire 5 (14.3%), Debilitate (14.3%), Sleep (14.3%), Destroy Armor (14.3%), Null All (14.3%)

### Items to Steal

Full Potion (50%), Hellfire Bomb (50%), Huge Magic Potion (50%), Full Magic Potion (25%), Healing Helm (5%), Renewing Hat (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
45,000	3,000	250	250	215	275	125	225	3	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
F	A	C	C	F	C

Black Mages can be very effective in this battle by exploiting Ifrit's Soul's weakness to Ice elemental attacks. Black Mages should start with Genius to boost their own INT and Crumble to reduce the enemy's MGD. If you have Knight/s Monks in your party, you should Juggernaut to boost their ATK. Finally, Black Mages should repeatedly use Ice 7 to exploit the Ice elemental weakness.

Knights should start with Adamantine Vest to double their Max HP and boost their DEF. Next, they should consider Mana Surge to reduce the cost of repeated uses of Crush. Finally, Knights should repeatedly use Crush unless you are massively overleveled and now have Whirlwind Massacre. Monks should start with Enter the Dragon, a Hyper Blitz Tonic, and a Hyper Vigor Tonic to boost the number of hits their normal attack delivers as well as their ATK and CRT. Finally, Monks should repeatedly use their normal multi-hit attack to inflict maximum damage.

Hunters should follow their normal strategy with powerful scans and debuffing the boss with Hamstring/Slow Enemy. Engineers should take full advantage of their Advanced Item Boost passive skill and use Luring Rod level Icewater fish (specifically, Zingel) to inflict ~6,000 HP damage per round. Engineers can also massively boost your party's stats with Luring Rod level Freshwater fish such Hagfish which gives everyone a massive ATK boost. Finally, if you don't have a White Mage, Engineers can act as an excellent healer with Saltwater fish. Furthermore, Master Rod level High-level fish can even resurrect party members.

Thieves must do everything they can in this battle to steal the incredibly rare Healing Helm and Renewing Hat. The Healing Helm puts the wearer in a permanent HP regeneration state while the Renewing Hat puts the wearer in a permanent MP regeneration state. The Renewing Hat is extremely useful for White and Black Mages. Meanwhile, the Healing Helm can make a Knight nearly invincible.

Thieves should use a Hyper Jolt Tonic and can also benefit from the White Mage's Ethereal skill. Finally, Gray Mages should follow either the Knight or Black Mage strategy depending on their build.

After defeating Ifrit's Soul, you'll open the path to the teleporter (10) that leads to the first section of the Inner Sanctum of the Well of Souls. Depending on your status after the battle with Ifrit's Soul, it may be wise to backtrack and use the exiting teleporter (EXIT) in the southwest corner of this section of the Outer Sanctum. Note that there is no exiting teleporter in the next section of the Well of Souls. You won't be able to exit until you reach the third section of the Inner Sanctum. If you're feeling strong, step into the teleporter (10) to warp to the Inner Sanctum.

**Battle Notes:** *For details on Jabberwockys, Goliath, Giant Gargoyles, Monstrosities, Maluspiros, Sand Worms, and Flamethrowers, see the Battle Notes for **Section #1: The Mine Entrance**. For details on Titans, Collosal Fiends, Demonic Gargoyles, Void Knights, and Kali's Servants, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Asuras, see the Battle Notes for **Section #8: Outer Sanctum (Section #2)**. There are two new enemy types in this section: Basilisks and Dark Champions.*

*Basilisks are nasty status effect inflicting enemies akin to Maluspiros. If you aren't immune to all status effects via Genji Rings, Incorruptible Armor, etc., then their Devil's Breath will wreak havoc on your party. They can also inflict stone with their physical attack. They have very high PRE and therefore will usually attack first. Basilisks have an elemental weakness to Ice attacks.*

*Dark Champions are powerful attackers that can use Smite, Berserker, Stomp, and Destroy Armor. They have an elemental weakness to Thunder but are resistant to Ice and Wind elemental attacks.*

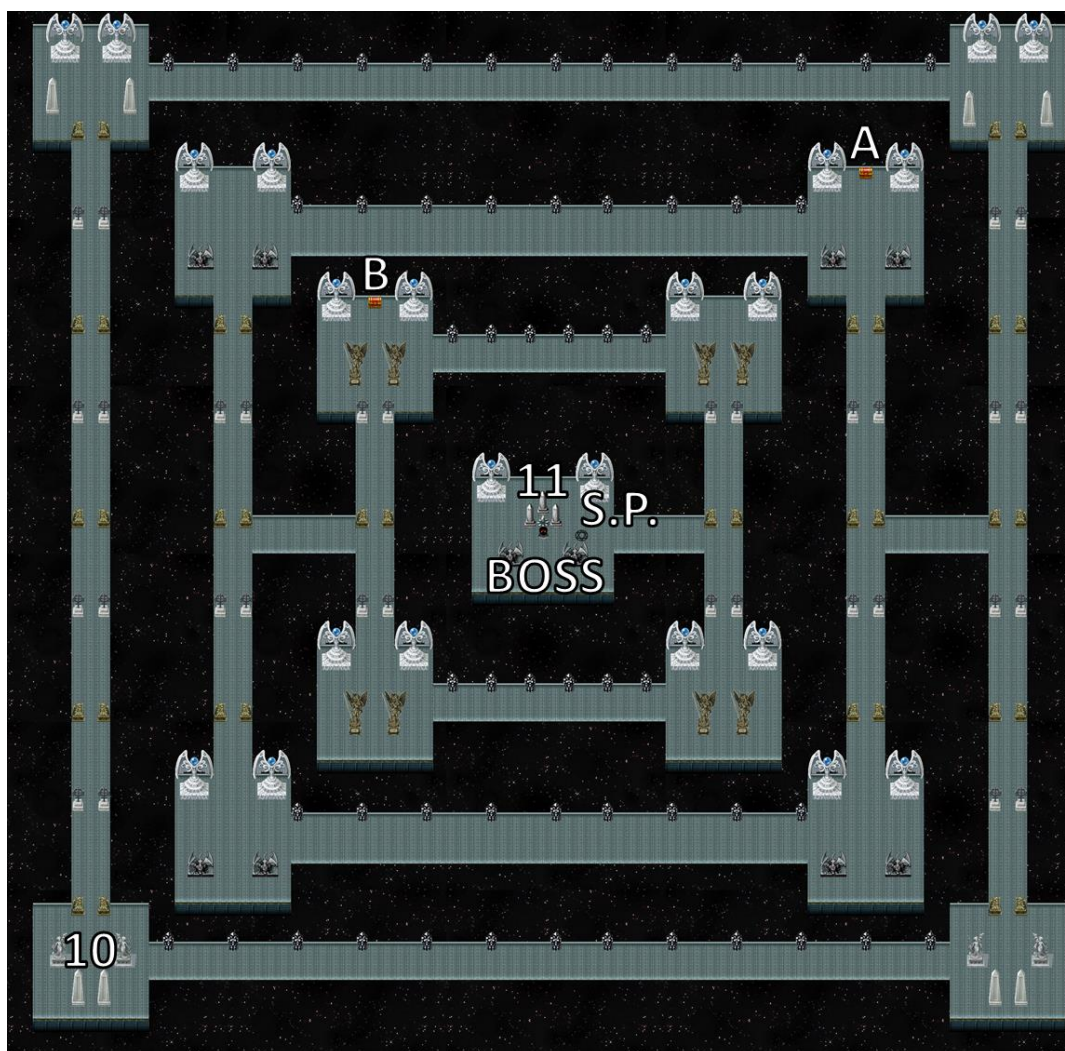
*If you have a Thief in your party, you can steal Full Potions, 2x Remedies, Large Cottages, and Full Magic Potions from Basilisks. You can steal Full Potions, Hyper Blitz Tonics, Hyper Wall Tonics, Hellfire Bombs, Blizzard Bombs, and Full Magic Potions from Dark Champions.*



## Section #10: Inner Sanctum (Section #1)

**Suggested Level: 34**

**Enemies:** Titan, Void Knight, Collosal Fiend, Demonic Gargoyle, Asura, Dark Champion, Basilisk, Kali's Servant



Treasure Chest Legend	
A	Adamantium Armor
B	Saint's Robe

You have now reached the Inner Sanctum of the Well of Souls. You're over halfway through the massive dungeon; however, the greatest challenges remain to be seen. After teleporting to the first section of the Inner Sanctum (10), you'll find yourself in the southwest corner. You can either proceed north or east. Both paths will eventually lead you to the same point as they loop around the outer edge of the Inner Sanctum in opposite directions; however, the eastern path is a more direct path.

Follow the eastern path until you reach the platform in the southeast corner. From here, head north until you reach a north/west fork. Take the western fork and head toward the center of the first section of the Inner Sanctum. You'll quickly find a north/south fork. Again, both forks will lead you to the same location. Furthermore, both forks are equidistant from the next fork that you need to find; however, the northern fork will lead you to a treasure while there is nothing to gather along the southern fork. Therefore, take the northern fork until you reach the platform and the first treasure (**Adamantium Armor – A**). If you don't already have *Adamantium Armor* for your physical classes, equip this immediately.

After collecting the treasure, head west until you reach another platform. From here, head south until you reach a south/east fork. This is the fork at which the other path would connect. Take the eastern fork and head deeper into the Inner Sanctum. After a few steps east, you'll be presented with another north/south fork. Again, both forks lead to the same place and both are equidistant from the next fork; however, you'll find treasure along the northern path. Take the northern path and acquire the second treasure (**Saint's Robe – B**) at the northern edge of the platform. If you don't have *Saint's Robes* equipped to all your Mages, equip this immediately.

After gathering the treasure, head east until you reach another platform. Turn south and continue until you reach find a west/south fork. The southern fork connects back to the other fork that you could have chosen. Take the western fork and proceed to the center of the first section of the Inner Sanctum. Here, you'll find the boss of this section, the Marsh Beast's Soul. If you have "Save in Designated Locations" turned on, use the Save Point (S.P.) just east of the boss.

The Marsh Beast's Soul is most dangerous because of his Vampirism ability. Couple Vampirism with Debilitate and, depending on your party make-up, he may heal himself faster with Vampirism than you can do damage. The Marsh Beast's Soul can also increase his own ATK with Powerhouse and lower your party's DEF with Debilitate. Lastly, he can also use Smite which can inflict the Stun status effect and Giant Killer which will cut a party member's HP in half. Giant Killer can be very effective in reducing your Knight's massive HP. The Marsh Beast has no elemental weaknesses so you'll likely do more of your damage physically.

White Mages should start the battle with Bubble and follow up with Citadel and Sentinel to boost the party's DEF. Next, White Mages should cast Blessed on the Knights/Monks to boost their ATK power. Since the Marsh Beast's Soul has so much HP (50,000 Max HP), you might consider using Regen to get +100 HP to each party member for the rest of the battle. Regen will make the White Mage's job of keeping everyone healed easier.

Black Mages can't exploit any elemental weakness and should therefore focus on increasing physical party member's damage. Black Mages should start with Juggernaut and Powerhouse and Knights/Monks and then follow that up with Debilitate and Weaken on the Marsh Beast's Soul. Crackshot and Direct Hit are also valuable spells to improve the damage output of physical classes. Finally, if you don't have any physical classes in your party, the Black Mage should use Genius and Crumble to increase the effectiveness of Implosion.

Knights should start with Adamantine Vest to double their Max HP and then use Destroy Armor to reduce the boss' DEF. Next, use Mana Surge to cut the MP use of Crush by half. Finally, repeatedly use Crush for maximum damage output. Monks should start with Enter the Dragon, and three Hyper Tonics: Blitz, Eagle Eye, and Vigor to boost ATK, ACC, and CRT, respectively. Once those Tonics have been consumed, Monks should repeatedly use their normal multi-hit attack for the rest of the battle.

## Boss Battle: Marsh Beast's Soul



### Attacks

Normal Attack (14.3%), Debilitate (14.3%), Vampirism (28.6%), Powerhouse (14.3%), Smite (14.3%), Giant Killer (14.3%)

### Items to Steal

5x Remedy (50%), Poison Ring (25%), Silence Ring (25%), Sleep Ring (25%), Paralysis Ring (25%), Protect Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
50,000	3,000	260	250	200	210	135	250	10	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

Hunters should follow their normal strategy with their most powerful scans and Hamstring/Slow Enemy. Engineers can still deal a great amount of damage with Luring Rod level Icewater fish despite the Marsh Beast's Soul having no elemental weaknesses. Such fish will still do ~3,000 HP damage per hit with Advanced Item Boost and the non-elemental Spiny Eels will deal 6,000 HP damage per hit. Engineers are probably more useful with Luring Rod level Freshwater fish to boost the physical classes ATK and CRT.

Thieves have a variety of rings to steal from the Marsh Beast but none of them are that impressive. Thieves' should instead act as support characters by using Hyper Tonics or Freshwater fish to boost the physical party member's attributes. Gray Mages should follow either the Knight or Black Mage strategy depending on their build.

After defeating the Marsh Beast's Soul, you'll open the path that leads to the teleporter (11) that will warp you to the second section of the Inner Sanctum. Since there is no exiting teleporter, you'll have to proceed to the next section. When you're ready, you'll step into the teleporter (11) to reach the next section.

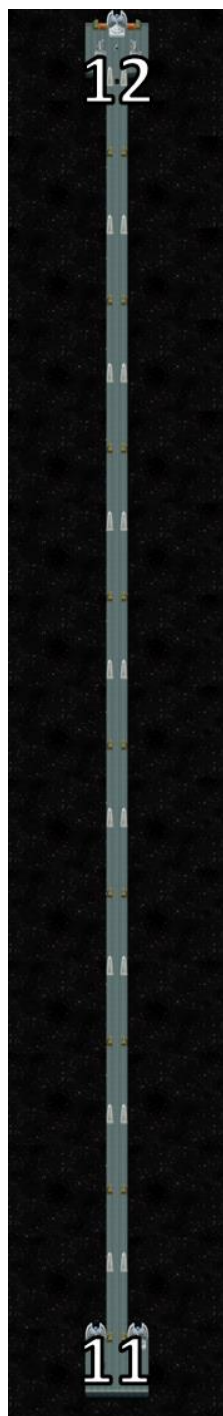
**Battle Notes:** For details on Titans, Collosal Fiends, Demonic Gargoyles, Void Knights, and Kali's Servants, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Asuras, see the Battle Notes for **Section #8: Outer Sanctum (Section #2)**. For details on Basilisks and Dark Champions, see the Battle Notes for **Section #9: Outer Sanctum (Section #3)**.



## Section #11: Inner Sanctum (Section #2)

### Suggested Level: 34

**Enemies:** Titan, Void Knight, Collosal Fiend, Demonic Gargoyle, Asura, Dark Champion, Basilisk, Kali's Servant, Magi Guardian



Treasure Chest Legend	
A	Adamantium Sword
B	Adamantium Staff

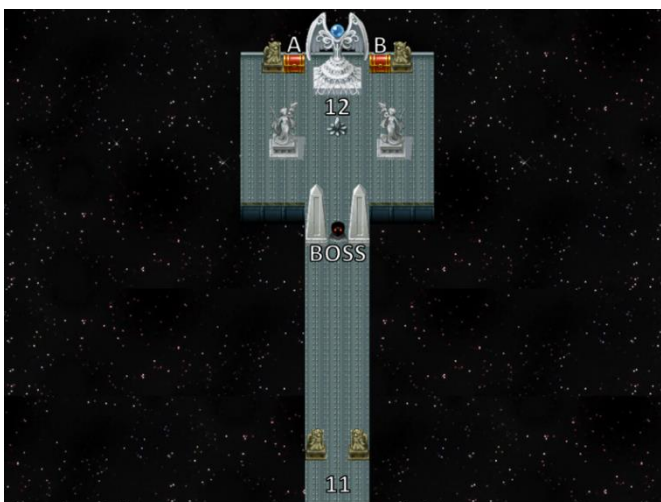
The second section of the Inner Sanctum of the Well of Souls has the simplest layout of any area in the game. From where you enter (11), you'll simply head north along a very long bridge that leads to the northern platform which contains the boss, two treasures, and the teleporter to the third and final section of the Inner Sanctum.

There is one unique feature about the long bridge that you may not realize until you are face-to-face with a very powerful enemy. The same Magi Guardian that you may have fought in the Trial of Perseverance of the Southern Magi Tower also roams this long bridge. You have a very low probability (~1/200) of actually encountering the Magi Guardian and you can attempt to flee if you wish. For details on the Magi Guardian battle, refer to Section 6.14.3. After safely making your way north along the bridge, you'll reach the next boss of the Well of Souls, the Desert Guardian's Soul.

The Desert Guardian's Soul is an offensive powerhouse which will truly test your party. All of this boss' attacks are designed to maximize its physical damage output. First, it can use Powerhouse to boost its ATK and also use Double Attack to do double damage in a single round. Groundslam may be its most dangerous attack because it can also inflict paralysis on multiple party members. If you have Paralysis immunity rings, these should be equipped prior to engaging the Desert Guardian's Soul. Finally, Giant Killer can quickly bring your strongest character down to size.

White Mages must do their best in this battle to boost the party's DEF. They should start with Bubble and then follow up with Citadel and Sentinel. White Mages should also cast Blessed on physical party members to increase their ATK and other attributes. Lastly, White Mages must keep the party fully healed with Regen and other powerful healing spells.

Black Mages can exploit the Desert Guardian's Soul's weakness to Ice elemental attacks. Black Mages should start by casting Juggernaut on Knights/Monks



and then use Genius and Crumble to increase the damage done by magical spells. Black Mages should then repeatedly use Ice 7.

Knights should start with Adamantine Vest to double their Max HP and increase their DEF. Next, they should use Mana Surge and Destroy Armor to halve the MP cost of each skill and also reduce the Desert Guardian Soul's DEF. Knights should finish up by repeatedly using Crush. Monks should start Enter the Dragon and a combination of Tonics to boost important physical damage attributes like ATK, CRT, and ACC. After boosting their damage output, Monks should repeatedly use their multi-hit attack.

## Boss Battle: Desert Guardian's Soul



### Attacks

Normal Attack (20%), Powerhouse (20%), Double Attack (20%), Groundslam (20%), Giant Killer (20%)

### Items to Steal

3x Full Potion (50%), 2x Full Magic Potion (25%), Ogre Ring (5%), Illusion Ring (5%), Burglary Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
65,000	1,000	260	250	195	240	140	275	10	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	B	C	D	F	C

Hunters should use their normal strategy with powerful scans and Hamstring/Slow Enemy. Engineers are most effective as damage dealers with Luring Rod level Icewater fish (specifically, Zingel). If you don't have any fish, Engineers can also do decent damage with Magical Imbue and ICBM. Finally, if you don't have a White Mage or any support characters to use Tonics, the Engineer can fill both of these niches with Saltwater and Freshwater fish, respectively.

Thieves can steal three different mid-level rings from the Desert Guardian's Soul. You likely already collected these rings from the Hunter's Guild or purchased them from the accessory shop in Pandora. Thieves should instead become support characters for this battle unless you don't have a good source of damage. They should use Tonics on Knights/Monks and then use Agile Strike to do maximum damage. Lastly, Gray Mages should follow either the Black Mage or Knight strategy.

After defeating the Desert Guardian's Soul, you will open the path that leads to the northern platform. Head to the northern edge and collect the two treasures (**Adamantium Sword – A**, **Adamantium Staff – B**). After acquiring the two treasures, return south to the teleporter (12) that warps you to the third and final section of the Inner Sanctum.

**Battle Notes:** For details on Titans, Collosal Fiends, Demonic Gargoyles, Void Knights, and Kali's Servants, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Asuras, see the Battle Notes for **Section #8: Outer Sanctum (Section #2)**. For details on Basilisks and Dark Champions, see the Battle Notes for **Section #9: Outer Sanctum (Section #3)**.

## Section #12: Inner Sanctum (Section #3)

### Suggested Level: 34

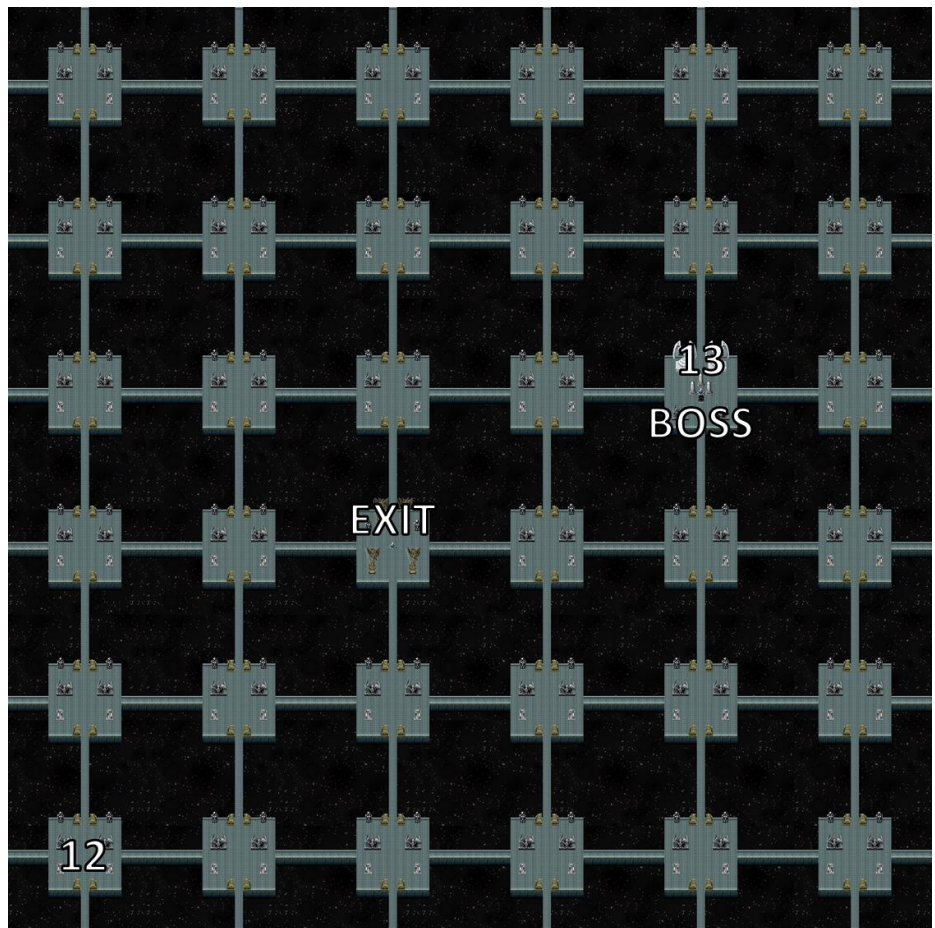
**Enemies:** Titan, Void Knight, Collosal Fiend, Demonic Gargoyle, Asura, Dark Champion, Basilisk, Kali's Servant

**Treasure:** None

The final section of the Inner Sanctum can be a maze for those who don't know the trick of its layout. It is a 6x6 set of platforms connected by narrow walkways in each direction. The trick is that the walkways on the edges of the map loop back to the opposite side. Therefore, if you continue north from the entrance platform (12), you can walk forever without finding the exiting teleporter (*EXIT*) or the boss (*BOSS*).

There are no treasures in this section of the Inner Sanctum so you only have to decide whether you want to seek out the boss or exit the Well of Souls. If you are low on supplies or barely beat the Desert Guardian's Soul, you should head to the exiting teleporter (*EXIT*). This is located two platforms east and two platforms north.

Alternatively, if you are still going strong, you should seek out the boss and the passage to the final section of the Well of Souls, the Void. To reach the teleporter (13) leading to the final section, head four platforms east and three platforms north from the entrance platform (12). Blocking the way to the teleporter (13), you'll find the penultimate boss of the Well of Souls, Helios' Soul.





## Boss Battle: Helios' Soul



### Attacks

Normal Attack (11.1%), Ice 6 (11.1%), Fire 6 (11.1%), Wind 6 (11.1%), Thunder 6 (11.1%), Darkness 6 (11.1%), Genius (11.1%), Smite (11.1%), Double Attack (11.1%)

### Items to Steal

2x Full Potion (50%), 2x Full Magic Potion (25%), Element Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
75,000	5,000	275	275	220	275	140	300	1	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

Helios' Soul has the most powerful magic that you've encountered thus far. He has all of the Black Mages level 6 elemental spells (Ice 6, Fire 6, Wind 6, Thunder 6, and Darkness 6). Furthermore, he can boost the damage of these elemental spells with Genius. With 5,000 MP, Helios' Soul won't run out of MP for a very long time. Null All and Element Rings can be very useful in protecting your party from this boss' powerful elemental spells. Helios' Soul can also do substantial damage with two physical attacks: Smite and Double Attack. He isn't weak to any particular elemental so you may wish to do most of your damage with physical damage.

In this boss battle against Helios' Soul, you'll very much want to check your equipment before entering battle. Element Rings are extremely useful in this battle to protect against Helios' Soul's elemental spells and should be equipped to every character if possible. Secondly, Protect Rings can be de-equipped in this battle since Helios' Soul doesn't have any instant death attacks. Your second ring slot should be filled with the third-tier rings that increase each character's most important attribute. For example, an Ascendant Ring would be wisely equipped to a Knight while an Occult Ring might be best for a Black Mage.

White Mages can be very effective in reducing the damage dealt by Helios' Soul. As usual, Bubble should be cast first to double the party's Max HP; however, the second skill used should be Null All if you don't have Element Rings equipped to most of your party. If you do have Element Rings equipped, you can skip Null All and proceed to casting Citadel and Magic Bulwark to increase the party's MGD. After these spells have been cast, the White Mage should use Regen to yield +100 HP per character per round for the rest of the battle. Although it might sound odd, this battle may last so long that you'll have to repeatedly refill your MP, in which case Surge can be very useful. If you have a large number of Full Magic Potions or high-level Saltwater fish that increase a percentage of your Max MP, you should use Surge or

Giant. Blessed should be used on each character in turn when the White Mage is not busy using powerful healing spells such as Heal 4 or Fast Heal. Finally, it is the White Mage's responsibility to resurrect any party members that die.

Black Mages should first focus on increasing the damage output of physical classes since there are no elemental weaknesses to exploit. They should start by using Juggernaut and Powerhouse on physical classes and then follow up with Debilitate and Weaken to decrease the boss' DEF. Crackshot and Direct Hit can also be useful in boosting the CRT and ACC of Knights and Monks. Black Mages can also be useful as support characters by using Hyper Tonics on Monks and Knights. Finally, if you find that you need the extra damage output of Black Mages, they can do some damage by starting with Genius and Crumble and then repeatedly using Implosion.

Knights should start with Adamantine Vest as usual to double their Max HP and increase their DEF. Next, Knights should use Mana Surge to halve the MP cost of the rest of the skills they use in battle. As usual, the next rounds should be devoted to using Destroy Armor and then repeated uses of Crush unless you've reached LVL 40, in which case you should use Whirlwind Massacre. Monks should start with Enter the Dragon and then use Hyper Blitz, Vigor, and Eagle Eye Tonics to boost ATK, CRT, and ACC. Monks should then repeatedly use their normal multi-hit attack to maximize damage.

Hunters should follow their normal strategy by using their most powerful scans (Ultra Scan, Meta Scan, and Critical Scan) and also debuffing Helios' Soul with Slow Enemy and Hamstring. Engineers can fill any role that your party needs. If you need a damage dealer, they can deal decent damage with Magical Imbue or ICBM. If you've fished up to the Luring Rod, you can do excellent damage with any of the Icewater fish you've caught, especially Spiny Eels. If you need a healer to take the place of a White Mage, Engineers can use Saltwater fish to restore both HP and MP.

Thieves can steal an Element Ring from Helios' Soul; however, if you already have enough Element Rings to equip to each party member, you can ignore the Element Ring. Alternatively, if you have a White Mage with Null All or an Engineer with Null Magic, you won't need to waste time on stealing the Element Ring from Helios' Soul since the only boss battle the remains after you defeat Helios' Soul is the Dark Lord. Thieves should instead become support characters by using Tonics and Luring Rod level Freshwater fish on the party. Finally, Gray Mages should follow either the Black Mage or Knight strategy, depending on their build.

After an epic battle with Helios' Soul, you'll open the path to the final teleporter (13) that leads to the Void of the Well of Souls. Step into the teleporter (13) and warp to the Void.

**Battle Notes:** For details on Titans, Colossal Fiends, Demonic Gargoyles, Void Knights, and Kali's Servants, see the Battle Notes for **Section #7: Outer Sanctum (Section #1)**. For details on Asuras, see the Battle Notes for **Section #8: Outer Sanctum (Section #2)**. For details on Basilisks and Dark Champions, see the Battle Notes for **Section #9: Outer Sanctum (Section #3)**.

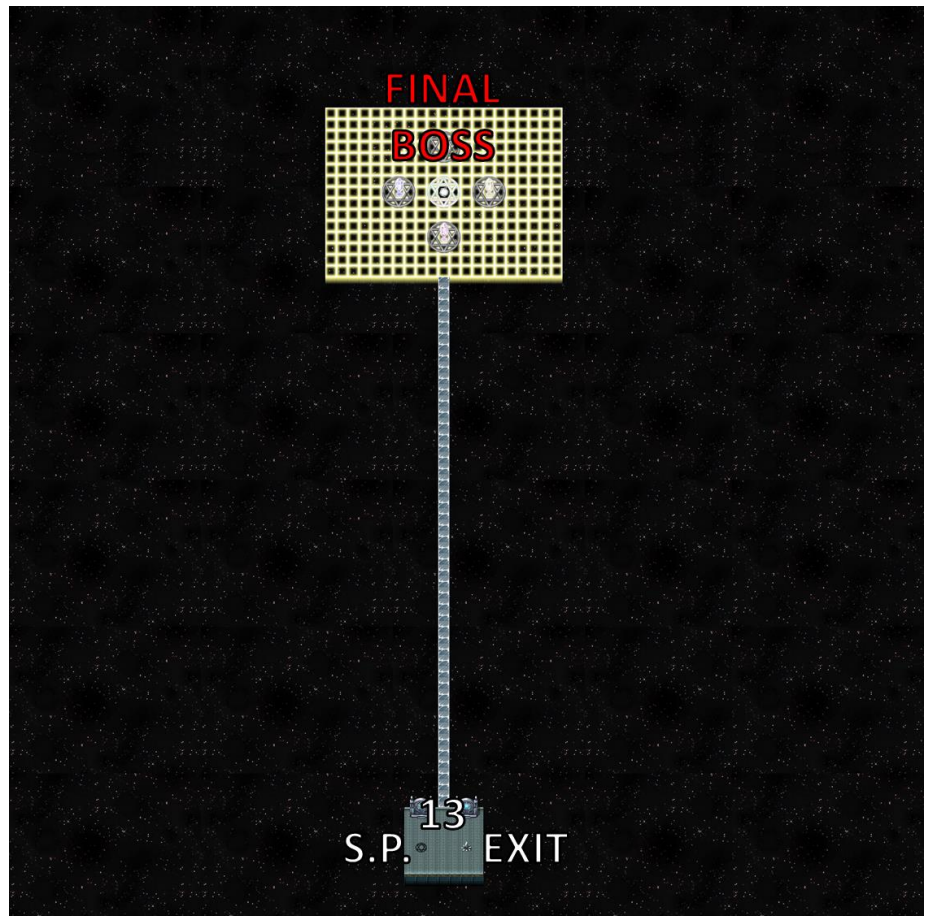
## Section #13: The Void

### Suggested Level: 35

**Enemies:**     **None**

**Treasures:**   **None**

After a long journey, you've finally reached the Void of the Well of Souls where you'll wage a final battle with Gabriel Thanatos a.k.a. the Dark Lord. After warping to the void, you'll find yourself in the middle of a platform (13) with a Save Point (S.P.) to your west and an exiting teleporter (EXIT) to your east. If you have "Save in Designated Locations" turned on, use the Save Point. If the battle with Helios' Soul left you drained, you should strongly consider using the exiting teleporter (EXIT) to escape and return when you are fully ready. If you do so, you'll have to traverse through the Lobby, Outer and Inner Sanctum; however, all the bosses will be gone so the journey will be much swifter and safer.



If you're ready for the final battle, head north along the transparent bridge until you reach the central area of the Void. Here you'll find the mysterious center of the Well of Souls. The Dark Lord has been waiting for you. He explains that this is the resting place for all souls that exist on Terra. He'll then engage you in battle because he believes that it is only with your death in the Void that he will gain eternal life.



## FINAL BOSS BATTLE: THE DARK LORD



### Attacks

Normal Attack (5.5%), Genius (5.5%), Devil's Breath (5.5%), Atomic Flare (5.5%), Implosion (5.5%), Smite (5.5%), Destroy Armor (5.5%), Groundslam (5.5%), Giant Killer (5.5%), Crush (5.5%), Grim Reaper (5.5%), Vampirism (5.5%), Absorb Souls (5.5%), Fire 7 (5.5%), Ice 7 (5.5%), Thunder 7 (5.5%), Wind 7 (5.5%), Darkness 7 (5.5%)

### Items to Steal

2x Full Potion (50%), 2x Full Magic Potion (25%), 2x Leviathan (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
100,000	9,999	275	275	225	300	150	325	1	1	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

The final battle against the Dark Lord will require intense concentration and thoughtful contemplation of each skill or attack used for every round of the marathon battle. The Dark Lord's attacks are more varied than any enemy you've fought before. He has all of the Black Mage's Tier 7 elemental spells: Fire 7, Ice 7, Thunder 7, Wind 7, and Darkness 7. Without adequate protection against these powerful spells, you'll quickly succumb to the Dark Lord's powers. If you don't have a White Mage with Null All or an Engineer with Null Magic, you'll want to equip all of your party members with Element Rings to halve the elemental damage from these spells.

Unfortunately, the elemental spells are not the only Black Mage spells you'll have to worry about. The Dark Lord also has the Black Mage's two most powerful Tier 8 spells: Atomic Flare and Implosion. Element Rings won't protect you against these powerful attacks. Instead, you'll have to boost your MGD to avoid being killed by these spells. The Dark Lord can boost all of these spells with Genius. Implosion boosted by Genius will kill nearly any character in your party unless you are overleveled or you've boosted your Max HP with Bubble, Adamantine Vest, or Hyper Bubble Tonics. Synthesized weapons that reduce the Dark Lord's INT such as the Muddling Bow and Dazing Axe can be very effective.

The Dark Lord also possesses the Grim Reaper skill that can cause instant death to your entire party. You'll need either a White Mage with Immortal or Protect Rings equipped to each party member. Failure to heed these Instant Death warnings can cause even the strongest party to fall to the Dark Lord.

Devil's Breath is one of the worst attacks that the Dark Lord possesses. There are a variety of ways to alleviate the burdensome status effects inflicted by Devil's Breath. First, Genji Rings that can be acquired from the Mystic Cave and from the Puzzle Master should be equipped to two different characters. The Genji Rings also double as Protect Rings and will protect against instant death. Although extremely rare, you can also acquire two Amaranthine Rings. The first can be acquired by completing all 50 puzzles scattered throughout Terra and the second can be acquired by completing The Abyss. Equipping the Amaranthine Rings to your two other characters would completely insulate your characters from the effects of Devil's Breath. If you haven't acquired the Amaranthine Rings, you'll want to have either Incorruptible Armor or Godsend Hats equipped to characters without Genji Rings.

Unlike Helio's Soul who did most of his damage with magic attacks, the Dark Lord also has immensely powerful physical attacks. Smite is somewhat stronger than the Dark Lord's already potent normal attack and can also inflict Stun. Meanwhile, Destroy Armor can severely cripple any character who is attacked. Any such character should be immediately given a Hyper Wall Tonic if they haven't been given one already. The Dark Lord also possesses the Knight's stronger attacks such as Groundslam, Giant Killer, and Crush.

If you've fully protected yourself against Devil's Breath, then Groundslam will not be quite as devastating since you won't be paralyzed; however, the physical damage will still be substantial. Meanwhile, the back-to-back combination of Giant Killer and Crush can kill even your strongest characters.

The Dark Lord's final two attacks allow him to regenerate his health. The first is Vampirism which is the lesser of two evils. His other attack, Absorb Souls, is unique to the Dark Lord. With this skill, he absorbs the passive souls of those entities that are floating in the Void. He regenerates a massive amount of HP which will sometimes heal him up to 50% of his maximum health. Now that you know what you are up against, the best strategies for each character will be laid out.

White Mages should start with Bubble to double the party's Max HP. The next step depends heavily on your equipment. If you don't have Element Rings equipped, you should use Null All to protect against the Dark Lord's Tier 7 elemental spells. Alternatively, if you've chosen to equip Element Rings,

White Mages should use Citadel, Sentinel, and Magic Bulwark to maximize your party's DEF and MGD. Next, White Mages should use either Giant to double a character's Max HP and MP or else Blessed to boost a character's ATK and other important attributes. Throughout this string of powerful spells, White Mages will likely be sidetracked by using their most powerful healing spells such as Heal 4 and Fast Heal to keep the party alive. If anyone dies, White Mages should resurrect those characters with either Fast life or Life 3. If you don't have protection against Devil's Breath, White Mages can be extremely useful with either Remedy or Panacea.

Black Mages will struggle to deal damage with their spells due to the Dark Lord's high MGD. Black Mages are much more effective boosting Knights and Monks and adding to their physical damage. Black Mages should start with Juggernaut and Powerhouse to boost physical classes' damage output. Next, Black Mages should use Debilitate and Weaken to lower the Dark Lord's DEF. Finally, Crackshot and Direct Hit will further increase the damage output of Knights and Monks by increasing their CRT and ACC, respectively. Black Mages can also be useful as support characters in this battle by using Freshwater fish as party-wide tonics and also Hyper Tonics for a single character. If you have reached LVL 40, you will have access to the Black Mage's Super Skill, Godlike. This spell can change the course of a battle by turning a single character into a wrecking machine.

Knights should start with Adamantine Vest to double their Max HP and boost their DEF. Next, they should use Mana Surge because the battle will be long and halving the MP cost of the Knight's skills will be very important. Knights should then use Destroy Armor to reduce the Dark Lord's DEF and then repeatedly use Crush until they run out of MP. Once out of MP, use a Full Magic Potion and continue the process. Make sure that you use Destroy Armor every 5 turns to keep the -25% DEF state active. Monks should follow the same strategy that they've used for the previous few boss battles. To start, they should employ Enter the Dragon along with three different Hyper Tonics: Blitz, Vigor, and Eagle Eye. These will boost ATK, CRT, and ACC and make the Monk's normal multi-hit attack extremely formidable. Once boosted, Monks should repeatedly use their normal multi-hit attack to pound the Dark Lord into submission.

Hunters should use their normal strategy of boosting the party with Ultra, Meta, and Critical Scans and debuffing the Dark Lord with Hamstring and Slow Enemy. Hunters can also be used as a support character to disperse Hyper Tonics and Freshwater fish. Engineers are perhaps the most versatile characters in this battle and can fill whatever role your party lacks. Engineers are most useful in this battle as healers or damage dealers. Either of these roles depends heavily on your fish supply. To be a healer that can replace the White Mage, you'll need a large quantity of Saltwater fish caught by the Luring or Master Rod. The MP restoring fish may actually be more important than the HP restoring fish since Knights and Mages will go through a large amount of MP over the course of the battle. Meanwhile, Engineers can be excellent damage dealers with Icewater fish caught by the Luring Rod. These can do ~3,000 HP damage per round to the Dark Lord. The rare Spiny Eel can do ~6,000 HP damage per hit. Even if you don't have a large quantity of Icewater fish, Engineers can still do moderate amounts of damage with Magical Imbue and ICBM. Finally, Engineers can also support the party by using Hyper Tonics and Freshwater fish as party-wide Tonics.

Although this is the final battle, it is still worthwhile for Thieves to attempt to steal from the Dark Lord because he possesses two Leviathans which can be used to fully recover your party's HP and MP. In times of your party's greatest need, these Leviathans can be incredibly useful. Thieves should start with a Hyper Jolt Tonic and then attempt to steal from the Dark Lord with Mug. After you've acquired both the Leviathans, Thieves should become support characters and start using Freshwater fish and



Hyper Tonics on the party. Finally, Gray Mages should follow either the Knight or Black Mage strategy depending on their build.

Is it really over? After you've defeated the Dark Lord, the next step depends on whether or not you've defeated the four Super Bosses that comprise the 4<sup>th</sup> Tier of the Hunter's Guild. If you have, the Dark Lord will absorb the souls of those mighty beings and become more powerful than you can imagine. Prepare yourself for the 2<sup>nd</sup> coming of the Dark Lord.

## **The Dark Lord's Second Coming:**

### **Attacks**

Normal Attack (6.25%), Genius (6.25%), Devil's Breath (6.25%), Atomic Flare (6.25%), Implosion (6.25%), Smite (6.25%), Destroy Armor (6.25%), Groundslam (6.25%), Giant Killer (6.25%), Crush (6.25%), Grim Reaper (6.25%), Vampirism (6.25%), Annihilation (6.25%), Devastation (6.25%), Megaton Explosion (6.25%), Hell Fire (6.25%)

### **Items to Steal**

2x Full Potion (50%), 2x Full Magic Potion (25%), 2x Leviathan (5%)

### **Boss Statistics**

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
750,000	9,999	650	500	500	300	250	500	10	1	0G

### **Elemental Affinities**

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

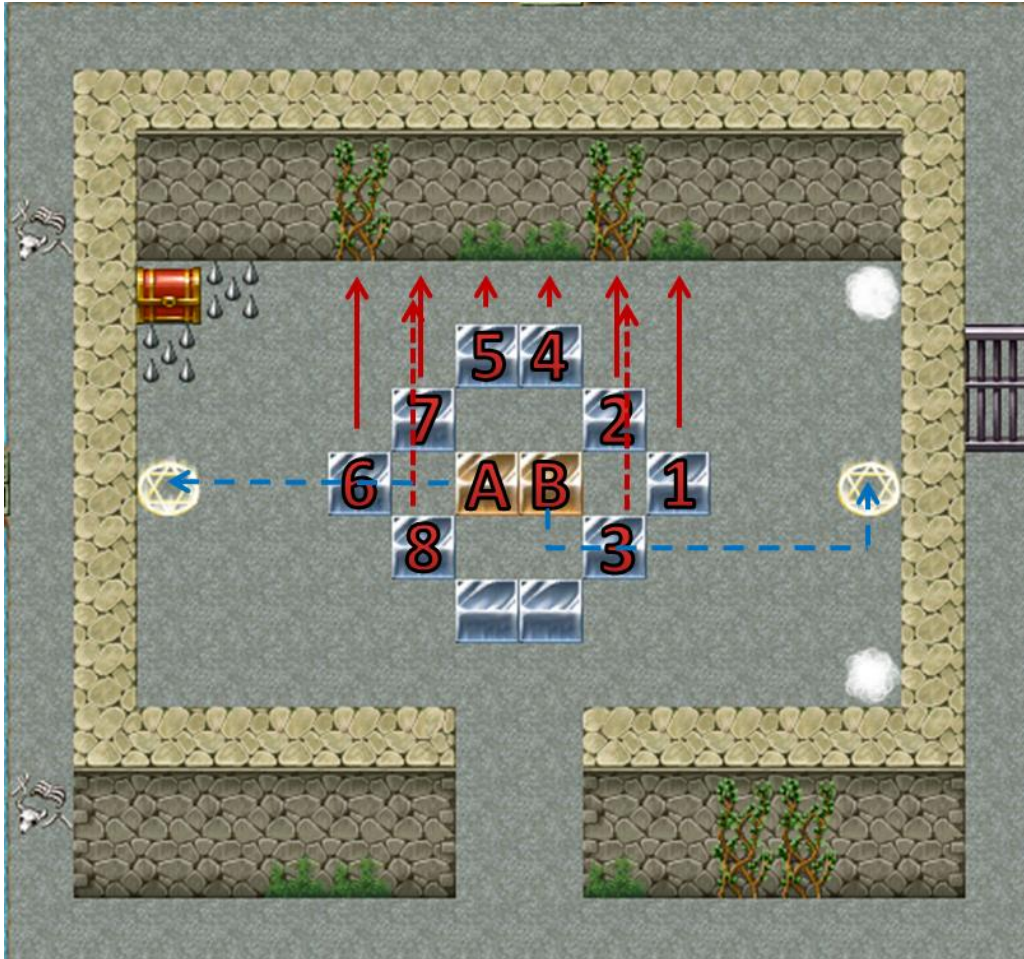
You'll have to be LVL 50 or higher to defeat the Dark Lord's Second Coming. The strategy is largely the same as the first fight against the Dark Lord but utilizes the more powerful Super Skills available at LVLs 40 and 50. When you finally defeat the Dark Lord, whether it's the first or second coming, you'll spawn the ending cutscene of the game.

***Congratulations! Sit back, relax, and enjoy the ending. Everything you've done throughout the game has an effect on this final cutscene. Play through again with a New Game + or Reborn to see alternative ending scenes.***

## 6.17 PUZZLE SOLUTIONS

### 6.17.1 Puzzle #1 - Oakwood Sewers

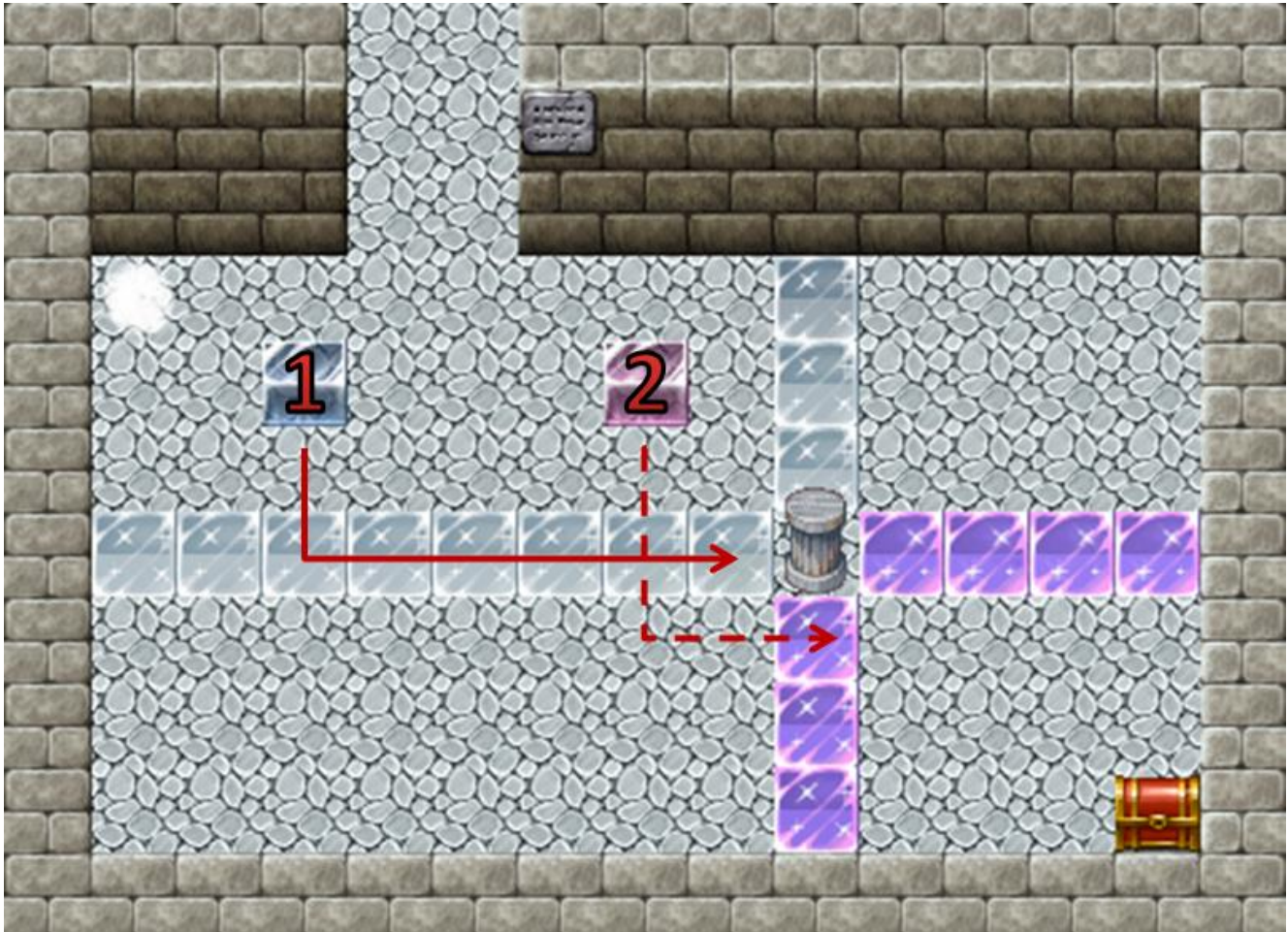
Puzzle Reward: Tent



The first puzzle you'll find hidden by the ancient Vanir resides in the Oakwood Sewer. It is a fairly simple puzzle and the solution presented here is just one of a large number of differing solutions. The goal of this puzzle is to move the golden blocks (A and B) to the golden hexagrams on the far right and left. If you make a mistake at any point, you can reset the puzzle using the mysterious clouds in the upper and lower right corners. **To start, push the blue block labeled "1" straight up until it touches the northern wall. Now, proceeding in the order that they are labeled, do the same for the rest of the numbered blocks.** Once those eight blocks have all been pushed up against the northern wall, the area around the golden blocks should be clear. **Now, push block "B" down against the nearest blue block and then proceed to push block "A" left until it disappears inside the golden hexagram along the left wall. Return to block "B" and push it right all the way to the right wall such that it is one square below the golden hexagram. Simply push block "B" one square up to complete the puzzle. Return to *The Oakwood Sewers* walkthrough.**

### 6.17.2 Puzzle #2 – Ancient Ruins

#### Puzzle Reward: Hi-Potion

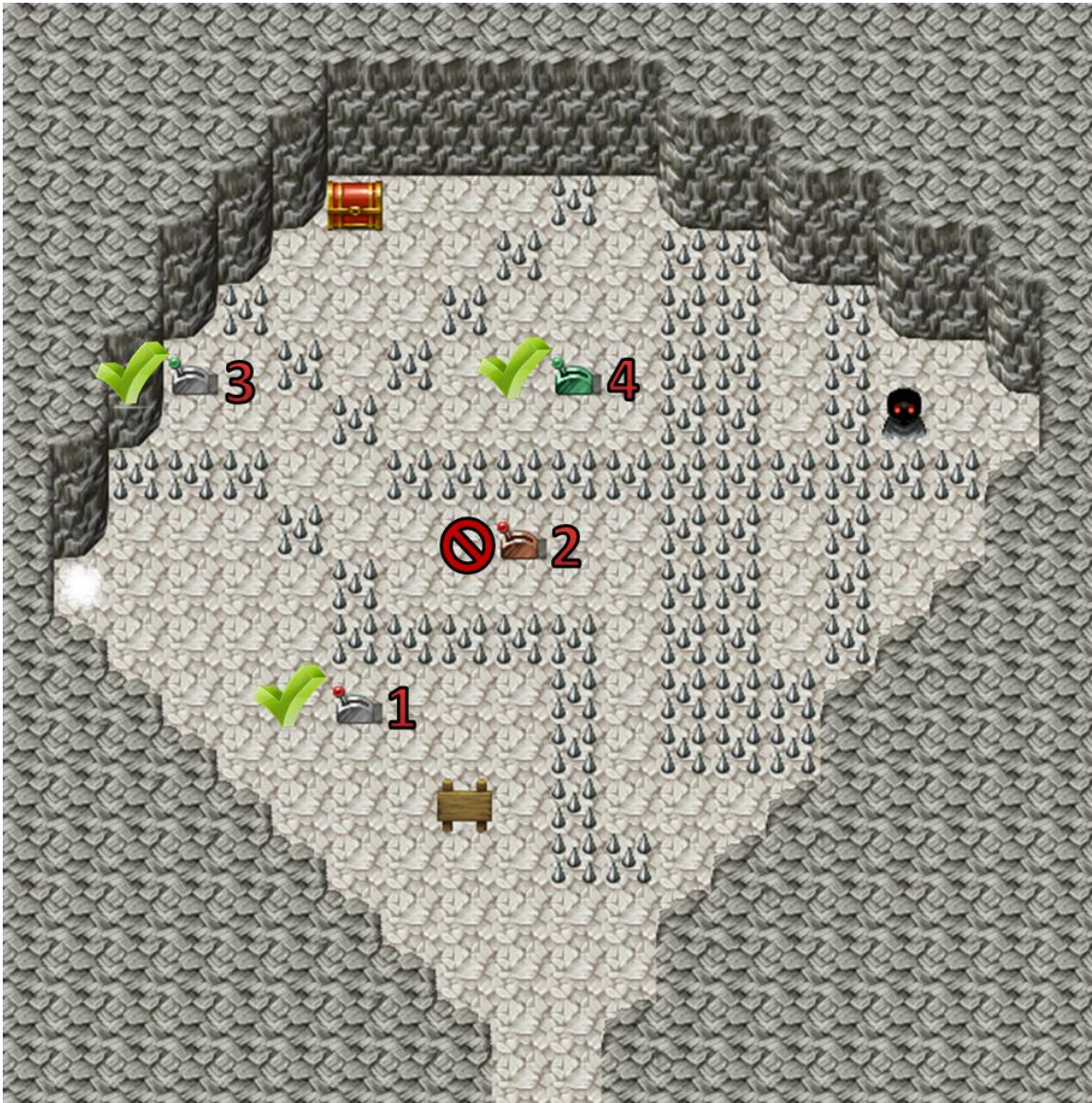


The second puzzle you'll encounter is at the southern end of the Ancient Ruins. Remember, if you make a mistake, you can reset the puzzle using the mysterious cloud in the upper left corner. The goal of this puzzle is to reach the treasure in the lower right corner. The treasure, however, is protected by the cylindrical statue near the middle of the room; if you step on a tile in line with the statue you'll be burned by the terrible energy the statue emanates. To reach the treasure, you'll have to block the energy of the statue with the two blocks (1 and 2). The trick for this puzzle is that only the blue block can block those tiles which are colored blue, and similarly, you must block the purple tiles with the purple block. **First, push the blue block (labeled "1") down two squares and then push it right until it is adjacent to the statue.** While pushing the block, be careful not to touch a blue tile that *isn't* covered by the blue block. Once the blue block is in position, **return up to the purple block (labeled "2") and push it down until it is one tile south and one tile west of the blue block.** Next, **push the purple block two tiles to the right such that it is directly south of the statue and blocks the purple tiles below it.** Now simply walk to the right and gather the treasure. A similar strategy can be performed by blocking the northern and eastern lines of tiles. Return to *The Ancient Ruins* walkthrough.



### 6.17.3 Puzzle #3 – Miner's Cave

Puzzle Reward: Medium SP Orb



The third puzzle you'll come across is hidden in the Miner's Cave. The goal of this puzzle is to reach the treasure without releasing the Wraith. To reach the treasure, you must use the 4 switches in the room which are each connected to certain spikes. Remember, you can reset the puzzle at any time using the mysterious cloud on the far left side of the room. To start, **flip the switch labeled #1** (the only one you can initially reach). This will lower some of the spikes and allow you to reach switches #2 and #3. **Do NOT flip switch #2** as this will allow the Wraith to escape when you flip the other switches. Instead, go straight to **switch #3 and flip it**. This will allow you to reach switch #4. **Flip this final switch (#4)** to lower the final set of spikes protecting the treasure. Return to the *Miner's Cave* walkthrough.



#### 6.17.4 Puzzle #4 – Desert Mountains A

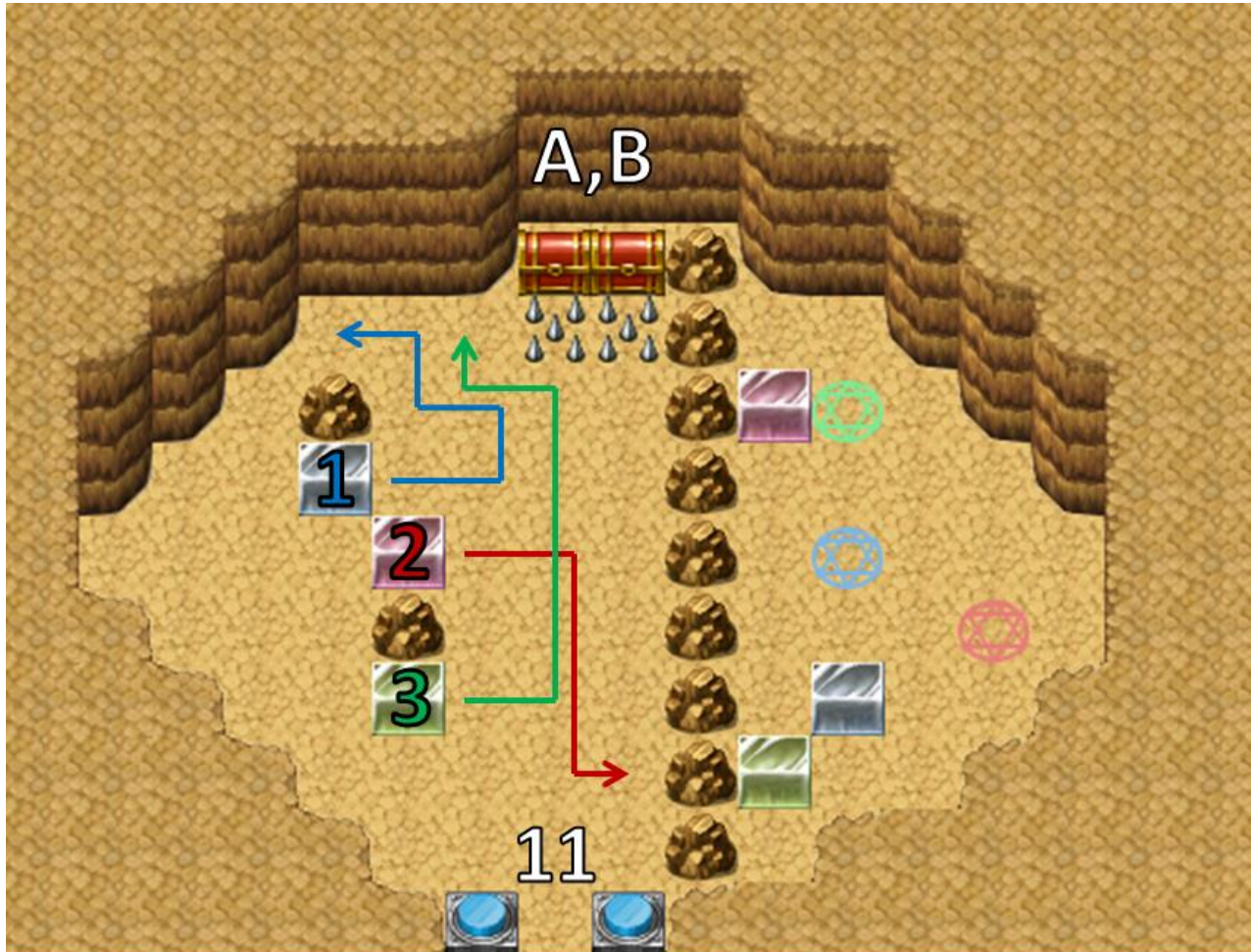
Puzzle Reward: 350G



The fourth puzzle you'll find on Terra is located in the Desert Mountains. The goal of this puzzle is to reach the treasure located along the northern wall by pushing the blue blocks to reveal a path. The puzzle can be reset by stepping on one of the two light blue buttons located near the entrance of the puzzle room. To solve the puzzle move the number blocks in this order: **Block 1:RIGHT 1 space, block 2:UP 2 spaces, 3:LEFT 1 space, 4:UP 2 spaces, 5:LEFT 1 space, 6:UP 1 space, 7:LEFT 1 space.** Now the path to the treasure will be clear. Return to the **Section #3: Dead End** walkthrough.

### 6.17.5 Puzzle #5 – Desert Mountains B

Puzzle Reward: Leather Shoes, Leather Breastplate

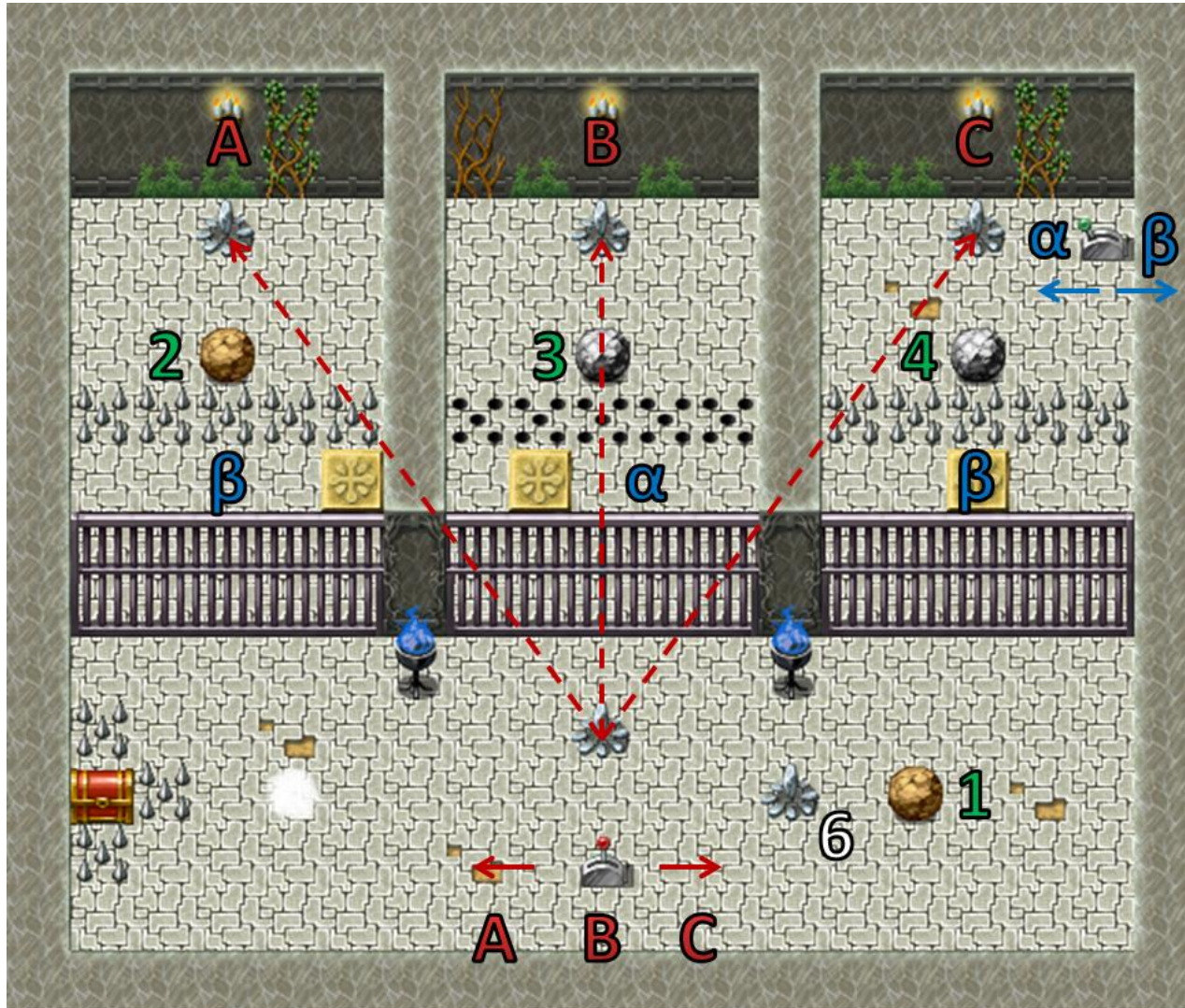


The fifth puzzle hidden by the ancient Vanir is also located in the Desert Mountains. The puzzle can be reset at any time by stepping on the light blue buttons at the bottom of the screen. The goal of this puzzle is to place the colored blocks on the right side of the room (blocked by the wall of unbreakable boulders) onto the hexagram of the same color. The trick is that the colored blocks on the left side of the room are linked to the blocks on the right side of the room. If you move a block up one square on the left, its clone on the right will also move up one square (if possible). There are a variety of solutions to this puzzle, but one of the quickest solutions is given here. **First, work with the blocks in the left side of the room. Move the blue block the following number of squares: 2 right, 1 up, 1 left, 1 up, and 1 left.** This will place the blue clone block on the blue hexagram. **Next, move the purple block the following number of squares: 2 right, 3 down, and 1 right.** This will place the purple clone block on the purple hexagram. **Finally, move the green block the following number of squares: 2 right, 4 up, 1 left, 1 up.** This will place the green clone block on the green hexagram. Now that all three clone blocks are on their corresponding hexagram, the spikes that protect the treasure will lower. Return to the **Section #6: 2nd Cliff Face** walkthrough.



### 6.17.6 Puzzle #6 – Forest Tower A

Puzzle Reward: Medium Magic Potion



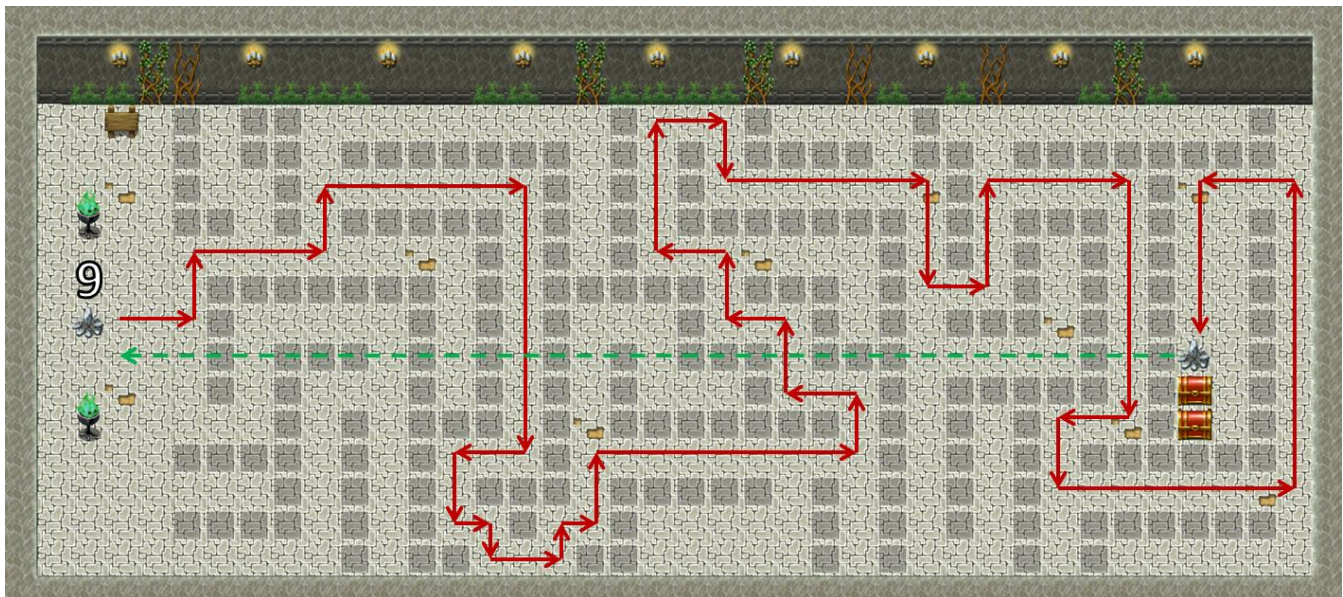
The sixth puzzle you'll find is hidden in the Forest Tower. The puzzle can be reset at any time by using the mysterious cloud near the treasure on the left. Thus far, this is the most complicated puzzle encountered. When you enter, you'll find a brown boulder (1) that can be pushed around, a warp back to the main tower (6), a 3-way switch, and another warp that will take you to one of three gated rooms depending on the position (A, B, or C) of the 3-way switch. The goal of the puzzle is to move the boulder located in each of the three gated rooms to the yellow platform located near the southern edge of each room. Brown boulders can be pushed by your character while the gray boulders will only respond to movements from the brown boulder (1) in the lower section of the room. To make matters more complicated, there is a spike strip blocking each boulder from the yellow platform. The spike strips are controlled by a 2-way switch in the upper right room.

To start, flip the bottom switch to position "C" and then use the center warp to move to the upper right room. Flip the switch in this room to the right position (beta) and then return through the warp



to the main room. Now the spike strips in the far right and left rooms will be lowered. Flip the lower 3-way switch to position "A" and then use the center warp again. You'll find yourself in the upper left room (2). Push the brown boulder onto the yellow platform by pushing it down two squares and then right two squares. Next, return through the warp to the lower room. Now, maneuver the brown boulder (1) to cause the gray boulder in the far right room (4) to cover the yellow platform. The movements of the gray boulder in the upper right room are rotated from the brown boulder by 90 degrees in the clockwise direction. Therefore, to move the gray boulder to the yellow platform, move the brown boulder to the right two squares. Finally, move the 3-way switch back to position "C" and use the center warp again. Flip the 2-way switch back to ( $\alpha$ ) and then return through the warp to the lower room. Now, the spike strip in the center room will once again be down. Return to the brown boulder (1) and push it to cause the gray boulder in the center room (3) onto the yellow platform. The movements of the gray boulder in the center room are rotated 180 degrees from the brown boulder. Thus, to make the gray boulder in the center room land on the yellow platform, push the brown boulder left one square and up two squares. All three boulders will then have disappeared and the spikes guarding the treasure will disappear so you can freely collect it. Return to the **Floor #2** walkthrough.

### 6.17.7 *Puzzle #7 - Forest Tower B*

**Puzzle Reward: Large SP Orb, Full Magic Potion**

The seventh puzzle hidden by the ancient Vanir is located in the Forest Tower. The room appears completely empty except for the teleportation device, two blazing cauldrons and the signpost; however, there are invisible walls that bar your way. There are many dead ends and therefore following the red line shown on the map above is the quickest way to reach the treasure. When you finish gathering the treasure, use the warp to quickly return to the entrance. Return to **Floor #3** walkthrough.



### 6.17.8 *Puzzle #8 – Forest Tower C*

Puzzle Reward: Small Cottage, Large Potion



The eighth puzzle you'll encounter is the third, and final, puzzle hidden in the Forest Tower. Approach the plaque on the northern wall to start this puzzle. You won't need to reset this puzzle because it will automatically reset if you input the sequence incorrectly. The goal of this puzzle is to complete the famous mathematical sequence created by Fibonacci. In this sequence, the next number is the sum of the previous two. The first numbers of the sequence are: 0, 1, 1, 2, 3, 5, 8, 13... To complete the puzzle, enter the next three numbers in the sequence:  $(8+13) = 21$ ,  $(13+21) = 34$ , and  $(21+34) = 55$ . Once done, the spike strips will lower and allow you access to the treasure. Return to the **Floor #3** walkthrough.



### 6.17.9 *Puzzle #9 – Woods of Despair A*

Puzzle Reward: Hellfire Bomb



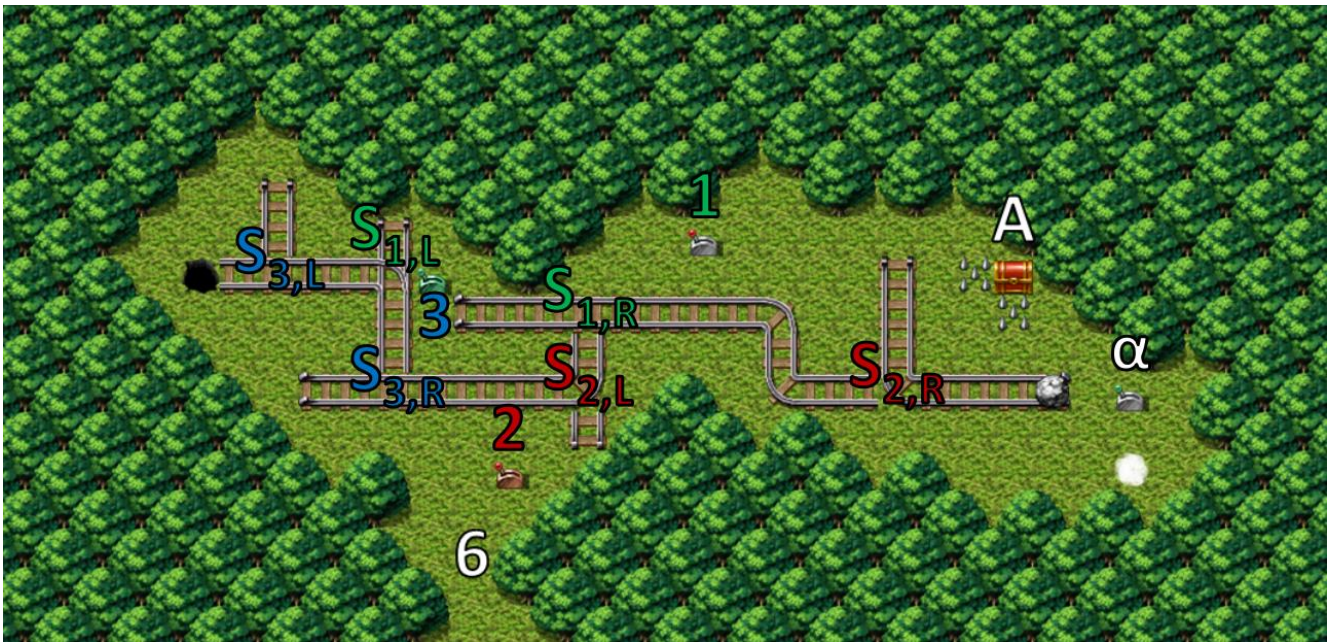
The ninth Vanir puzzle is located in the Woods of Despair. This puzzle can be reset at any time using the mysterious cloud located in the upper right. The idea behind this puzzle is to move each of the gray boulders ( $\alpha$ ,  $\beta$ , and  $\gamma$ ) to the yellow platform ( $\beta$ ). The problem is that the gray boulders will not respond to you pushing them. Instead, they will only move in response to movement of the brown boulder ( $\alpha$ ). Furthermore, the gray boulders won't necessarily move in the same direction as the brown boulder. Their movements are rotated by 90, 180, or 270 degrees. Lastly, only one gray boulder at a time will move in response to the brown boulder. To begin, only the gray boulder marked " $\alpha$ " will move; it has movements that are rotated by 180 degrees. This is one of the toughest early puzzles in Last Dream and requires the use of a trick for quick completion: push the brown boulder into an immovable object such that it can't move, yet the gray boulder is still movable.

To solve the puzzle, push the brown boulder ( $\alpha$ ) **two squares to the right** and then push it **up against the rock mound three times** until the gray boulder ( $\alpha$ ) is in line with the yellow platform. Then push the brown boulder to the **left three times** to cause the gray boulder to disappear on the yellow platform. Now, the brown boulder will control the gray boulder marked " $\beta$ " whose movements are rotated by 90 degrees counter-clockwise with respect to the brown boulder. Therefore, from the current spot, the brown boulder should be pushed **down two squares** such that it is just to the left of another rock mound. Then proceed to **push the brown boulder into the rock mound six times** until the gray boulder is only one square left of the yellow platform. Then push the brown boulder **down one time** to cause the gray boulder to disappear on the yellow platform. Finally, the brown boulder now controls the gray boulder marked " $\gamma$ " whose movements are rotated 90 degrees counter-clockwise with respect to

the movements of the brown boulder. To finish off the puzzle, push the brown boulder to the **right four squares** (while the gray boulder will only move once because it is trapped by the trees). Next, push the brown boulder **up four squares** until it is just to the right of another rock mound. Now push the brown boulder **left into the rock mound four times** until the gray boulder is just two squares to the left of the yellow platform. Finally, push the brown boulder **up two squares** to finish the puzzle. With the final gray boulder gone, the treasure will appear. Return to the *Section #1 – The Edge of the Woods* walkthrough.

### 6.17.10 Puzzle #10 – Woods of Despair B

#### Puzzle Reward: Steel Mail

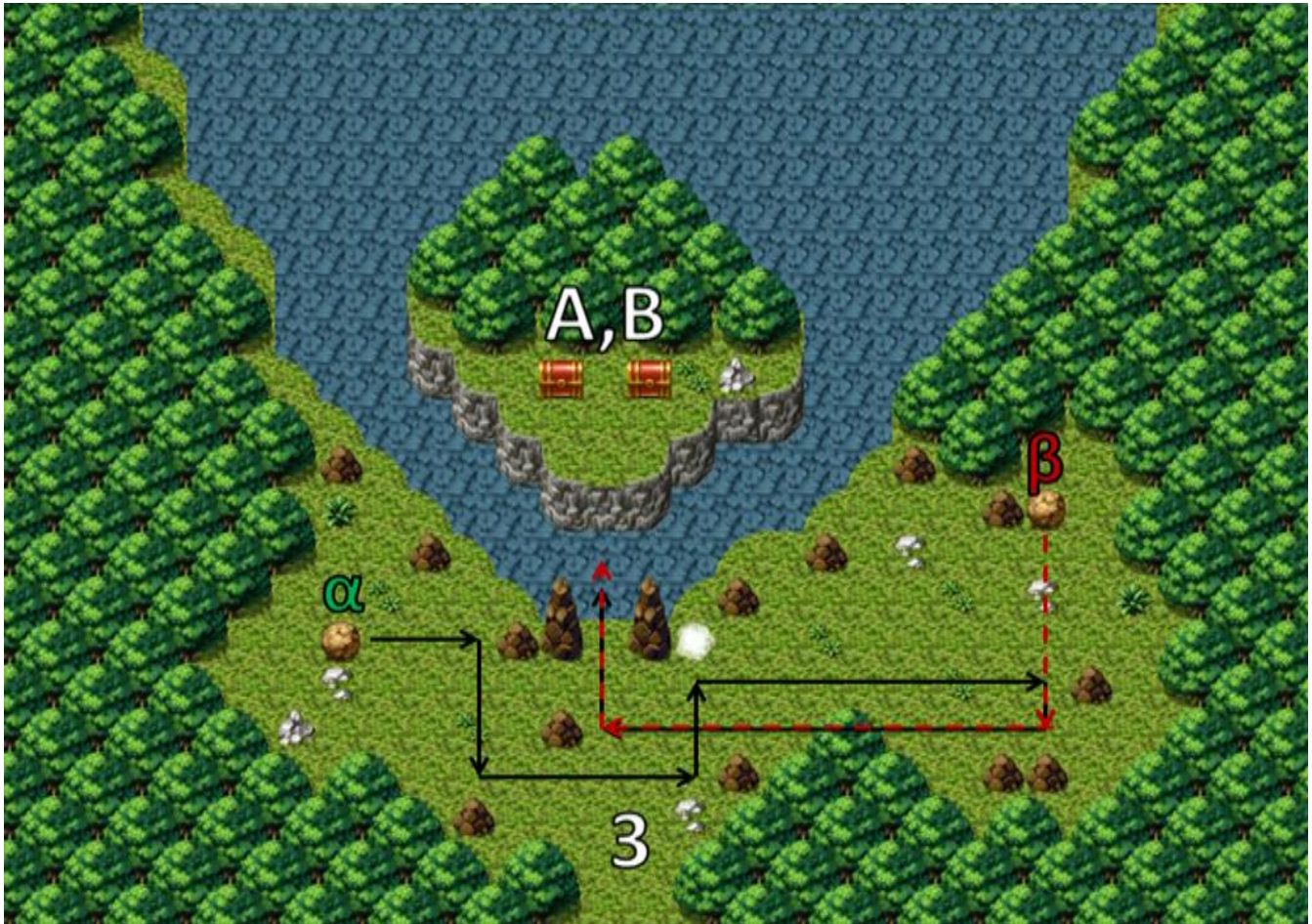


The tenth puzzle you find hidden by the ancient Vanir on Terra is located in the second section of the Woods of Despair. This puzzle can be reset at any time by using the mysterious cloud in the lower right corner. The goal of the puzzle is to move the gray boulder at the far right to the hole on the far left. To start the puzzle, you'll flip the switch on the far right ( $\alpha$ ). **DO NOT FLIP IT YET.** This will cause the gray boulder to start to move along the tracks. The problem is that the tracks aren't continuous and you'll have to flip switches to keep the boulder along the correct path. Before flipping the starter switch ( $\alpha$ ), you'll want to get the other switches in the best possible state. There are three switches that control the tracks (1, 2, and 3). **To start, you'll want to put all three of them into the right (as opposed to left) position.** Once those three switches are correctly aligned, **go flip the start switch ( $\alpha$ ).** The boulder will start to roll toward the hole on the left but you'll have to be active while it moves. Once the boulder has moved **past the track location  $S_{2,R}$** , you have to **flip switch 2 to its left position.** Next, run to switch 1 and once the **boulder passes track location  $S_{1,R}$** , **flip switch 1 to the left position.** Lastly, run to switch 3 and wait for the **boulder to pass location  $S_{3,R}$** , then **flip the switch to the left position.** The boulder will drop into the hole and the spikes that protect the treasure will lower. Return to *Section #2 – The Middle of the Woods* walkthrough.



### 6.17.11 Puzzle #11 – Woods of Despair C

Puzzle Reward: Warp Stone, Medium SP Orb



The eleventh puzzle you'll find is the third and final puzzle in the Woods of Despair. This puzzle can be reset at any time with the mysterious cloud near the edge of the water. The goal of the puzzle is to create a short bridge to the two treasures on the small island to the north with the two brown boulders. These boulders will continue traveling in the direction they are pushed until they hit another object. The two boulders can be moved in either order but for the solution given here, the boulder on the left ( $\alpha$ ) will be moved first. To get the boulder to the correct position, push the boulder in the following manner: **right, down, right, up, right, down, left, and up**. This will cause the boulder to splash into the water and create the first portion of the bridge. Next, push the right boulder ( $\beta$ ): **down, left, and up**. This will complete the bridge to the island. You can now gather the treasures. Return to the *Section #4 – The Dorian Woods* walkthrough.



### 6.17.12 Puzzle #12 – The Earth Cave A

Puzzle Reward: 5x Super Bait



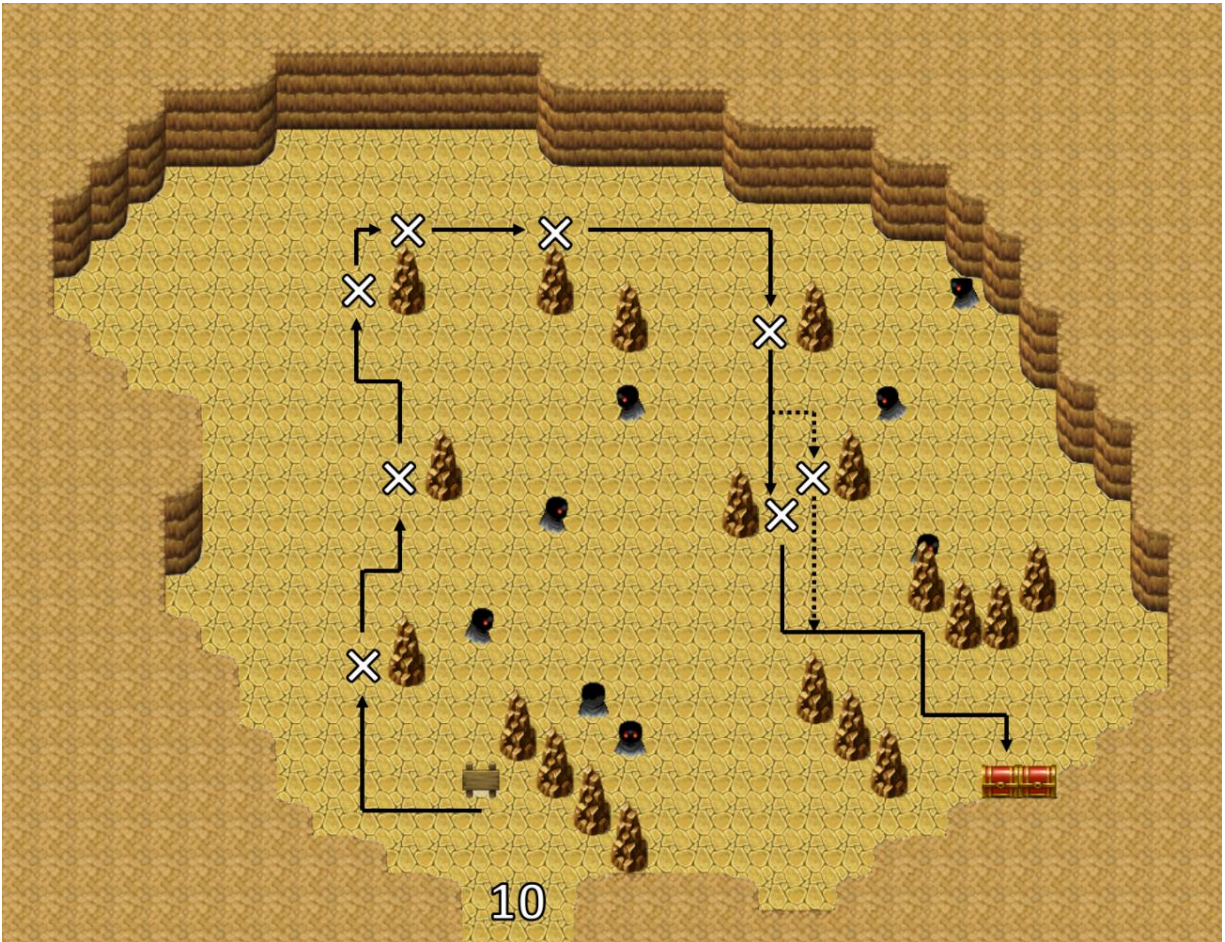
The twelfth puzzle you'll find is located on the first floor of the Earth Cave. The puzzle can be reset at any time using the mysterious cloud to the far right of the room. The goal of the puzzle is to cause all the colored blocks to disappear. The blocks will disappear when three blocks of the same color are adjacent. Note that the adjacent blocks don't necessarily need to be in a straight line.

We'll start with the blue blocks although there are a variety of solutions that start with other colors. Push **blue #3 up one square** and **blue #1 right one square** to cause the three blue blocks to disappear. Next, focus on the green blocks. Push **green #3 to the left one square, up one square, and finally left two squares**. This will cause all three green blocks to disappear. Now all that remains are the yellow and red blocks. To cause the red blocks to disappear, push **red #3 up one square and then left one square**. Move over to **red #1 and push it right one square and up one square** to cause the red blocks to disappear. Finally, to finish the puzzle, push **yellow #2 down three squares** and **yellow #1 down one square and then right one square**. This will lower the spikes protecting the treasure. Return to the *Floor #1* walkthrough.



### 6.17.13 *Puzzle #13 – The Earth Cave B*

Puzzle Reward: Swift Ring, Medium SP Orb



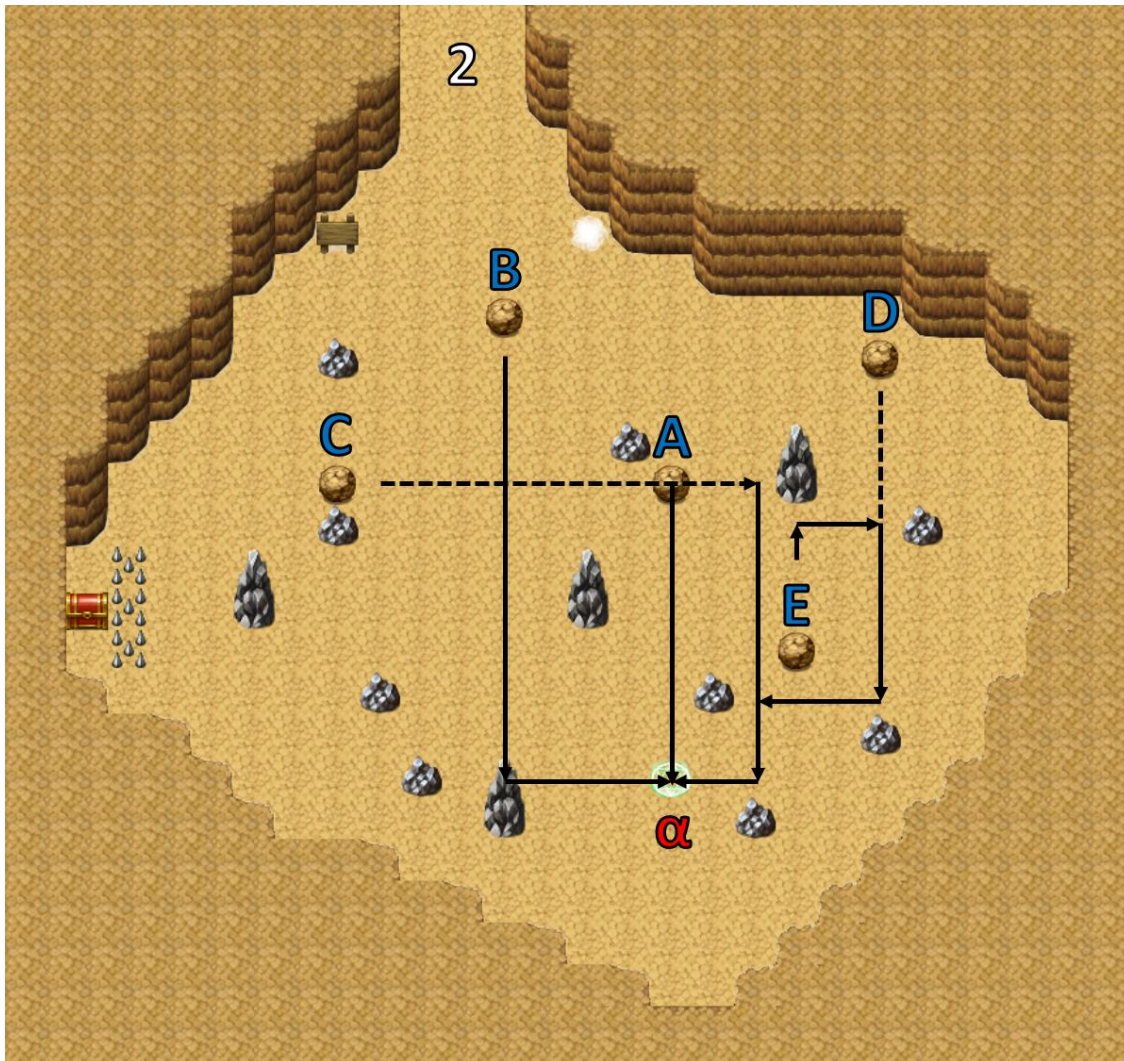
The thirteenth puzzle that the ancient Vanir have hidden on Terra is located on the third and final floor of the Earth Cave. There is no reset for this puzzle because if you're caught then you'll be sent back to the beginning automatically. The goal of this puzzle is to avoid the Wraiths that guard the treasure. The Wraiths can't see through the rock spires and therefore you should hide behind them and try to make a circuitous path toward the treasure. The Wraiths also can only see in a straight line and therefore you can dash between rock spires while the Wraiths are looking away.

To solve the puzzle, start near the signpost and then travel up to the first white "X". Pause here until you have a clear path to go north to the second "X". Continue on to the third "X" when it's clear and then travel right to the 4<sup>th</sup> and 5<sup>th</sup> "X"s. Here you have to go between two sets of rock spires with Wraiths on both sides. This is by far the most difficult and frustrating section of the puzzle. Travel down from the upper right "X" to one of the two different "X" locations. The reason for these two locations is that the Wraiths can see you from both sides and therefore you may have to shift between these two locations to protect yourself from them. When you feel safe, make a mad dash south toward the treasure. When you've collected the treasure, just run toward the Wraiths and they will send you back to the beginning of the puzzle. Return to the **Floor #3** walkthrough.



### 6.17.14 Puzzle #14 – The Deep Cave

Puzzle Reward: Mystic Robe



The fourteenth puzzle you'll stumble upon is located in the Deep Cave on the Eastern Continent. This puzzle can be reset using the mysterious cloud near the entrance. The goal of this puzzle is to push all of the brown boulders onto the green hexagram ( $\alpha$ ). When the boulders touch the hexagram, they will disappear. Also, the boulders will keep moving in the direction they are pushed until they hit an immovable object such as a rock mound, spire or even another boulder. The boulders can be pushed in nearly any order you like but one possible solution to this puzzle is summarized below.

Push boulder "**A**" **down** and push boulder "**B**" **down and then right**. Next, push boulder "**C**" **right, down, and then left**. Then push boulder "**D**" **down, left, down and left**. Finally, push boulder "**E**" **up, right, down, left, down, and left**. Once all the boulders have been pushed into the green hexagram, the spikes that guard the treasure will lower. Return to *The Deep Cave* walkthrough.



### 6.17.15 *Puzzle #15 – The Old Alexandrian Outpost A*

**Puzzle Reward: Hellfire Bomb, Medium SP Orb, Black Void Bomb**



The fifteenth puzzle that you'll find is located on the first floor of the Old Alexandrian Outpost. There is no reset for this puzzle because if you make a mistake it will automatically send you back to the beginning. The goal of the puzzle is to first reach the switch in the upper right which, when flipped, will lower the spikes that guard the treasures. Then you'll have to trek back to the beginning and take another path to reach the treasure. The trick is that you can only move safely on green tiles. Every five seconds, the color of the tiles on the floor changes and it always goes through the same cyclic change (Green → Blue → Red → Yellow → Green). The correct path is plotted on the map and you'll have to wait until the path switches to green. Between each section of the path, you'll have to wait on the lone safe squares of metal between the other colored tiles. Specifically, **start just to the left of the signpost** and when the tile to your left turns green, **move four squares left, one square up, one left, and one up**. From the safety of the metal plate, wait until the tile to your left turns green. When it does, **move four squares to the left** to another metal tile. Wait there until the tile to your left turns green and then **move one left, one up, and one left**. From that metal plate wait until the tile directly below you turns green and then **move down one square and left four squares**. From that metal square, wait until the tile directly below you turns green and then **move down one square, left three squares, and up one square**. Now you're next to the switch. **Flip the switch** and then the quickest way to return to the beginning is to step on a non-green tile.

From the beginning, take the lower path marked by the black dashed path on the map until you reach the treasure. Specifically, **start on the lower left metal square at the entrance**. From there, wait until the tile to your left turns green and then **move left one square, down one square, left three squares, and up one square**. Next, wait until the tile to your left turns green and then **move left one**

### 6.17.16 *Puzzle #16 – The Old Alexandrian Outpost B*



The sixteenth puzzle that the Vanir hid on Terra is located on the first floor of the Old Alexandrian Outpost. This puzzle can be reset at any time by using the mysterious cloud located in the center of the puzzle room. The goal of this puzzle is to reach each of the six switches ( $S_1$ ,  $S_2$ ,  $S_3$ ,  $S_4$ ,  $S_5$ , and  $S_6$ ) without being touched by a Wraith. Each switch controls a spike strip that guards the three treasures at the far right end of the room. Since the Wraiths move so quickly, it is easiest to reach the switches when the Wraiths are blocked to one side with blue blocks. Note that there aren't enough blue blocks to block off all 3 Wraiths along each of the 6 corridors and therefore you should only block off two Wraiths in each corridor. The last Wraith can be avoided simply by timing your dash to the switch. Lastly, the switches must be flipped in a particular order because switches  $S_1$  and  $S_2$  control the spikes in the center of the blue blocks. If you don't flip these switches first, then you won't be able to get enough blue blocks to trap the Wraiths.

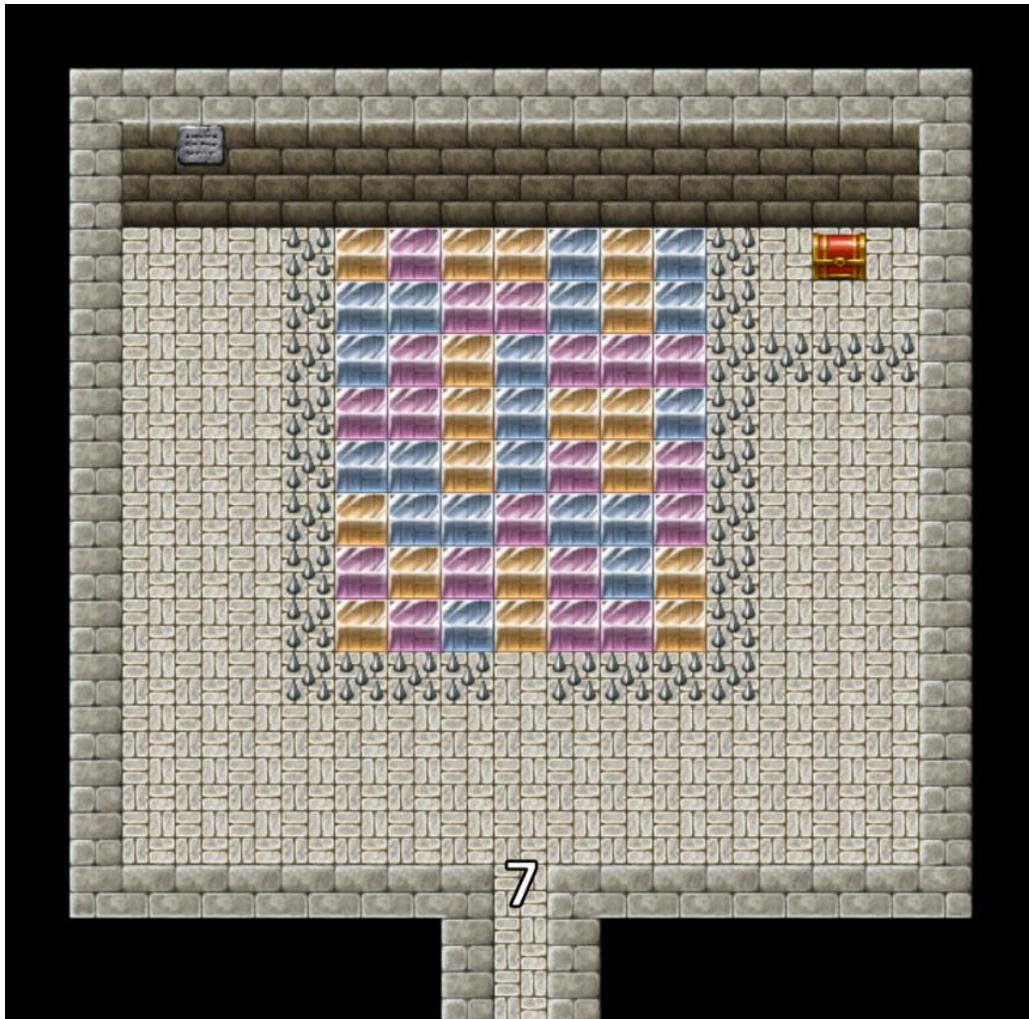
This puzzle is symmetric (north/south) and therefore anything done in the north rooms should be replicated in the south rooms. To start, you'll want to take the **far left blue block** and **push it straight up the center of the corridor (five squares)** until it is located one square below the lowest Wraith. Then, when the Wraith moves to the left of the corridor, quickly **push the block up one square** and trap him on the left. Push the block to the **left two squares** so that the Wraith can no longer move. Next, move the **top blue block left four squares and then straight up the corridor (three squares)** so that it is just to the right of the first blue block (and one tile below the middle Wraith). When the Wraith moves to the left, push the block up quickly one square and trap him. Then push the blue block to the left one square so that the Wraith can't move. Then move to the far right of the corridor, one square below the top Wraith. When he begins to move to the left **dash up and flip the switch ( $S_1$ )**. Return back down to the center area while being careful to avoid the Wraith. Next, the same thing will be done with the far right and bottom blue blocks for the lower left corridor with switch  $S_2$ . Once the Wraiths are blocked, avoid the bottom Wraith in the same way as earlier and flip the switch ( $S_2$ ).

**After flipping switches  $S_1$  and  $S_2$ , the spikes in the center of the blue blocks will all be lowered. Push the center left blue block as far to the right as it will go.** This is the key technique that will allow you to access enough blocks to trap enough Wraiths to complete the puzzle. The same process is followed for the remaining four corridors and these can be done in any order. Once all six switches have been flipped, the spike strips protecting the treasures will all be lowered and the Wraiths will disappear. Return to the **Section #2: Outpost Floor #1** walkthrough.



### 6.17.17 *Puzzle #17 – The Old Alexandrian Outpost C*

Puzzle Reward: Mythril Shield



The seventeenth puzzle hidden by the ancient Vanir is located on the second floor of the Old Alexandrian Outpost. This puzzle has no reset since there is no way to make an irreversible mistake. The goal of this puzzle is to turn all of the tiles to green. Each time you step on a tile it will change color. The sequence of colors for the tiles is Blue → Red → Yellow → Green → Blue. This means that for yellow tiles, you'll only need to step on them once to turn them to green. For red tiles, you'll have to step on them twice to turn them to green. Finally, you'll have to step on blue tiles three times to turn them to green.

Simply work your way from the top to bottom and step on each tile until it turns to green. The most difficult part is the very end where you should only have the bottom row which is not green. At this point, work your way from the outside to inside in both directions until you only have the tile adjacent to the entrance left. Move back and forth between the last tile and the entrance until it too is green and the spikes protecting the treasure are lowered. Return to the **Section #2: Outpost Floor #1** walkthrough.

### 6.17.18 Puzzle #18 – Mt. Gerra A

Puzzle Reward: Fire Gauntlets



The eighteenth puzzle hidden by the ancient Vanir is in the Outer Caldera of Mt. Gerra. You can reset this puzzle at any time by using the mysterious cloud to the far left of the puzzle room. The goal of this puzzle is to travel from switch “β” (which activates the Wraiths as well as lowers the spikes around switch “α”) to switch “α” without being caught by the Wraiths. Switch “α” lowers the spikes that protect the treasure and causes the Wraiths to disappear. Since there is a strange force that disallows you from dashing in this room, you’ll have to trap all the Wraiths to avoid from being caught when they are released from their stasis.

You can trap the Wraiths using the blue blocks near the left side of the room. To start, **push block #1 straight up until it hits the black rock spire**. Then push it **one square right and two squares up** to the white “X” just to the left of Wraith “A”. Next, return to the blocks and **push block #2 two squares to the right** until it is flush to the wall to the right. Now, that you can reach the southern side of **block #3**, **push it up three squares, one square right, and then continue pushing it up** until it is directly below Wraith “A”. Return to the blocks and **push block #4 one square left, one square up, two squares right, and then**



**continue pushing it up** until it is directly to the right of Wraith "A". With Wraith "A" completely trapped, it is time to move on to Wraith "B".

**Push block #5 three squares down, seven squares right** (so that it is just one square to the left of the Wraith), **and then two squares down**. The block should be directly left of Wraith "B". Return to the blocks and **push block #6 seven squares right and then down three squares** until it is directly above Wraith "B". This completely blocks off Wraith "B" and it is time to finish the job with Wraith "C".

Return to the blocks and **push block #7 down one square. Push it ten squares to the right and twelve squares up** (until it is one square higher than switch " $\alpha$ "). Finally, **push it right until it is directly left of Wraith "C"**. To finish, **push block #8 down three squares, right ten squares, up eleven squares, and then right until it is directly below Wraith "C"**. This completely traps Wraith "C" and it is now time to **flip switch " $\beta$ "**. After flipping switch " $\beta$ ", **walk up to switch " $\alpha$ " and flip it** to annihilate the Wraiths and lower the spikes that protect the treasure. Return to the ***Section #1: The Outer Caldera*** walkthrough.



### 6.17.19 Puzzle #19 – Mt. Gerra B

Puzzle Reward: Medium Magic Potion, Fire Shoes

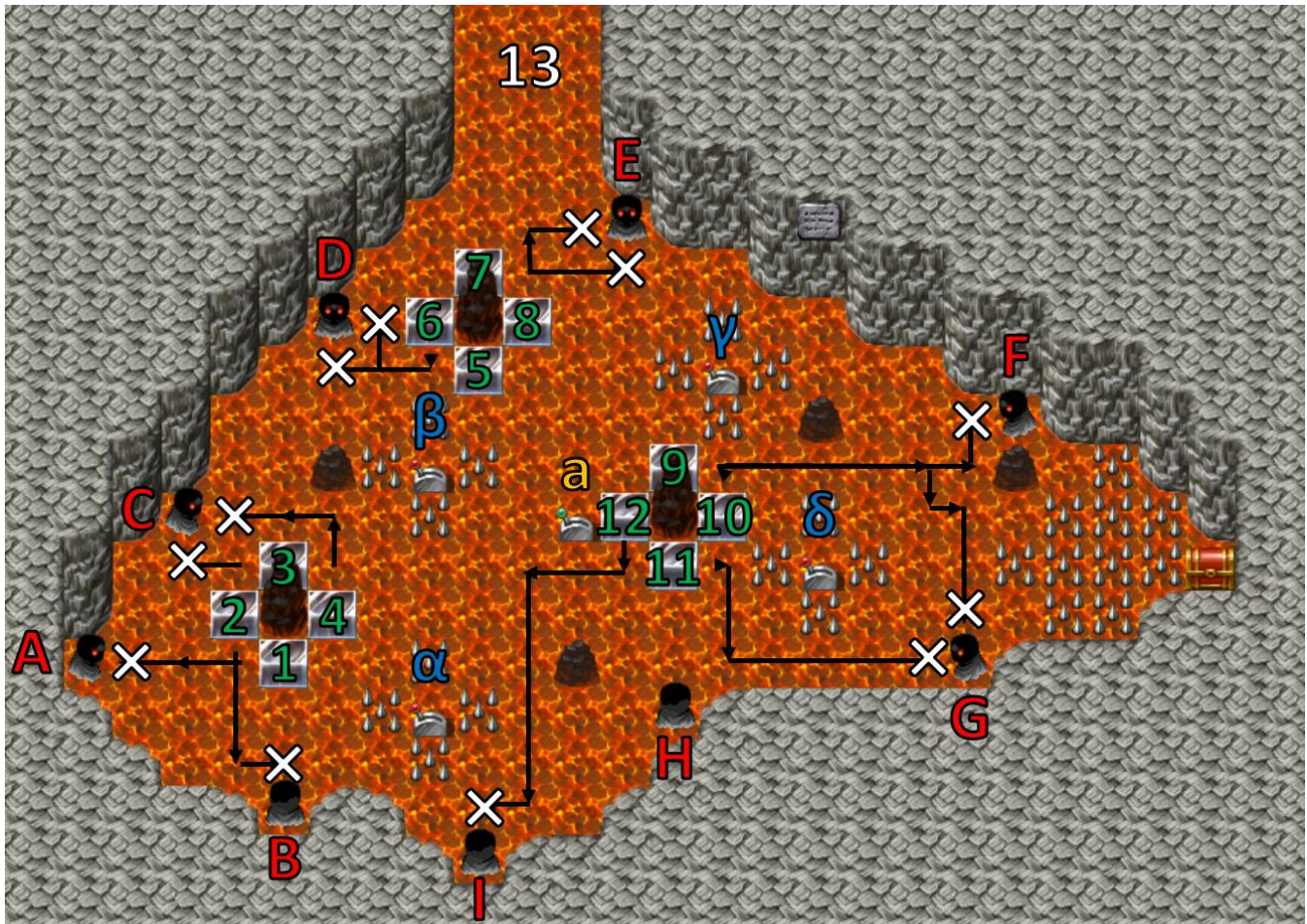


The nineteenth puzzle you'll find is hidden in the Inner Caldera of Mt. Gerra. There is no reset for this puzzle since if you make a mistake it will automatically reset. This puzzle is a simple riddle: "Terra rotates this many times during a full orbit of its primary star..." The answer is 365 – the number of days in a Terran (and Earth) year. To solve the puzzle, you have to step on the buttons in the correct order. 365 becomes 3 → 6 → 5. Note that the puzzle doesn't reset if you enter a single incorrect digit. To reset the puzzle, you'll need to enter a full 3-digit answer. **So you first step on the "3", next "6", and finally "5".** If you've done it correctly, the spikes that protect the treasure will drop. Return to the **Section #2: The Inner Caldera** walkthrough.



### 6.17.20 Puzzle #20 – Mt. Gerra C

#### Puzzle Reward: Fire Armor



The twentieth puzzle hidden by the ancient Vanir is located in Ifrit's lair in Mt. Gerra. This puzzle has a special type of reset because if you fail, you won't be able to move to reach a mysterious cloud. Therefore, the reset for this puzzle can be done at any time if you push "L+R" (or "Q+W" on a keyboard). The goal of this puzzle is to flip all four switches ( $\alpha$ ,  $\beta$ ,  $\gamma$ , and  $\delta$ ) to lower the spike strips that protect the treasure without being trapped by the nine Wraiths. Before you can reach those four switches, you have to flip switch " $\alpha$ " which lowers the spikes around the four switches and the Wraiths. Therefore, you have to trap as many Wraiths as possible to avoid being trapped yourself when you flip switch " $\alpha$ ".

To start, go the lower left corner and **move block #1 to the left three squares** to block Wraith "A". Next, **move block #2 down three squares and then right one square** to block Wraith "B". Now, **move block #3 left two squares** to be directly below Wraith "C". Next, **push block #4 up two squares and left two squares** to completely block Wraith "C". With those four blocks moved, it's time to move on to the four blocks around the upper black rock spire.

**Move block #5 left three squares** to be directly below Wraith "D". Next, **move block #6 down one square, left one square, and then up one square** to completely trap Wraith "D". Now, **move block**

**#7 right three squares** to be directly below Wraith “E”. Lastly, **move block #8 up two squares and right one square** to completely block Wraith “E”. With those four blocks moved, you’ll move on to the last four in the lower right.

To start, **move block #9 right six squares and up one square** to completely trap Wraith “F”. Next, **move block #10 up one square, right four squares, down one square, right one square, and finally down two squares** to be directly above Wraith “G”. Now, **move block #11 right one square, down two squares, and right four squares** to completely block Wraith “G”. Last, but not least, do not attempt to block Wraith “H”; instead, you must block Wraith “I” since it requires only one block to do so. **Move block #12 down one square, left two squares, down five squares, and left one square**. This completely blocks Wraith “I”.

With eight of nine Wraiths blocked (the maximum possible), it is time to **flip switch “α”**. This will release Wraith “H”; however, it can’t trap you unless you do something foolish like walk into a corner. Simply walk around and **flip the four switches α, β, γ, and δ** to lower all the spikes that protect the treasure. The last of the four switches will also cause the Wraiths to disappear. Return to the **Section #3: Ifrit’s Lair** walkthrough.



### 6.17.21 Puzzle #21 – Underground Cave

Puzzle Reward: Large SP Orb, Full Potion



The twenty-first puzzle hidden by the ancient Vanir is located in the Underground Cave. There is no reset for this puzzle since it will automatically reset if you make a mistake. The goal of the puzzle is to follow the green tile as it moves quickly around the screen. You'll have two seconds to touch the green tile at each new location. If you fail to touch the green tile within two seconds or if you touch a tile of another color, the puzzle will reset.

To start the puzzle, flip switch "α". The locations of the green tile for every two-second interval are shown on the map above. You'll have to follow the green tile through ten intervals and if you succeed, the spikes that protect the treasures will fall. The other three tile colors also shift in location with time; however, their locations are not shown to avoid clutter. Return to *The Underground Cave* walkthrough.



### 6.17.22 Puzzle #22 – Dread Woods A

Puzzle Reward: Crystal Shield, Full Potion



The twenty-second puzzle hidden by the ancient Vanir is located in the first section of the Dread Woods. There is no reset for this puzzle because there is no way to irrevocably mess up this puzzle. The goal is to match the color of the tiles on the right with the initially colorless tiles on the left. To do this, you'll use the four color switches ( $\beta$ ,  $\gamma$ ,  $\psi$ , and  $\rho$ ). If you press the blue switch ( $\beta$ ), then whichever colorless tiles you step on will turn blue. The same holds true for any of the other color switches. Note that if you

turn a tile blue initially, and then switch to green, you can still change the blue tile to green (i.e. it will not remain blue). Note that it may be advantageous to turn off auto-dash for this puzzle, if it is on.

The quickest way to solve the puzzle is to start with the blue switch ( $\beta$ ). Flip it and then walk onto the colorless tiles. Walk to the upper left hand corner via any path and then walk down one tile and then right two tiles. Next, walk straight down and out to the color switches. Flip the green switch ( $\gamma$ ). Walk back to the color-changing area, take one step up onto the first colored tile (was blue), and then walk left to the bottom left tile. Walk one tile up and then back down to the bottom left corner. Now, walk straight right to the bottom right hand corner. Walk back out to the entrance while following the southern wall.

Go back to the color switches and flip the yellow switch ( $\psi$ ). Walk back into the color-changing area and walk to the upper right hand corner while being careful not to step on the four blue tiles in the upper left corner (and labeled with a "B" on the map) or the green tiles in the lower left and right corners (and labeled with a "G" on the map). From the upper right, walk down one and the left one tile. Next, walk down one and then left until you hit the left wall. Go back right one step and then straight down to the southern wall. Walk one tile right and then exit to the color switches.

Flip the red switch ( $\rho$ ) and go back to the color-changing tiles. From the entrance (between the two rocks), go up two tiles and then walk two steps to the right. Next, walk two steps up so that you are one step below the yellow tile in the upper right hand corner. You'll have to flip the yellow tile just to your left in order to reach the tiles at the top center. From the yellow tile you've just flipped to red, walk up one step and then two steps left. Now the top should read "B, R, R, R, Y" from left to right.

Walk two steps to the right, down one step, right one step, down two steps, left two steps, and finally south out of the color-changing tile area. Only two tiles remain to be changed, the blue tile directly next to the entrance and the soon-to-be yellow tile southwest of the upper right hand corner that you flipped to red earlier. Go to the color switches and flip the yellow switch ( $\psi$ ). Return to the color-changing tile area and walk up one tile so that you are on the lowest row of tiles. Walk one tile left and then follow the yellow tiles up two tiles, right two tiles, and up one tile to turn the red tile to yellow. Return back the way you came (down one, left two, down two, right one, and out). Go to the color switches and flip the blue switch ( $\beta$ ). Return to the color-changing tile area and flip only the first tile you can step on. If you've followed the instructions correctly, you should hear a chime signaling that the spikes protecting the treasure have dropped. Return to the **Section #1: The Rainy Woods** walkthrough.



### 6.17.23 *Puzzle #23 – Dread Woods B*

**Puzzle Reward: 5x Super Bait, Full Magic Potion**

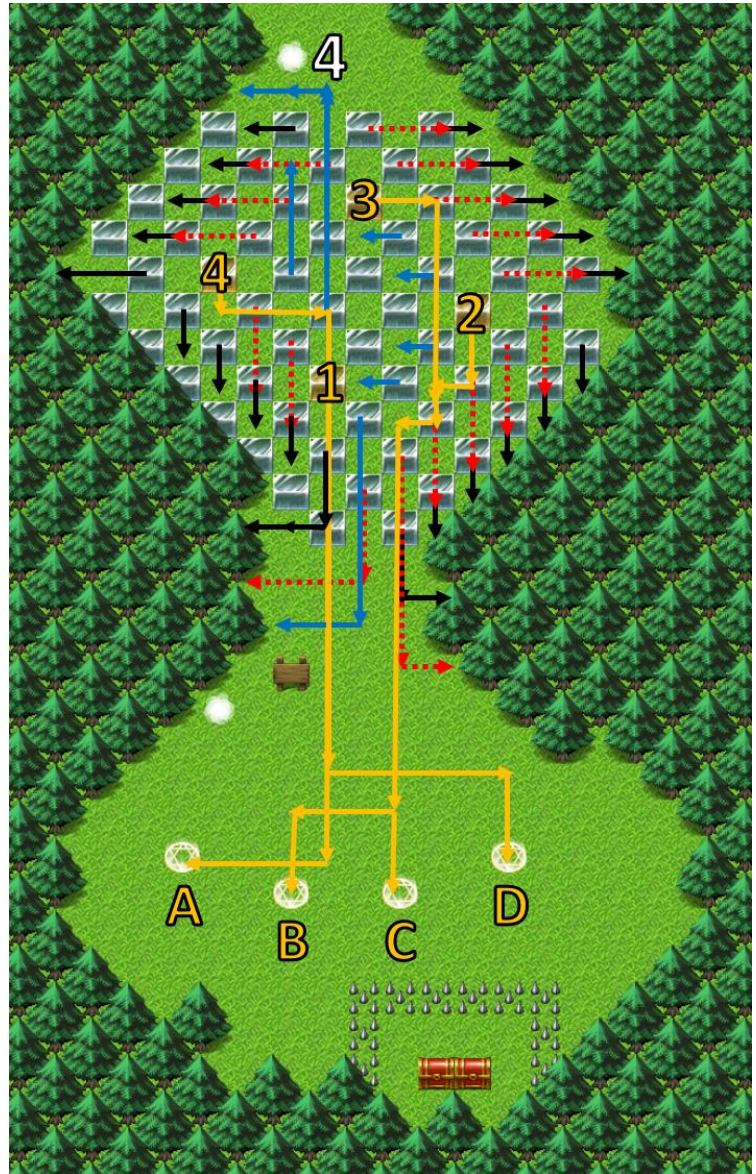
The twenty-third puzzle hidden by the ancient Vanir is located in the second section of the Dread Woods. The puzzle can be reset by using the mysterious cloud next to the entrance (4), the other mysterious cloud next to the signpost below all the blue blocks, “L+R” on your gamepad, or “Q+W” on your keyboard. The goal of the puzzle is to move the 4 yellow blocks south to the four hexagrams. Place one yellow block on each of the hexagrams and that will drop the spikes.

It’s difficult to describe the process of freeing the yellow blocks from the clutter of blue blocks; however, the concept is simple. The process is broken down into steps denoted by the different color arrows on the map.

To start, move southeast to the easternmost block in the top row. Move it right and do the same to each block southeast of the previous. Move a total of five blocks one tile east and then move one tiles south. Now move each block (along the southeast edge) one tile south and do the same to each block to the southwest of the previous one. Do this to a total of five blocks. Move the sixth block south two tiles south and then one east (it should be two tiles north and four tiles east of the sign to the west). Return to the blocks and position yourself one tile east of the southernmost block. Push it west two tiles into the woods.

Now return north to near the entrance and move the block that is two tiles south of the mysterious cloud one tile left. Do the same to each block to the southwest of the previous. Do this a total of four times and move the fifth block two tiles left. Proceed to the tile north of the blue block southwest of yellow block #4, push it south one tile. Continue this process for each block southeast of the previous for a total of four blocks. On the fifth block (two tiles south of yellow block #1) move it down four tiles and then left two squares. This completes the first step of the puzzle.

Next, return north to near the entrance and position yourself one tile left of northernmost block (two squares north of yellow block #3). Push the block two tiles to the right and repeat this process with



each of the blue blocks to the southeast. Continue the process for a total of 5 blocks and then at the sixth block, push it down two tiles. Repeat this process for blocks to the southwest for a total of 4 blocks. At the fifth block, push it down for six tiles and then right one tile.

Return to the northern entrance and position yourself just right of the blue block that lies northwest of yellow block #3. Push the blue block to the left two tiles and repeat the process with each block to the southwest. Continue this for a total of three blue blocks. Now, you're next to yellow block #4. Position yourself just to the east of this yellow block and push the blue block to your south down two squares. Do this for the blue block to the southeast of the previous block. This completes the second step of this puzzle.

Position yourself just north of yellow block #1. Push it due south until it is in line with the top two hexagrams (A and D). Push the yellow block left until it lies on top of hexagram "A". Both will disappear and one of the four yellow blocks will be finished. Return back to the original location of the southernmost block. From there, take two steps south and one step right until you are directly above the southernmost remaining blue block. Push the blue block south six squares and then east three squares. Walk back to yellow block #3 and then position yourself east of the blue block to the southeast of that yellow block. Push the blue block west one square. Do the same to the blue block to the southeast of the previous block.

Now, position yourself one square south of yellow block #2 and push the blue block to your west left one square. Do the same to the blue block to the southwest of the previous block. Next, stand just north of yellow block #2 and push it south two squares. Then push it left one tile, down one tile, and left one tile. Finally, push it due south until it is in line with the top remaining hexagram. Push the yellow block west three squares and then south one square onto hexagram "B" and both the block and hexagram will disappear. This completes the third step of the puzzle.

Walk north so that you are standing one tile left of yellow block #3. Push the yellow block two squares to the right, six squares down, one square left, and finally due south to hexagram (C). After placing it on the hexagram, both block and hexagram will disappear leaving only hexagram (D) and yellow block #4.

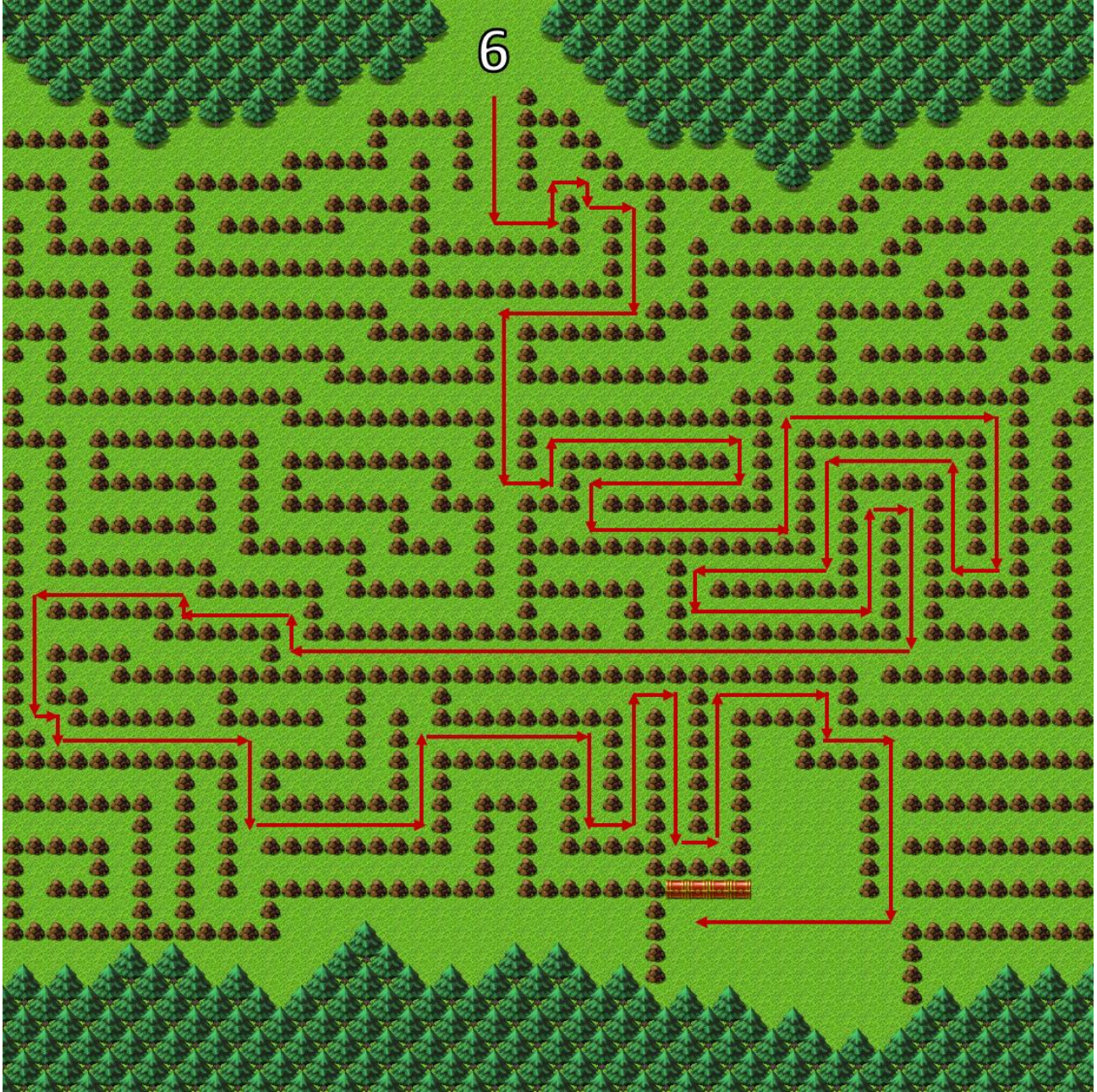
Move north and position yourself just south of the blue block that lies two squares east of yellow block #4. Push the blue block three tiles north and then return to the blue block that lies northeast of the previous blue block. Push it four squares north and two squares west. Finally, find the blue block two squares south of the previous blue block and push it six squares north and one square west. This completes the fourth step of the puzzle.

The final step involves moving yellow block #4 to the remaining hexagram. Push the yellow block one square south, three squares east, and then due south until it is in line with the remaining hexagram (D). Push yellow block #4 five squares east and both the block and hexagram will disappear. When you place the final block on the hexagram, the spikes will lower, allowing you to access the treasure. Return to the **Section #2: The Stormy Woods** walkthrough.



### 6.17.24 *Puzzle #24 – Dread Woods C*

**Puzzle Reward: Large SP Orb, Large Cottage, Large Magic Potion, Crystal Staff**

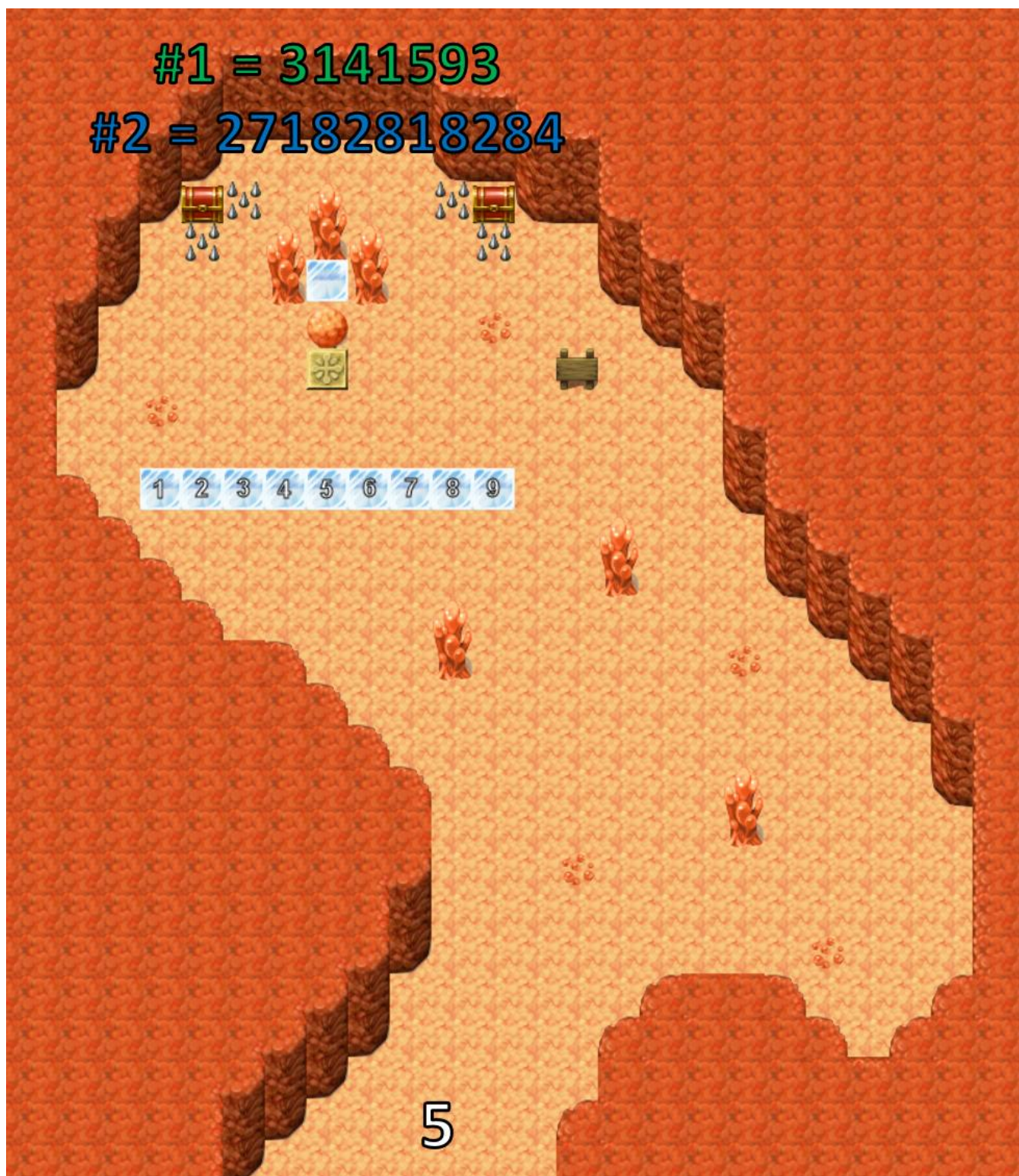


The twenty-fourth puzzle hidden by the ancient Vanir is located in the third and final section of the Dread Woods. There is no reset for this puzzle since it is a maze and there is no way to make an irreversible mistake. The trick to this puzzle is that the eastern and western edges form an infinite loop, so in certain sections you can travel in a single direction (east or west) forever without making any headway. The solution to this puzzle is simple. Simply follow the red path outlined on the map above to the treasures at the end. Return to the ***Section #3: The Thunderous Woods*** walkthrough.



6.17.25 *Puzzle #25 – Crescent Canyon A*

Puzzle Reward: Large Magic Potion, Crystal Helm



The twenty-fifth puzzle hidden by the ancient Vanir is located in Crescent Canyon. There is no reset for this puzzle because it will automatically reset if you make a mistake. The goal of the puzzle is to reproduce a quickly flashing sequence of numbers using the number tiles. There are two sequences and you can only access the second sequence (and its corresponding treasure) after you successfully complete the first sequence.

From the entrance (5), head north past the numbered tiles to the golden tile just south of the boulder. When you step on the golden tile, it will show the sequence. The first sequence (reproduced in green on the map) is **3, 1, 4, 1, 5, 9, 3**. This sequence represents the first seven rounded digits of pi ( $\pi$ ). To finish the first sequence step on those numbered tiles in that specific order. If you are successful, a chime will ring and the spikes protecting the first treasure will lower.

Next, step on the golden tile again to see the second sequence. The second sequence (reproduced in blue on the map) is **2, 7, 1, 8, 2, 8, 1, 8, 2, 8, 4**. This sequence represents the first eleven digits of Euler's constant ( $e$ ). Step on the correct numbered tiles to lower the spikes protecting the second treasure. Return to the **Cave #1** walkthrough.



### 6.17.26 *Puzzle #26 – Crescent Canyon B*

Puzzle Reward: Large Magic Potion, Medium Cottage



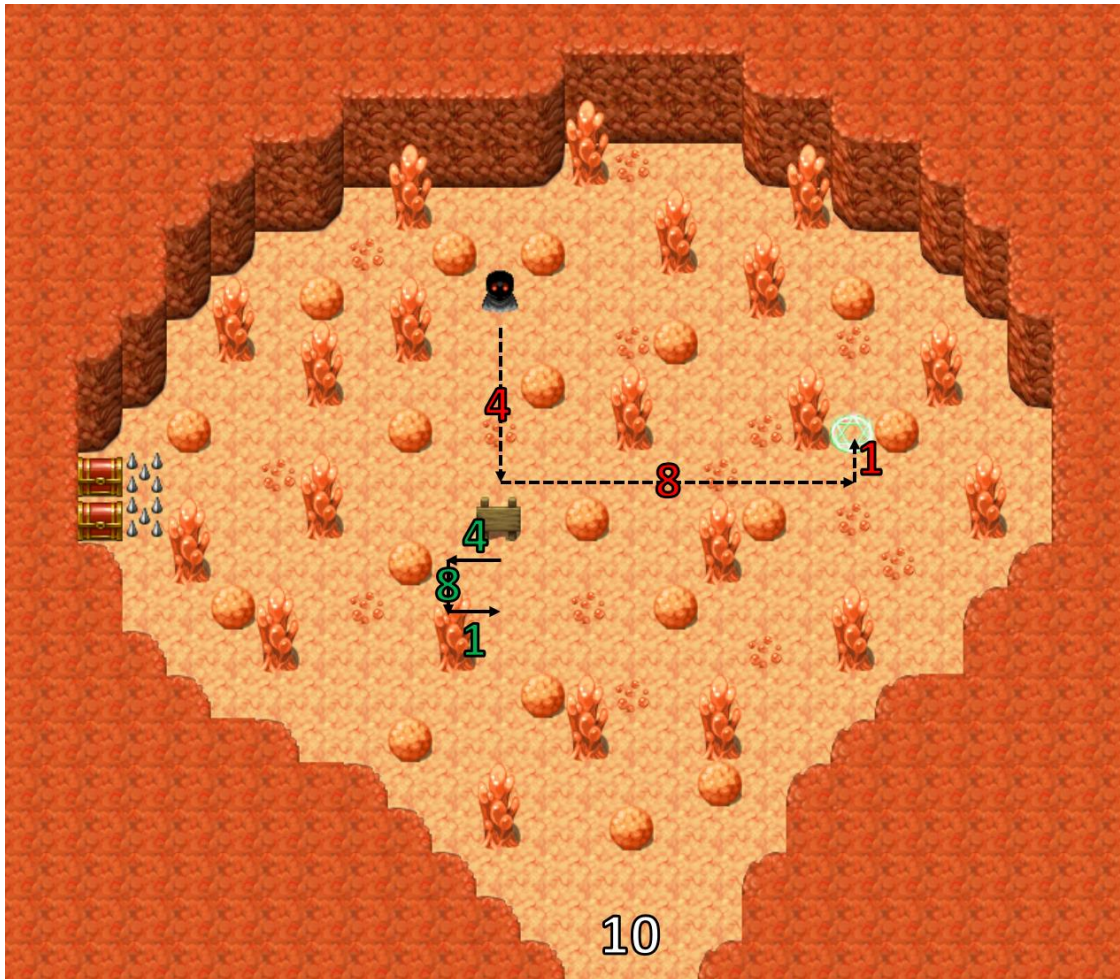
The twenty-sixth puzzle hidden by the ancient Vanir is located in Crescent Canyon. There is no reset for this puzzle because if you make a mistake, it will automatically reset. The goal of the puzzle is to follow the exact path of the Wrath around the room to the treasure. If you take one wrong step, you will be teleported back to the start of the room.

The correct path is shown by the dotted line on the map. From the square to the right of the sign, follow the path: 8 UP, 2 RIGHT, 4 DOWN, 2 RIGHT, 5 UP, 1 LEFT, 1 UP, 3 LEFT, 1 UP, 2 LEFT, 7 DOWN, 3 LEFT, 1 UP, 2 LEFT, 3 UP, 2 RIGHT, 4 UP, 2 RIGHT, 1 UP, 6 RIGHT, 1 DOWN, 1 RIGHT, 1 DOWN, 1 RIGHT, 1 DOWN, 1 RIGHT, 3 DOWN, 1 RIGHT, 1 DOWN. At the end of the path, talk to the Wraith to finish the puzzle. After speaking to him, the spikes will lower and you can gather the treasures. After talking to the Wraith, you can walk on any tile without being teleported to the end. Return to the **Cave #3** walkthrough.



### 6.17.27 *Puzzle #27 – Crescent Canyon C*

Puzzle Reward: Hellfire Bomb, Full Potion

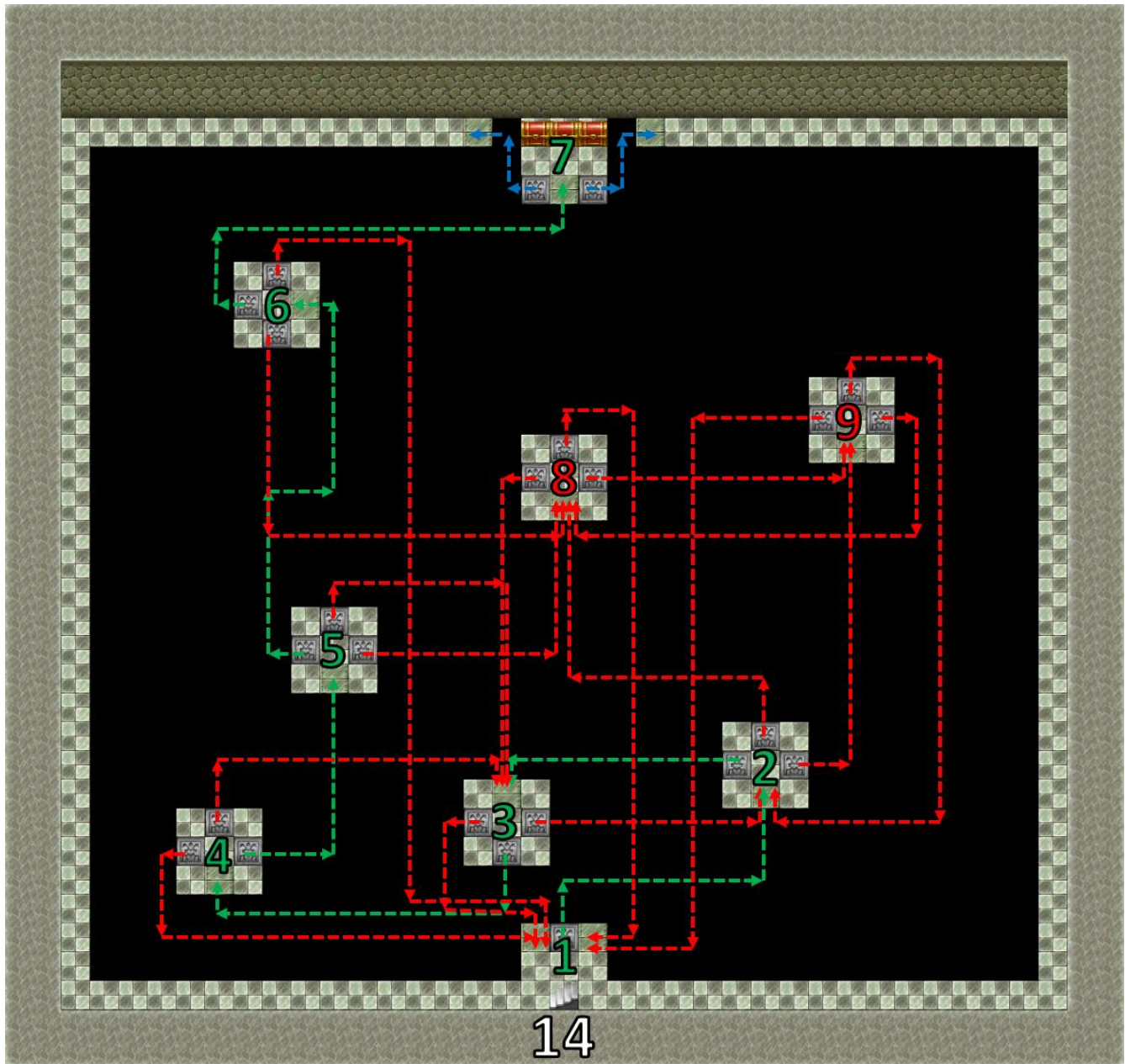


The twenty-seventh puzzle hidden by the ancient Vanir is hidden in Crescent Canyon. There is no reset for this puzzle because it is impossible to make an irreversible mistake. The goal of the puzzle is to lead the Mimic Wraith to the green hexagram. The Mimic Wraith only moves when you move but his movements are rotated by 90 degrees counter-clockwise. Specifically, the relations between your movements and the Mimic Wraith are: CHARACTER LEFT = MIMIC DOWN; CHARACTER DOWN = MIMIC RIGHT; CHARACTER RIGHT = MIMIC UP; CHARACTER UP = MIMIC LEFT.

To start the puzzle, walk up to the wooden sign and read it. You'll want to move the Mimic Wraith down four steps, left eight steps, and one step up. Applying the character-mimic rotation, this means that you must move four steps LEFT, eight steps DOWN, and one step RIGHT. Note that the Mimic Wraith will often move twice due to his movement sensitivity for each step you take. The Mimic Wraith will still move even if you are blocked by a boulder. Therefore, move left four squares from the wooden signpost (3 of which will be blocked). Move down eight squares (7 of which will be blocked). Finally, move one square right to move the Mimic Wraith up to the green hexagram. This will lower the spikes that protect the treasures. Return to the **Cave #3** walkthrough.

### 6.17.28 Puzzle #28 – Babel Citadel A

Puzzle Reward: Full Potion, Arcane Ring, Full Magic Potion



The twenty-eighth puzzle hidden by the ancient Vanir is located in the Babel Citadel. There is no reset for this puzzle because you cannot make an irreversible mistake. The goal of the puzzle is to ride the automated platforms from floating island to floating island and eventually make your way to the treasures at the northern end of the room. Each island (and the initial area) is labeled with a colored number. Green numbers (1 – 7) represent islands to which you'll have to travel in order to reach the treasure. Red numbers (8 & 9) represent islands that you'll only reach if you make a mistake. Besides the

first platform (1) and the treasure platform (7), each platform has three automated platforms that will move you along a pre-determined path to another floating island. There are multiple routes that can lead you to the final treasure; however, one route is more direct than all others and is summarized below.

**From the starting area (1), board the first automated platform which will take you northeast to the second floating island (2).** Here, there are platforms to the east, west, and north. **On the second floating island (2), take the western automated platform.** It will guide you to the third floating island (3). Here, there are automated platforms to the east, west, and south. **On the third floating island (3), take the southern automated platform.** This platform will guide you south and then west to the fourth floating island. Again, there are platforms to the east, west, and north. **On the fourth floating island (4), take the eastern automated platform.** This will transport you northwest to the fifth floating island. Here, you'll find automated platforms to the east, west, and north yet again. **On the fifth floating island (5), take the western automated platform.** This will take you north to the sixth floating island. Here, you'll find platforms to the west, north, and south. **On the sixth floating island (6), take the western automated platform.** This will take you to the treasure platform (7) at the northern end of the room. After you've gathered the treasures, take either of the two platforms to return to the outer strip that links back to the starting area. Return to the **Floor #3** walkthrough.



### 6.17.29 Puzzle #29 – Babel Citadel B

Puzzle Reward: Huge Magic Potion, Crystal Bow

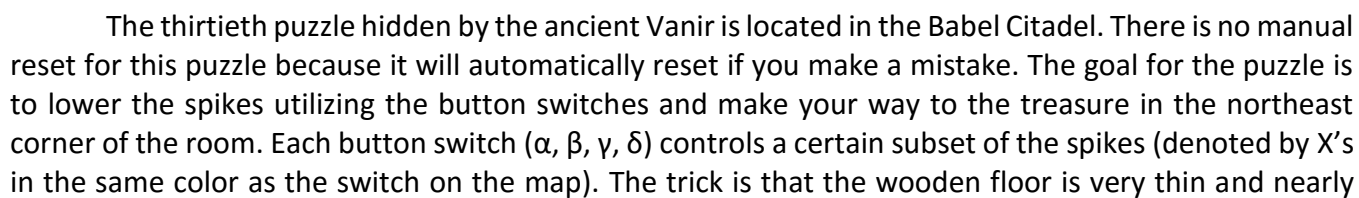


The twenty-ninth puzzle hidden by the ancient Vanir is located in the Babel Citadel. There is no reset for this puzzle since you cannot make an irreversible mistake. The goal of the puzzle is to match the numbers hidden by the tiles. When you initially enter the room, all of the tiles are blank. If you step on a tile, it will reveal a number. Then you will have to step on the tile that matches the number of the first tile.

The map for the puzzle reveals the numbers for all the numbers. For convenience, the number pairs are color-coded (e.g. ones are green, fives are white, etc.). To solve the puzzle, simply follow the map and match all 15 number pairs. Return to the **Floor #4** walkthrough.



### Puzzle Reward: Large Cottage



caves in when you step on it. If you step on a certain area of the wooden floor twice, it will shatter and you'll fall through to a lower level (not pictured). You'll have to return up through the staircase labeled "A". Mysteriously, the wooden floor repairs itself every time you return from the lower level.

At the entry of the puzzle (23), you can only head north to the first switch ( $\alpha$ ) because all other switches are blocked by spikes. As you head north, make sure you are as far west as possible. This is to make sure that you don't step on the same area of wooden floor twice. When you reach the northwest corner, turn east, but again you must make sure you are as far north as possible. When you reach the spikes that block your way from proceeding further east, head south three tiles, while keeping as far east as possible. You'll end up one tile east of the first switch ( $\alpha$ ). Take one step west onto the switch ( $\alpha$ ) and then head north two tiles until you are just south of the broken floor to the north. Next, head west five steps until your next step would lead you onto the previously broken wood floor against the western wall.

Now, head due south and back to the safety of the stone-tiled area where you started. Position yourself one tile north of the eastern set of stairs (A) and then go one tile east and one tile south. The previous three spikes (denoted by red X's) that blocked your way have been lowered by the first switch ( $\alpha$ ). Head east four tiles until you are one tile south of the second switch ( $\beta$ ). Step north onto the second switch ( $\beta$ ) which will lower all the spikes connected to that switch (denoted by yellow X's).

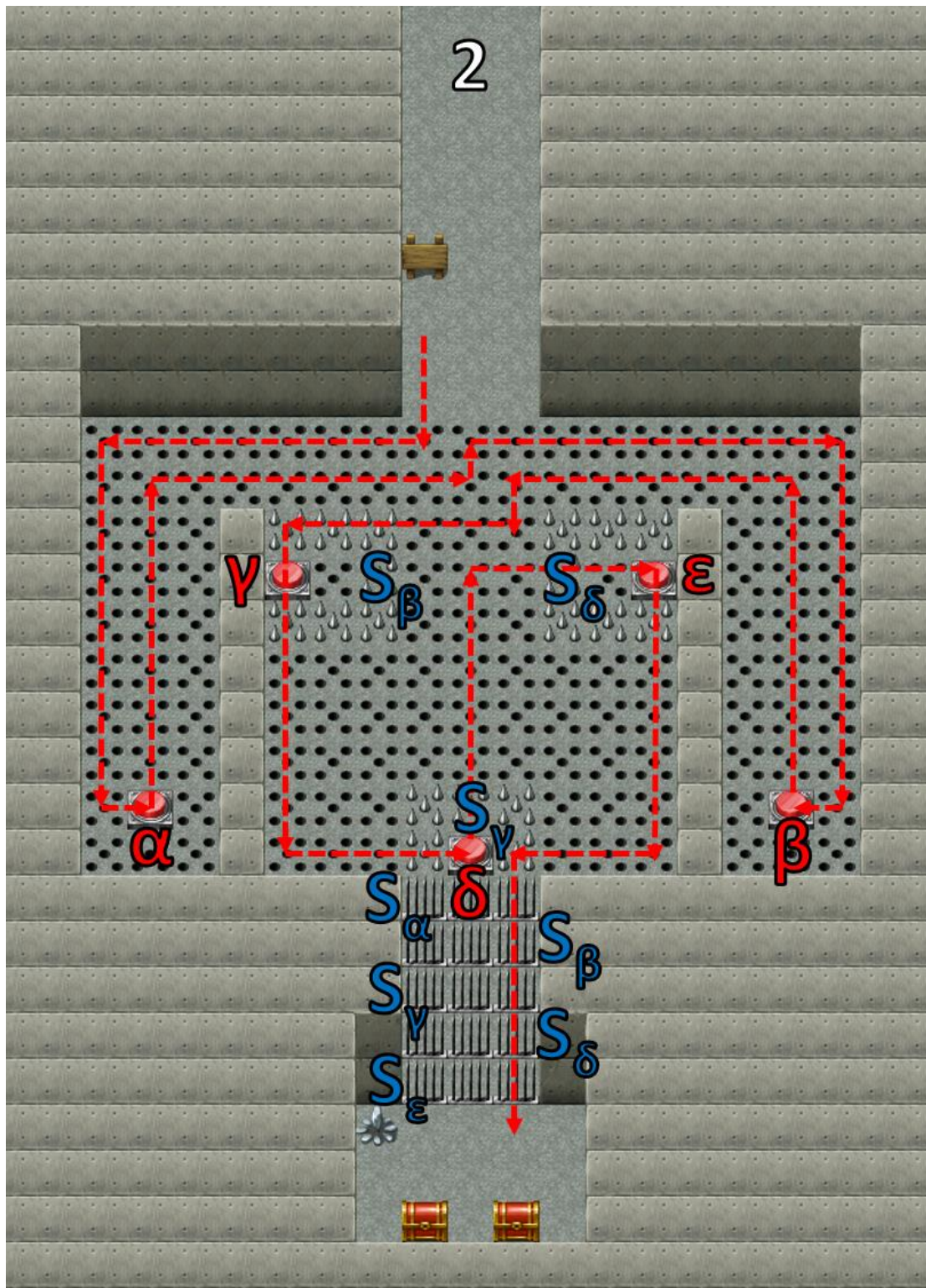
This will allow you to head north and flip the third switch ( $\gamma$ ). Head north four tiles until you are directly south of the wizard statue. Then head west one step and north one step so that you are due west of the wizard statue. Now, head two tiles west and three tiles north until you are one tile east of the third switch ( $\gamma$ ). Next, step on the third switch ( $\gamma$ ) to lower all the spikes connected to it (denoted by green X's).

Head due south (seven steps) from the third switch ( $\gamma$ ) until your next step would take you onto the previously busted floor. Next, go one step east and one step south. To the east, all of the wooden tiles have already been broken; however, the trick is that you can step over the second switch ( $\beta$ ) to avoid the wooden floor. Head east (six steps) until you run into the spikes controlled by the fourth and final switch ( $\delta$ ). Now, head due north (three steps) onto the fourth switch ( $\delta$ ) which will lower the remaining spikes (denoted by blue X's). Continue northwest to the treasure. After you've collected the treasure, you can't return to the entrance without falling through the floor. Simply fall to the lower level and return up through staircase "A". Return to the **Floor #5** walkthrough.



### 6.17.31 *Puzzle #31 – Asgard Sewer A*

**Puzzle Reward: Full Potion, Full Magic Potion**



The thirty-first puzzle hidden by the ancient Vanir is located in the Asgard Sewer. You can reset this puzzle at any time by using L+R on your gamepad or Q+W on your keyboard. The goal of the puzzle is to flip the all five switches ( $\alpha$ ,  $\beta$ ,  $\gamma$ ,  $\delta$ ,  $\epsilon$ ) and thus reach the treasures protected by the gates. The trick to this puzzle is that the floor of the puzzle area is lined with spikes. The spikes are rigged to respond to any pressure on the floor so as you walk by they will pop up. Therefore, you will create a wall of spikes behind you that will block your way.

From the entrance, position yourself along the western wall just north of the spike area. Descend one tile and then head west while adjacent to the northern wall. Continue until you reach the northwest corner. Next, head straight down until you are just left of the first switch ( $\alpha$ ). Move right and step on the switch which lowers the first set of gates protecting the treasure.

Head north from the switch ( $\alpha$ ) until you run into the spikes you raised earlier. When you can no longer walk any further north, walk seven tiles east until you are in the exact middle of the area. Walk one tile north and then head east while just south of the northern wall. Continue until you reach the northeast corner. Continue south until you are just east of the second switch ( $\beta$ ). Walk one square west onto the switch to lower the second set of gates and also lower the spikes around the third switch ( $\gamma$ ).

From the second switch ( $\beta$ ), head north until you hit the previously raised spikes. Next, head west until you meet previously raised spikes. Take one step south and then continue west until you meet the wall near the third switch ( $\gamma$ ). Take one step south and flip the third switch ( $\gamma$ ) to lower the third set of gates and the spikes protecting the fourth switch ( $\delta$ ). From there, continue south to the southwest corner. Next, turn east and walk until you are on top of the fourth switch ( $\delta$ ). This will lower the fourth set of gates and the spikes protecting the fifth and final switch ( $\epsilon$ ).

From the fourth switch ( $\delta$ ), head due north until you reach the previously raised spikes. Next head east until you step on the fifth switch ( $\epsilon$ ). This will lower the final set of gates protecting the treasures. Head south to the southeast corner and then west until you hit the spikes. Finally, head south and you'll reach the treasures. After collecting the treasures, use the teleportation device to return to the entrance. Return to the **Asgard Sewer** walkthrough.

### 6.17.32     *Puzzle #32 – Asgard Sewer B*

Puzzle Reward: Large Cottage, Crystal Dagger



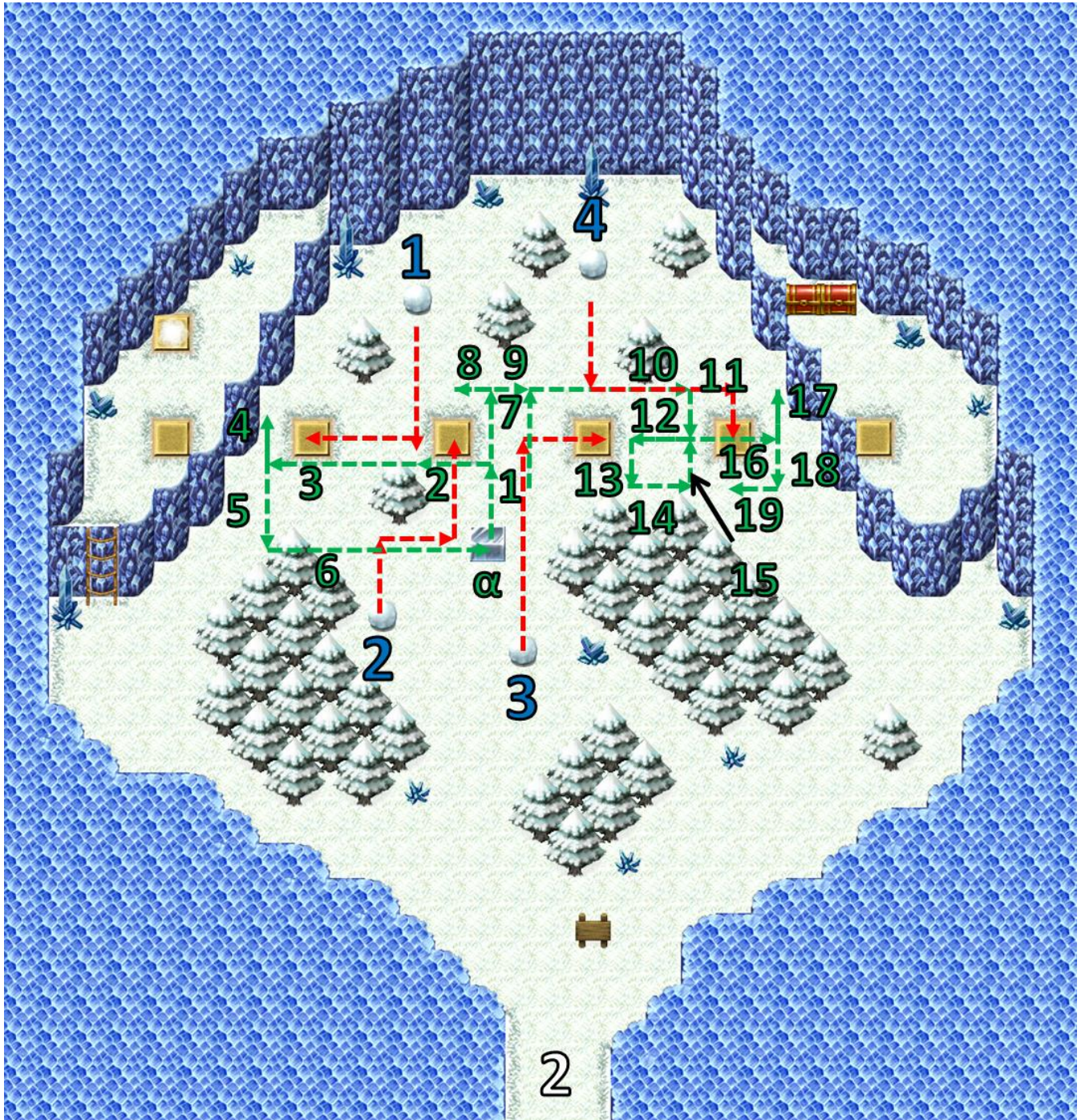
The thirty-second puzzle hidden by the ancient Vanir is located in the Asgard Sewer. There is no reset for this puzzle because if you make a mistake, the puzzle will automatically reset. The goal of the puzzle is to correctly track the three green tiles. To start the puzzle, you'll flip the switch (α). At that point, all twelve colored tiles will randomly move for a few seconds to new locations. To lower the spikes around the treasures, you'll have to step on the three green tiles in their new locations.

The motion of all the tiles is random; therefore, no other assistance can be given in this puzzle. If you are having trouble with this puzzle, enlist a second party to help track one of the green tiles since it is much easier to track two tiles rather than three. Once you step on the three green tiles, the spikes will lower and you can gather the treasure. Return to the ***Asgard Sewer*** walkthrough.



### 6.17.33 *Puzzle #33 – Mountain Pass A*

Puzzle Reward: Large Magic Potion, Full Potion



The thirty-third puzzle hidden by the ancient Vanir is located in the southern section of the Mountain Pass. You can reset this puzzle at any time using the mysterious cloud on the cliff face along the western edge. The goal of this puzzle is to create a bridge to the treasures on the raised platform

along the eastern edge. To do this, you'll have to move the four snowballs (1, 2, 3, 4) onto the four yellow platforms between the raised platforms to the east and west. To help you achieve this goal, you have a blue block ( $\alpha$ ) which you can push around to stop the snowballs that will keep rolling until they hit a wall or block.

The green numbers (and green lines) on the map denote the order in which you should move the blue block to get the snowballs onto the yellow platforms. Start by moving the blue block ( $\alpha$ ) **two paces north** (1) and then push it **two paces west** (2). Next, head up to the **first snowball and push it south** into the blue block ( $\alpha$ ). Push the blue block ( $\alpha$ ) **four more paces west** (3) and then **one pace north** (4). Return to the **first snowball and push it west** onto the westernmost yellow tile.

Now, push the blue block ( $\alpha$ ) **south three paces** (5) and **six paces east** (6). Now, head southwest to the **second snowball and push it north** into the tree. Next, push the **same snowball east** into the blue block ( $\alpha$ ). Head back to the blue block ( $\alpha$ ) and push it **four paces north** (7) and then **one pace west** (8). Return to the **second snowball and push it north** onto the second yellow tile.

With two snowballs in their correct positions, return to the blue block ( $\alpha$ ) and push it **two paces east** (9). Head south to the **third snowball and push it north** into the blue block ( $\alpha$ ). Push the blue block **five paces east** (10), **one pace south** (11), and **two paces west** (12). Return to the **third snowball and push it east** into the blue block ( $\alpha$ ) and onto the third yellow tile.

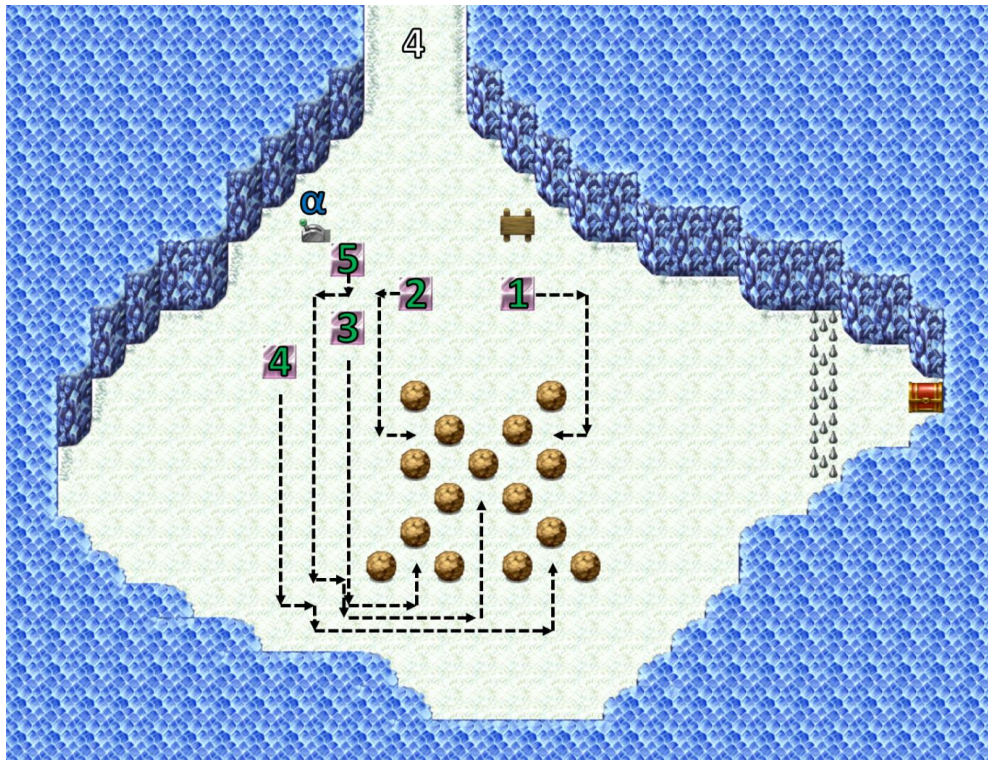
You have only one snowball remaining. Push the blue block ( $\alpha$ ) **south one pace** (13), **east one pace** (14), **north one pace** (15), **east three paces** (16), and **one pace north** (17). Now, return to the **last snowball and push it south** into the third snowball and **then east** until it hits the blue block ( $\alpha$ ). Next, push the blue block ( $\alpha$ ) **south two paces** (18) and finally **west one pace** (19). Return to the **final snowball and push it south** so that it lands on the easternmost yellow platform.

Now that all four snowballs are on the four yellow platforms, return to the western raised platform and jump from the yellow platform across the four boulders until you reach the eastern platform. After you gather the treasure, return west across the snowballs. Return to the **Southern Pass** walkthrough.



### 6.17.34 Puzzle #34 – Mountain Pass B

Puzzle Reward: Crystal Helm



The thirty-fourth puzzle hidden by the ancient Vanir is located in the northern section of the Mountain Pass. You can reset this puzzle at any time by flipping the switch ( $\alpha$ ) back to the off position. The goal of this puzzle is to use the five red blocks to destroy all the brown boulders. When you flip the switch ( $\alpha$ ) to the on position, it will trigger the red blocks to explode and anything adjacent to them will be destroyed. Therefore, your goal is to arrange the red blocks in the correct location.

To start, push the **first block (1)** east two paces, south four paces, and then west one pace until it is surrounded by brown boulders to the north, west, and south. Next, push the **second block (2)** west one pace, south four paces, and east one pace until it is surrounded by brown boulders to the north, east, and south. You now have two of the five blocks in the correct position.

Next, push the **third block (3)** south eight paces, east two paces, and then north one pace until it is surrounded by brown boulders to the east, north, and west. Return to the blocks and push the **fourth block (4)** south seven paces, east one pace, south one pace, east seven paces, and north two paces until it is surrounded by brown boulders to the east, west, and north. Finally, return to the **fifth block (5)** and push it south ten paces, east four paces, and north three paces until it is surrounded by boulders to the east, west, and north. Note that for clarity the map shows you pushing the fifth red block (5) west one pace and then one pace east; the actual path will be similar to the third block (3).

With all blocks in the correct positions, **return to the switch ( $\alpha$ ) and flip it to the on position** to explode the blocks and the adjacent boulder. If you've placed the blocks in the correct positions, all the boulders will explode and the spikes protecting the treasures will lower. Return to the **Northern Pass** walkthrough.



### 6.17.35 *Puzzle #35 – Ice Cave A*

#### Puzzle Reward: Black Void Bomb, Holy Fire Bomb

The thirty-fifth puzzle hidden by the ancient Vanir is located on the first floor of the Ice Cave. You can use L+R on your gamepad or Q+W on your keyboard to reset this puzzle if you become stuck. The goal of this puzzle is to traverse the mysterious pylons and reach the treasure in the upper right corner. There are 8 switches; a pair for each energy pylon (labeled 1, 2, 3, and 4). Each switch will change the direction the pylon is oriented by 90 degrees (e.g. from horizontal to vertical and vice versa). This puzzle can seem impossible if you don't find the weak point in the energy pylons (the northern section of energy pylon #1). At this point, you are forced northward; however, you can still move either east or west.



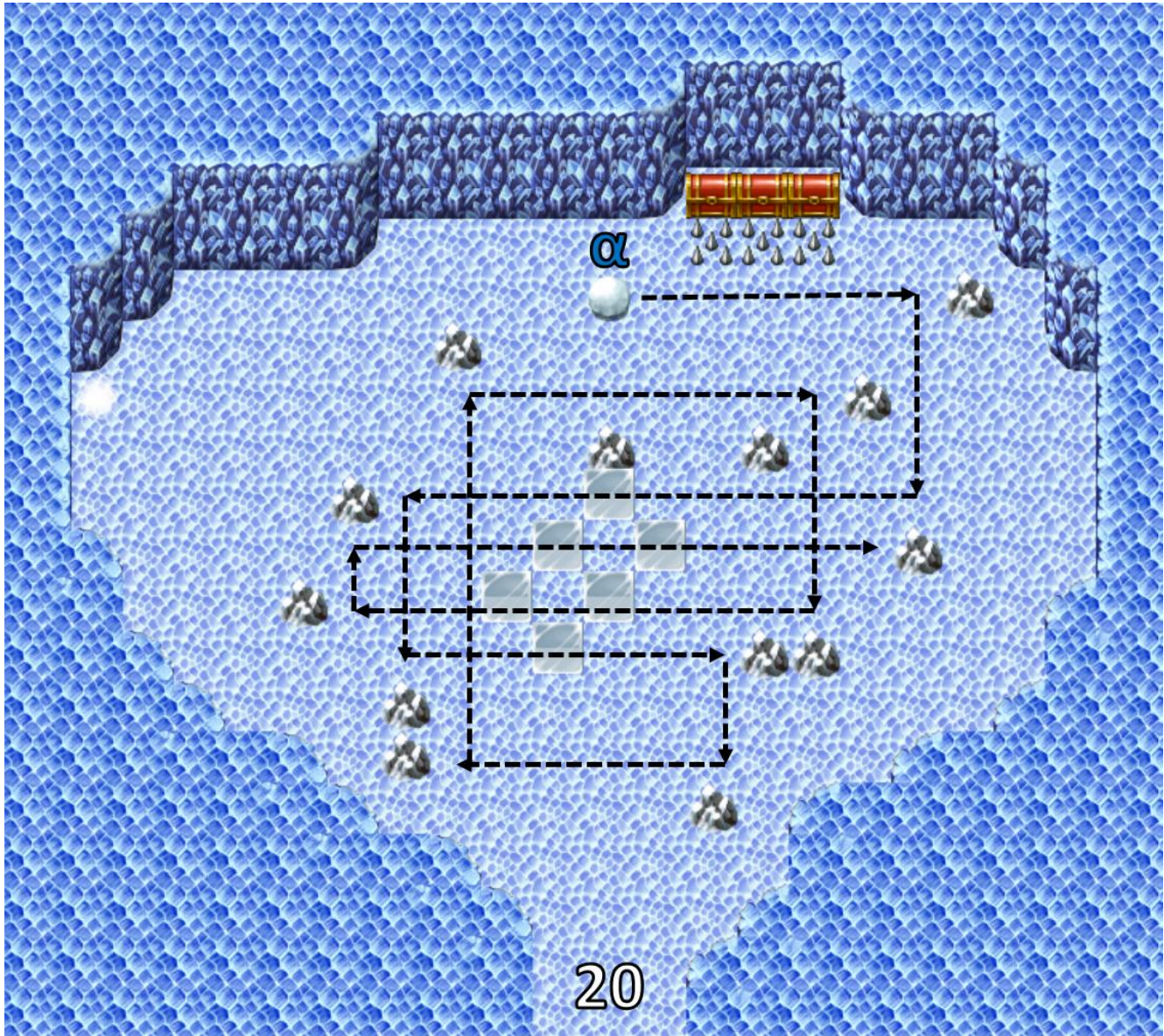
From the entrance of the puzzle (4), head north and flip switch #1 which will reorient pylon #1 to vertical, allowing you to proceed northward. Continue north until you reach the square just east of switch #3. Flip it to reorient pylon #3 to horizontal and then head east two paces to switch #4. Flip it to reorient pylon #4 to horizontal and then head west until you are one square right of switch #3 and southwest of pylon #2. Step north and you'll be pushed west by the energy pylon (denoted by the dashed red line).

Take one step south and you'll be just west of switch #2. Flip the switch to reorient pylon #2 to vertical. From your current location go one step north, one step east, one step north, and two steps east. This will put you along the vertical path of pylon #1. It will push you north but the secret here is that you can proceed in either direction. Go east one step and flip the other switch #2 to reorient pylon #2 to horizontal. Take one step north and then keep heading east until are in line with the vertical path of pylon #2. Go two steps south and then one east so that you are directly south of switch #4. Ignore the switch because the way east is already opened. Take three steps east and then head north to the treasure. You can use L+R on your gamepad or Q+W on your keyboard to quickly return to the entrance of the puzzle. Return to the **Floor #1** walkthrough.



### 6.17.36 Puzzle #36 – Ice Cave B

Puzzle Reward: Large Potion, Remedy, Medium Magic Potion



The thirty-sixth puzzle hidden by the ancient Vanir is located on the fourth floor of the Ice Cave. You can reset this puzzle at any time by using the mysterious cloud along the western wall. The goal of the puzzle is to roll the snowball ( $\alpha$ ) across all of the clear tiles. When the snowball rolls across the tiles, they will turn red/purple. The key to the puzzle is the first direction chosen since it is impossible to complete the puzzle if you push the snowball south initially.

To solve the puzzle, push the boulder in the following directions: **EAST, SOUTH, WEST, SOUTH, EAST, SOUTH, WEST, NORTH, EAST, SOUTH, WEST, NORTH, EAST**. When all the tiles have turned to red/purple, the spikes protecting the treasure will lower. Return to the **Floor #4** walkthrough.



### 6.17.37 *Puzzle #37 – Ice Cave C*

**Puzzle Reward:** Hellfire Bomb (Completion), Full Potion (7.5 minutes), Full Magic Potion (5 minutes), Crystal Sword (3 minutes), Ogre Ring (2 minutes)



The thirty-seventh puzzle hidden by the ancient Vanir is located on the fifth floor of the Ice Cave. There is no reset for this puzzle although you can break out of this puzzle at any time by using either the “cancel” button, L+R on your gamepad, or Q+W on your keyboard. The goal of the puzzle is to move the numbered tiles into an ordered fashion. The final pattern is described by the green numbers on the map (e.g. row 1 = 1,2,3,4, etc.). You can only move one tile at a time and that tile must be adjacent to the empty tile (initially located between the 9, 3, and 2). This is a timed puzzle and you will receive better treasures depending on how quickly you complete the puzzle. To acquire all the treasures, you must complete the puzzle in 2 minutes. Lastly, the initial location of numbered tiles is always the same.



To start the puzzle, move to the wooden sign labeled by the “α” on the map. The “1” is initially located in the correct location so it doesn’t need to be moved. Next, the “2” should be moved into its correct location, just east of the “1”. The upper right corner is a bit tricky and the easiest way to handle it is to work with both the “3” and “4” together. First, move the “3” into the upper right corner and then position the “4” directly below the “3”. You’ll then move the “3” left one square into its correct position and the “4” up into the “3”’s previous location. This completes the first row.

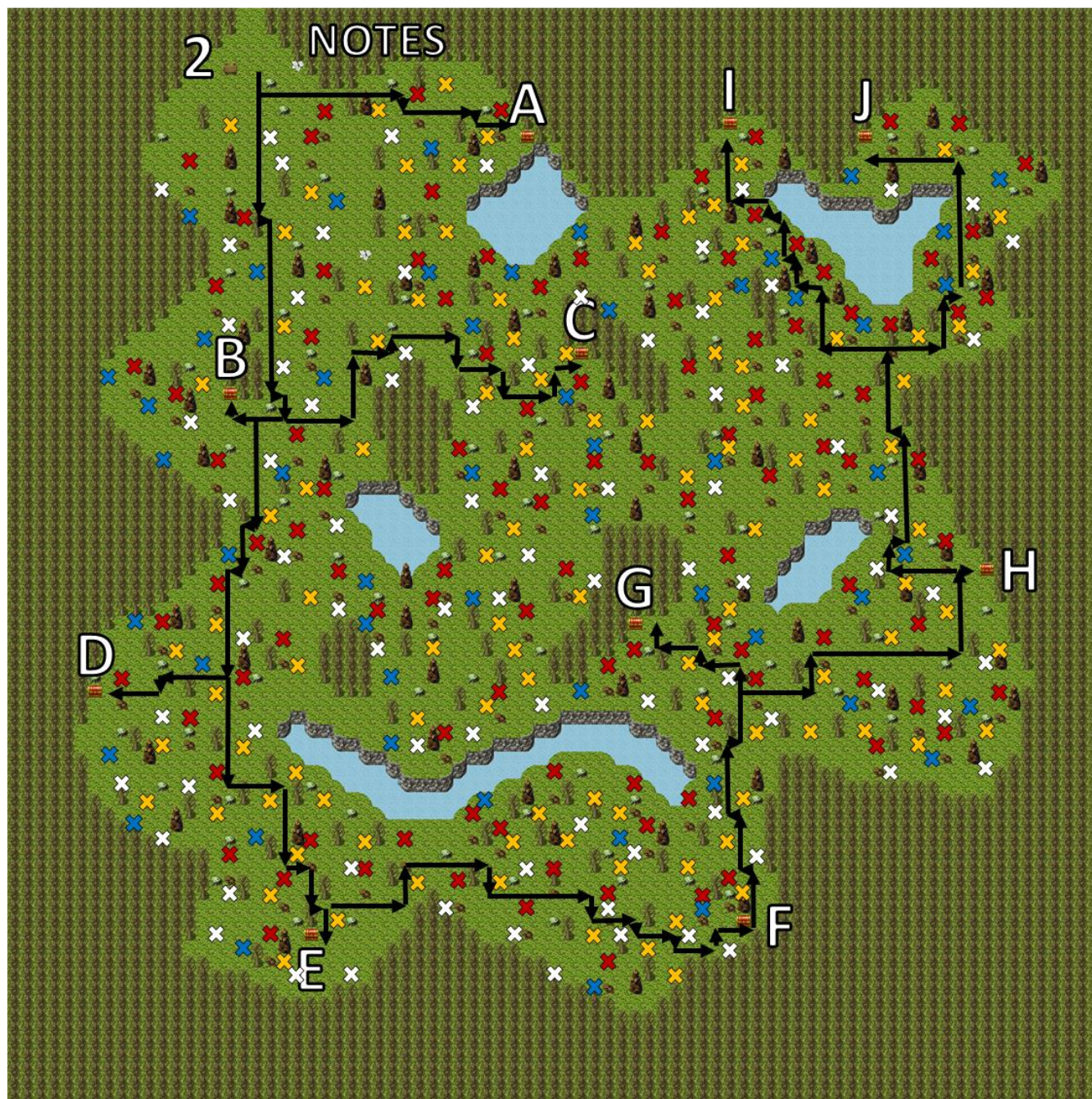
The algorithm for solving the second row is exactly the same as the first row. First, move the “5” into its correct location directly below the “1” at the far left of the second row. Next, move the “6” into its correct location under the “2” and just right of the “5”. Again, the “7” and “8” should be handled together in a similar fashion to the “3” and “4”. Move the “7” until it is directly below the “4” and move the “8” so that it is directly below the “7”. Lastly, move the “7” left and move the “8” up. This completes the second row.

The third and fourth rows are intertwined and must be completed together. The easiest method to solve these rows involves breaking them into two tiles columns. To start, move the “13” so that it is directly below the “5” and move the “9” to be directly right of the “13”. Move the “13” down and the “9” left. This will put both of these tiles in their correct locations. Next, move the “14” so that it is just right of the “9” and move the “10” directly right of the “14”. Move the “14” down and the “10” left. This will put these two tiles in their correct locations.

All that remains is the “11”, “12”, and “15”. The puzzle is generated so that these tiles can simply be rotated until each is in the correct location. When all the tiles are in their correct location, the time will stop and the spikes will lower around those treasures which you qualified for based on your completion time. Return to the **Floor #5** walkthrough.

### 6.17.38 Puzzle #38 – Great Southern Marsh

Puzzle Reward: Large SP Orb (A), Full Potion (B), Medium Cottage (C), Dragon Staff (D), Dragon Armor (E), Dragon Sword (F), Dragon Helm (G), Dragon Bow (H), Full Magic Potion (I), Dragon Robe (J)



The thirty-eighth puzzle hidden by the ancient Vanir is located in the first section of the Great Southern Marsh. This is the only puzzle in the Great Southern Marsh but it is also one of the most difficult



and arduous puzzles in all of Terra. There is no reset for this puzzle because if you make a mistake, you'll simply be transported back to the beginning. The puzzle is a huge mine field created long ago by the Parrosians. When they created the mine field, they placed the mines in a very particular pattern based on the natural vegetation and topography of the region. They did this so that they could safely navigate the mine field while their enemies, who didn't know the pattern, would fall prey to the mines.

While traversing the Mine Field, if you happen to step on a mine, you'll be "blown to smithereens" and transported back to the beginning of the area with 1 HP for each party member. The key to the Mine Field is listed in the Notes (*NOTES*) next to the entrance. These notes detail the locations of the mines with respect to topographical features. Mines are located: 2 paces north of short rock mounds, 2 paces east of lone trees, 4 paces south of stumps, and 3 paces west of tall rock spires. The locations of all the mines are marked by colored x's. The color relation is: short rock mounds = red, lone trees = yellow, stumps = white, tall rock spires = blue.

There are 10 treasures scattered throughout the Mine Field and you only get credit for completing the puzzle after you've gathered all 10 treasures. There are myriad different routes you can take to gather all of the treasures; just one route is outlined below.

**Start two paces east of the wooden sign.** Take **two steps south** and then **11 steps east**. Next, take **one step south** and another **five steps east** until you run into a stump. Take **one step south, three steps east**, and finally **one more step south** until you are next to the first treasure (**Large SP Orb - A**). After collecting the treasure, return along the route you just followed via the following steps: **one step north, three steps west, one step north, five steps west, one step north, and 11 steps west**.

From here, **head south until you reach a lone tree**. Take **one step east** and then **continue south until you find a lone tree stump**. From here, take **one step east, two steps south, four steps west, and one step north**. You'll be directly south of the second treasure (**Full Potion - B**). Gather the treasure and then take **one step south and two steps east**.

Take **seven steps east** and then **five steps north** until you are directly south of a lone tree. Next, take **three steps east, one step north** until you are directly south of a stump. Now, take **five steps east, two steps south, and three steps east**. Finally, **head two steps south, four steps east, two steps north, and two steps east** until you are south of the third treasure (**Medium Cottage - C**). Now retrace, your steps with the following movements: **two steps west, two steps south, four steps west, two steps north, three steps west, two steps north, five steps west, one step south, three steps west, five steps south, seven steps west**.

From here, **head eight steps south** until you are one tile southeast of a lone tree. Next, take **one step west** and then **south three steps until you reach a stump**. Take **another step west** and then **continue south eight steps** until you are one pace southwest of a tall rock spire. **Head west five steps**, take **one step south**, and then **four steps west** until you reach the fourth treasure (**Dragon Staff - D**).

After collecting the treasure, return **east four steps, one step north, and five more steps east**. From here, **head south eight steps** until you reach a stump. Turn **east and walk four steps** until you are one tile northwest of a lone tree. From here, walk **six steps south**. Next, **go two steps east, three steps south, one step east**, and finally **two steps south** until you are directly east of the fifth treasure (**Dragon Armor - E**).

After gathering the treasure, return **two steps north**. Next, take **six steps east and three steps north**. Now, take **six steps east, two steps south, and eight steps east** until you are two steps south of a lone tree. The next section is fairly tricky. Take **two steps south, three steps east, one step south, and**



**three more steps east.** Next, take **one step south, three steps east, one step north, and two steps east** until you are due south of the sixth treasure (**Dragon Sword - F**).

With the treasure in hand, take **one step east** and then **five steps north**. Next, take **one step west, four steps north, one step west, and five more steps north** until you are directly south of a lone tree. From here, go **one step east, six steps north, three steps west, one step north, three steps west, two steps north, and finally one step west** until you are just west of the seventh treasure (**Dragon Helm - G**).

After collecting the treasure, return along the path **one step east, two steps south, three steps east, one step south, three steps east, and two steps south**. Next, take **five steps east, three steps north, eleven steps east, six steps north, and one step east** until you are west of the eighth treasure (**Dragon Bow - H**).

After gathering the treasure, head **west six steps**. Next, go **two steps north, one step east, eight steps north, one step west, and then six steps north** until you are standing on top of a short rock mound. From here, head **five steps west, five steps north, two steps west, two steps north, one step west, three steps north, one step west, one step north, three steps west, and finally five steps north** until you are directly south of the ninth treasure (**Full Magic Potion - I**). Gather the treasure and then prepare to backtrack.

Only one treasure remains. Return **five steps south, three steps east, one step south, one step east, three steps south, one step east, two steps south, two steps east, five steps south, and five steps east**. You should have returned to the short rock mound that you stood on previously. From here, head **four steps east, four steps north, one step east, ten steps north, seven steps west, and finally one step north** until you are directly south of the tenth and final treasure (**Dragon Robe - J**). After collecting the treasure, run back without a worry because running into a mine is the quickest way to be transported to the entrance. Return to **The Great Southern Marsh** walkthrough.

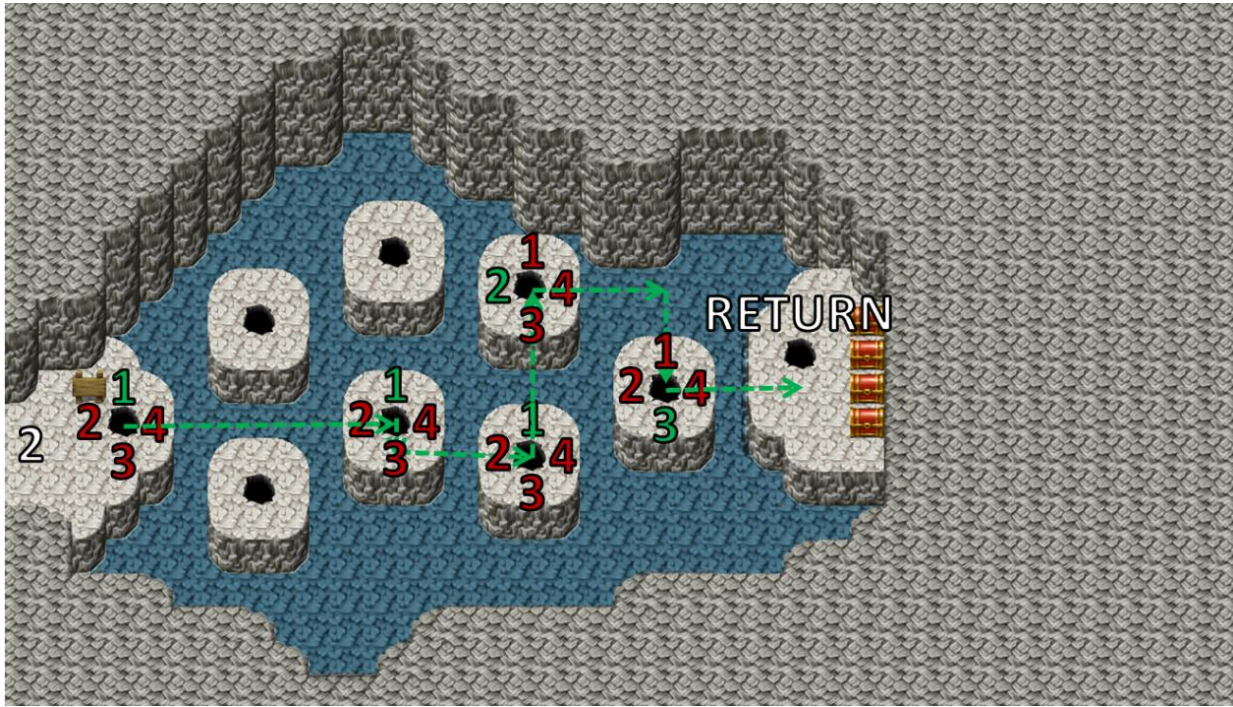
Shorthand: # = Number of Steps; N = North; E = East; S = South; W = West

**Start 2E of Wooden Sign.**

- 1)** 2S, 11E, 1S, 5E, 1S, 3E, 1S, **Gather A.**
- 2)** 1N, 3W, 1N, 5W, 1N, 11W, 9S, 1E, 13S, 1E, 2S, 4W, 1N, **Gather B.**
- 3)** 1S, 9E, 5N, 3E, 1N, 5E, 2S, 3E, 2S, 4E, 2N, 2E, **Gather C.**
- 4)** 2W, 2S, 4W, 2N, 3W, 2N, 5W, 1S, 3W, 5S, 7W, 8S, 1W, 3S, 1W, 8S, 5W, 1S, 4W, **Gather D.**
- 5)** 4E, 1N, 5E, 8S, 4E, 6S, 2E, 3S, 1E, 2S, **Gather E.**
- 6)** 2N, 6E, 3N, 6E, 2S, 8E, 2S, 3E, 1S, 3E, 1S, 3E, 1N, 2E, **Gather F.**
- 7)** 1E, 5N, 1W, 4N, 1W, 5N, 1E, 6N, 3W, 1N, 3W, 2N, 1W, **Gather G.**
- 8)** 1E, 2S, 3E, 1S, 3E, 2S, 5E, 3N, 11E, 6N, 1E, **Gather H.**
- 9)** 6W, 2N, 1E, 8N, 1W, 6N, 5W, 5N, 2W, 2N, 1W, 3N, 1W, 1N, 3W, 5N, **Gather I.**
- 10)** 5S, 3E, 1S, 1E, 3S, 1E, 2S, 2E, 5S, 9E, 4N, 1E, 10N, 7W, 1N, **Gather J.**

### 6.17.39 Puzzle #39 – Dragon Caves A

Puzzle Reward: Huge SP Orb, Hellfire Bomb, Holy Fire Bomb, Blizzard Bomb



The thirty-ninth puzzle hidden by the ancient Vanir is located in the first section of the Dragon Caves. This puzzle doesn't have a reset because you can't make an irreversible mistake. The goal of the puzzle is to jump through holes to traverse eastward to the treasures. The trick is that the endpoint you reach is dependent on the direction from which you jump into a hole. For example, if you jump into a hole from the north you will end up at a different endpoint than if you jumped into the hole from the south.

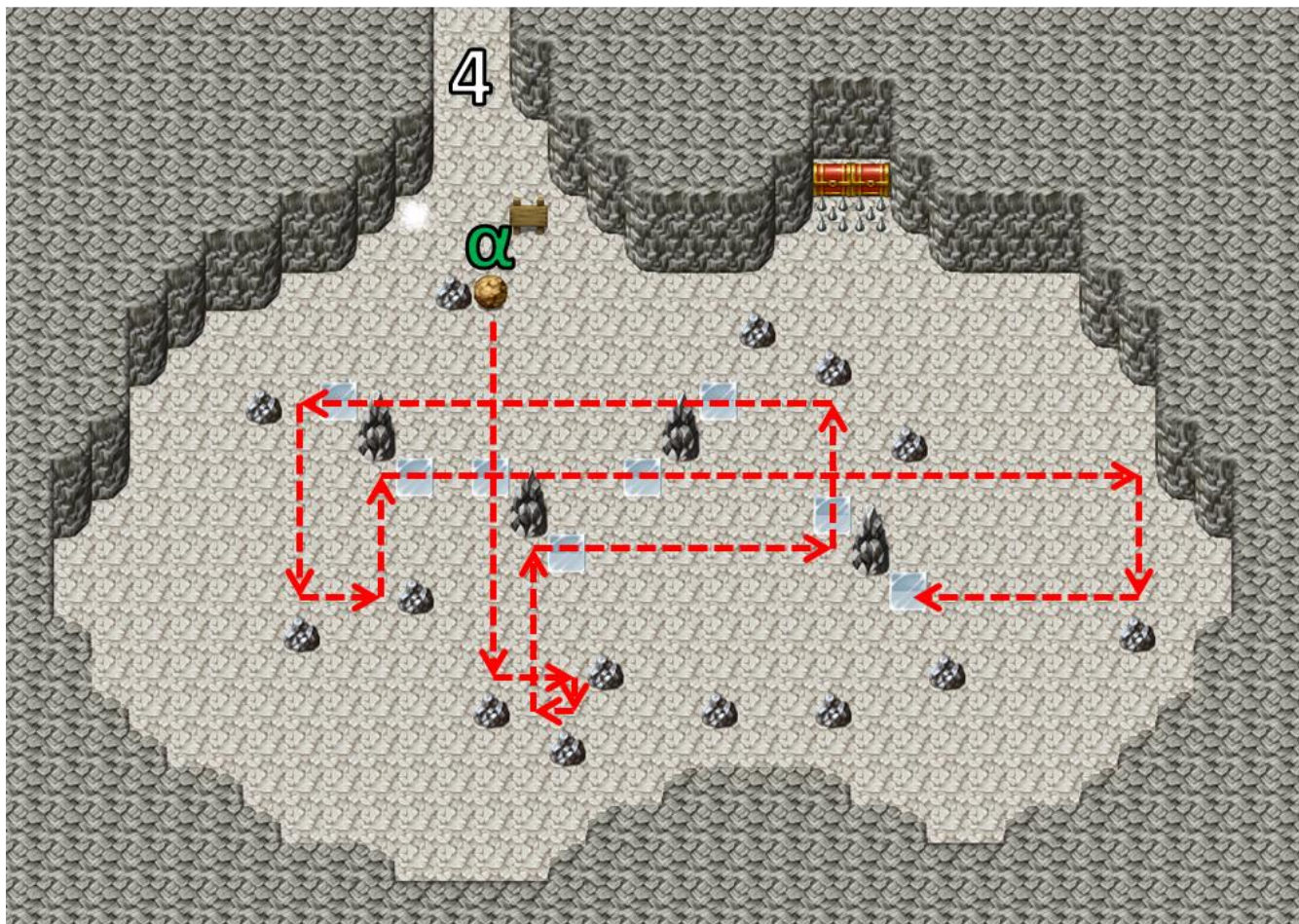
The map above is labeled with only the necessary connections because it would be too messy to label all the connections between each of the holes. To start, you can only reach one hole. On the map, the directions around the hole are labeled from 1 to 4 with 1 at the northern edge, 2 on the western edge, 3 on the southern edge, and 4 on the eastern edge. For each hole, the green colored number represents the correct direction from which you should jump.

To start, approach the first hole and head to the **northern edge (1)**. Jump into the hole and you'll bypass the holes to the northeast and southeast and end up at the hole to the far east. At this hole, again head to the **northern edge (1)** and jump into the hole. You'll traverse the tunnel between the hole and the endpoint to the east. For the third time, you should head to the **northern edge (1)** and jump into the hole. You'll end up coming out of the hole to the north. The next hole is the first for which you'll have to jump in from a different direction. Approach this hole from the **western edge (2)** and then jump into the hole. You'll pass through the tunnel to the hole to the southeast. This is the final hole before you reach the treasure. Approach this hole from the **southern edge (3)** and jump into the hole to reach the treasures. To return to the beginning, jump through the hole on the rock outcropping with the treasures (*RETURN*). Return to the **Section #1: The Southern Cave** walkthrough.



#### 6.17.40 Puzzle #40 – Dragon Caves B

Puzzle Reward: Full Potion, Full Magic Potion



The fortieth puzzle hidden by the ancient Vanir is located in the second section of the Dragon Caves. You can reset this puzzle at any time by using the mysterious cloud near the entrance. The goal of the puzzle is to roll the boulder ( $\alpha$ ) over all the blue tiles and turn them purple. The following set of instructions designate the direction which the boulder ( $\alpha$ ) should be rolled in order to touch all the blue tiles: **south, east, south, west, north, east, north, west, south, east, north, east, south, west**. Once all the tiles have turned purple, the spikes guarding the treasures will lower. Return to the **Section #2: The Northern Cave** walkthrough.



### 6.17.41 Puzzle #41 – Alexandrian Desert A

Puzzle Reward: Diamond Bow, Full Potion



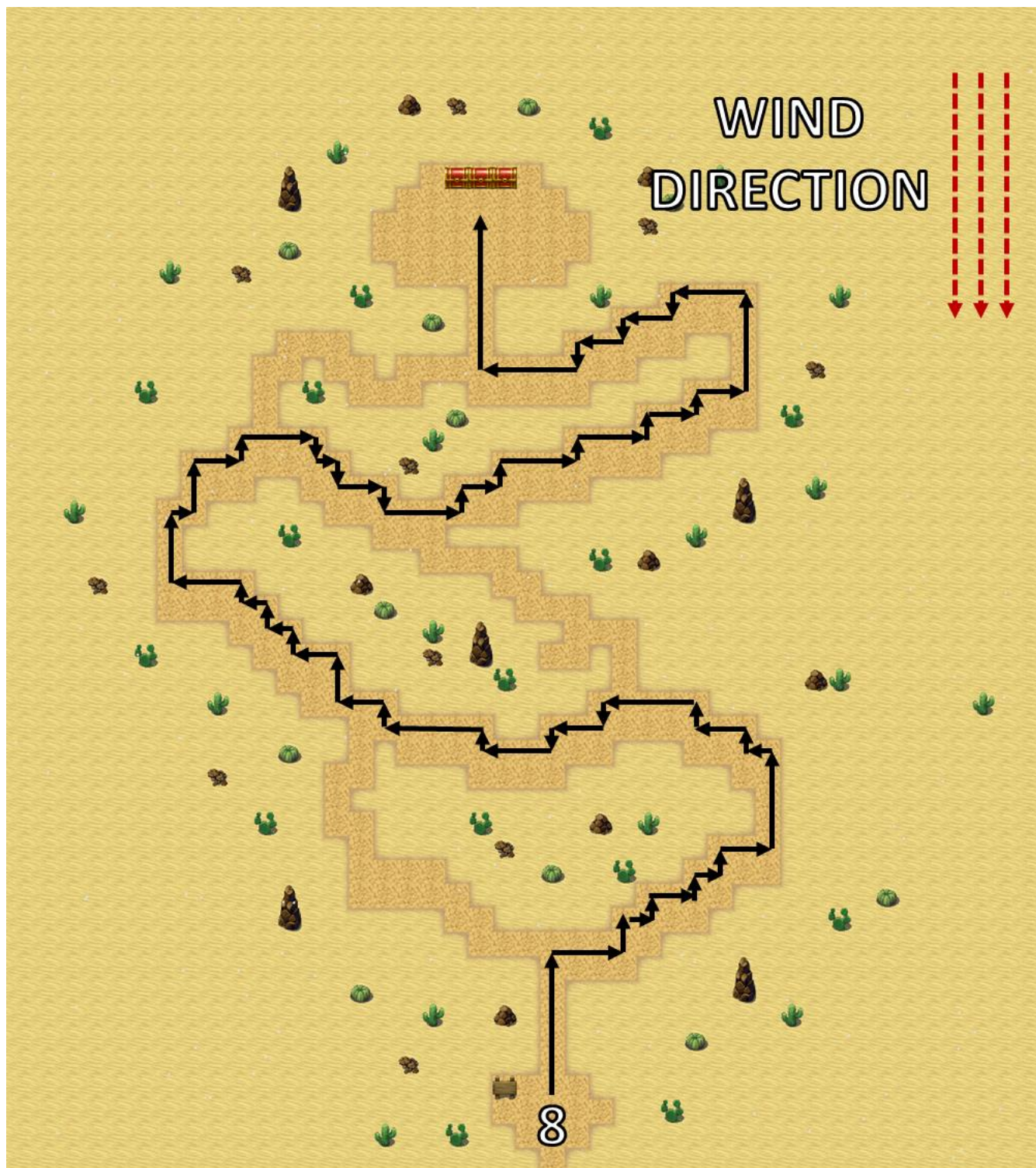
The forty-first puzzle hidden by the ancient Vanir is located in the first section of the Alexandrian Desert. There is no reset for this puzzle because if you make a mistake, you'll be transported back to the beginning (or the halfway point if you make it that far). The goal of the puzzle is to find a safe path through the quicksand. Unfortunately, there is nothing to guide you and show you the correct path, so if you wanted to try this puzzle without help, you'd have to use trial and error.

From the safe packed sand at the entrance, go to the easternmost safe tile. To reach the halfway point, make the following movements: **3 steps east, 5 steps north, 2 steps west, 9 steps north, 9 steps east, and finally 7 steps south.** If you followed the directions correctly, you've reached a safe area of packed sand near the halfway point. If you happen to take the wrong path here, you'll be transported back to the halfway point.

From the halfway point, head to the eastern edge and position yourself on the southern tile. To reach the final area of packed sand, follow these directions: **3 steps east, 6 steps south, 6 steps west, 7 steps south, 2 steps east, 2 steps south, 4 steps east, 6 steps north, and finally 3 steps east.** After you've collected the treasure, use the hole to the east (*RETURN*) to return to the entrance. Return to **Section #1: The Desert Entrance** walkthrough.

6.17.42 *Puzzle #42 – Alexandrian Desert B*

Puzzle Reward: Illusion Ring, Silence Ring, Ogre Ring



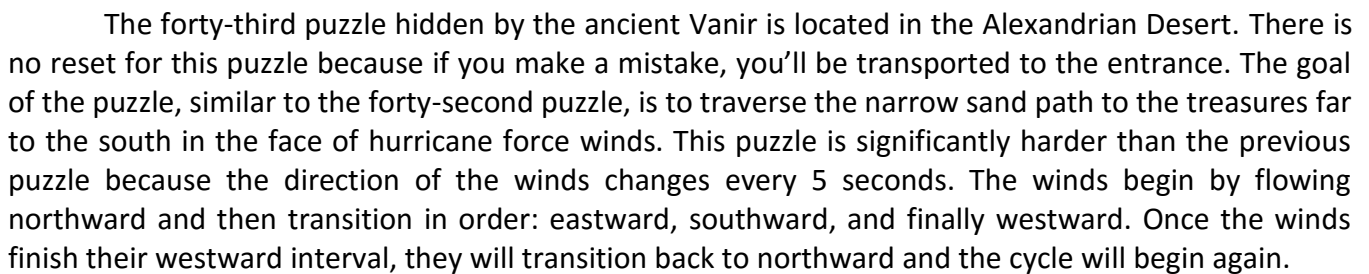
The forty-second puzzle hidden by the ancient Vanir is located in the Alexandrian Desert. There is no reset for this puzzle because if you make a mistake, you'll be transported back to the beginning. The goal of the puzzle is to traverse the narrow path of safe sand to the treasures at the northern edge of the area. The problem is that there are extremely powerful winds blowing from north to south that will knock you south at regular intervals. If you happen to be on the southern edge of the narrow sand path when the wind blows, you'll be blow into the quicksand and you'll return to the beginning.

There is no hard and fast strategy for completing this puzzle since it is more of a test of reflexes than logic. One good rule is to always keep to the northern edge of the path so that when the wind blows, you have a safe place to land. Second, there are several shortcuts which are really traps because it's nearly impossible to traverse these sections. Third, it is very dangerous to dash in this puzzle; instead, you should walk slowly.

At the start of the puzzle, head north until you reach an east/west fork. Take the eastern fork as the western fork is the first of the "trap" shortcuts. As you follow the eastern path, make sure you keep to the northern edge until you reach a north/west fork. The northern fork is the second "trap" shortcut. Avoid it and take the western fork. As you continue west, you'll find the exit of the first "trap" shortcut to the south. Ignore it and continue along the path as it turns north. As the path turns east, you'll find the third "trap" shortcut to the north. Ignore it and continue east. Again, as you continue east, you'll find the exit of the second "trap" shortcut. Ignore it and continue east along the path. Continue along the path as it turns north and then west to the final fork. Take the northern fork to the treasure and then dive into the quicksand to quickly return to the entrance. Return to the **Section #4: The Western Desert** walkthrough.



### Puzzle Reward: Summoner's Robe, Diamond Armor



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At the start, the wind will be blowing northward. Head south and keep along the southern edge to avoid being blown into the quicksand by the wind. When you reach the red X, stop and wait for the direction of the wind to change to blowing eastward. Once the wind changes, the wind will actually help you travel to the east. While traveling east, stay along the northern edge to avoid being blown into the quicksand. When you reach the green X, you'll wait for the wind direction to change to southward.

With the wind blowing southward, keep along the northern edge to avoid from being blown into the quicksand while heading east. As the path turns east, the southward wind will begin to help you move more quickly. Wait at the blue X for the wind to change from southward to westward. Once the wind changes, stay along the southern edge to avoid from being blown into the quicksand. Continue south until you reach the white X where the wind will change from westward back to the original northward direction.

You've completed an entire cycle and you're nearly halfway complete with the puzzle. With the wind blowing northward, you'll have to fight the wind and head south. Keep to the southern edge of the path to avoid being blown into the quicksand. After a short trek south, you'll reach the location of the red X where you should wait for the wind to change to the eastward direction. This is the trickiest section of the puzzle but can save you several minutes and a great amount of frustration if you fail taking the long path to the west.

The main path heads west while a narrow shortcut heads southeast. When the wind changes to the eastward direction, let it blow you east and then quickly take a step south. Next, let the wind blow you east again and then quickly take yet another step south. Here, you'll take one step east and let it blow you one step east as well. After those two steps east, take a quick step south and then either let the wind blow you east or take a step east. Wait at the green X until the direction of the wind changes to southward.

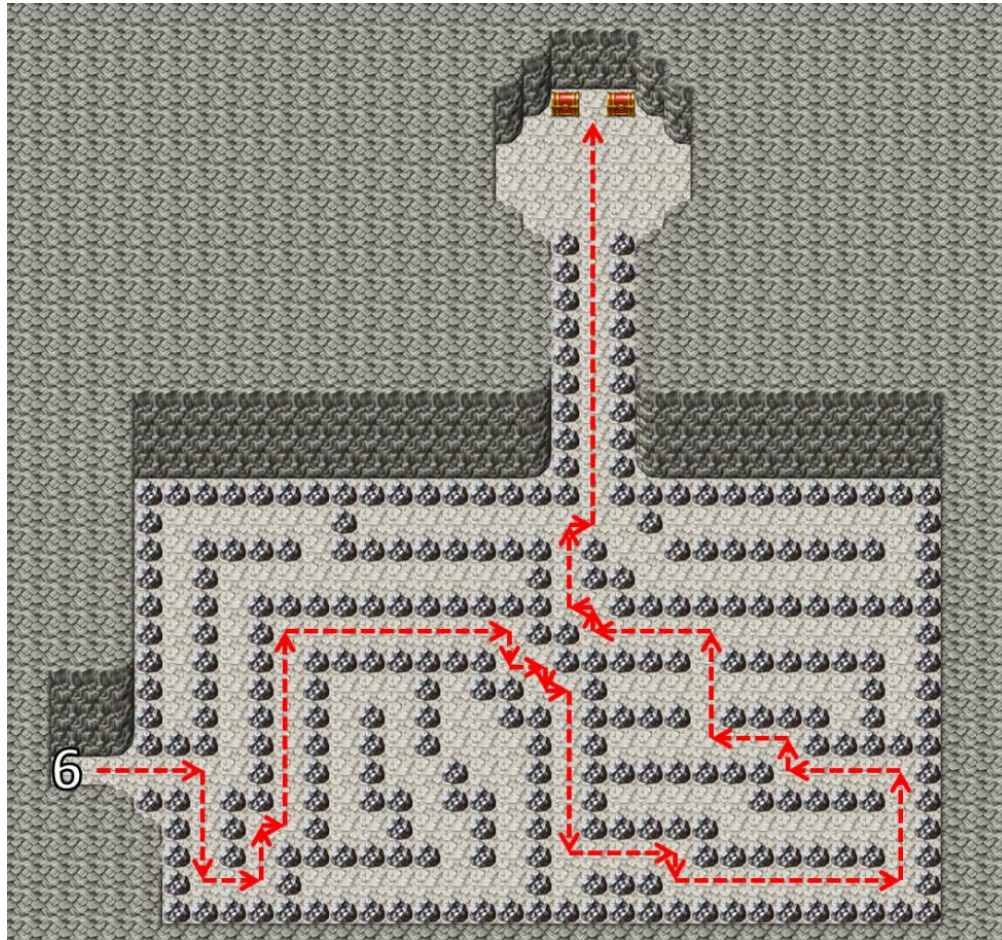
Once the direction of the wind changes southward, continue traveling east while staying along the northern edge until you reach the blue X and the wind changes from southward to westward. Travel south along the path while staying toward the eastern edge of the path. When you reach the white X, stop and wait for the wind to recycle back to the northward direction.

Travel west and keep to the southern edge to avoid from being blown into the quicksand by the northward wind. Keep traveling west until you reach the red X where you'll wait for the wind to change from northward to eastward. Unfortunately, you'll have to fight the eastward wind while traveling west. Keep along the southwest edge of the path to avoid being blown into the quicksand. Continue west until you reach the green X which marks the wind transition from eastward to southward. You're nearly there! Head a bit west and stay along the northern edge until you reach the three-wide corridor to the south. Walk and be blown south until you reach the treasures. Once you've gathered the treasures, jump into the quicksand to be transported back to the entrance. Return to the **Section #6: The Southeast Desert** walkthrough.



### 6.17.44 *Puzzle #44 – Pandora Castle A*

### Puzzle Reward: Full Potion, Full Magic Potion



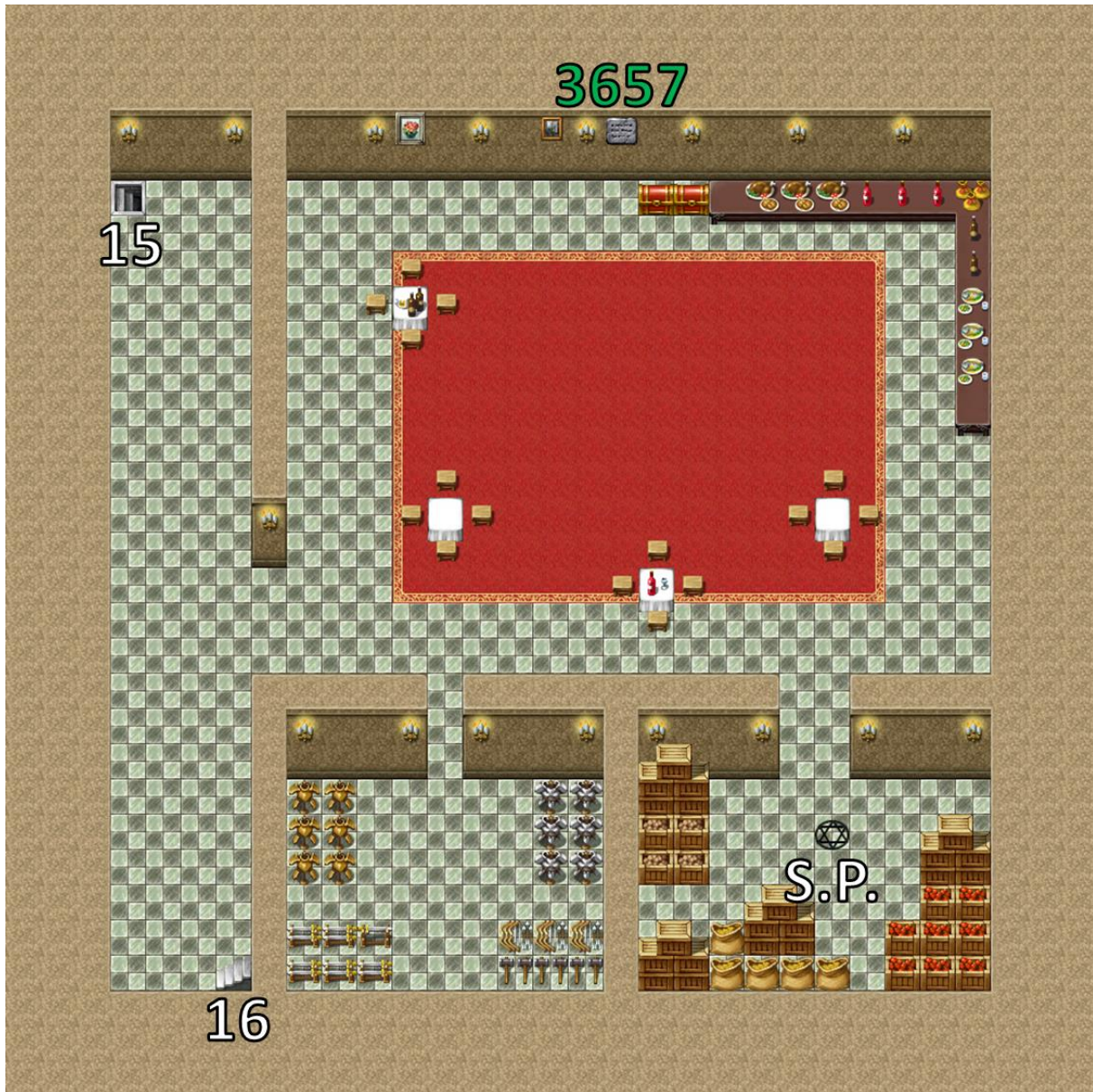
The forty-fourth puzzle hidden by the ancient Vanir is located in the dungeon of Pandora Castle. There is no reset for this puzzle since it is a maze and you can't make an irreversible mistake. The goal of the puzzle is to traverse the narrow rock maze to the treasures at the end. The puzzle is unique because this region of the dungeon is pitch-**black** and you can't see more than a single tile away. This makes the maze significantly more difficult. You could solve the maze by trial and error but the most direct route is laid out below, and pictured above.

From the entrance, head east until you reach an east/south fork. Take the southern fork and follow the path as it twists and turns east. Eventually, you'll reach a south/east fork. The southern fork only extends one tile so take the eastern fork. Follow the path east and then as it turns north. After a few steps north, you'll find a north/west fork. Take the northern fork and follow it as it turns west. Continue west until you reach a west/north fork. Take the northern fork and then after a few steps you'll reach a 4-way intersection. Continue north through the intersection until you reach an east/west fork. Take the western fork and follow the path as it turns north until you reach an east/west fork. Take the eastern fork one step until you reach a north/east fork. Follow the northern fork until you reach the treasures at the dead end. Return to the ***Section #1: The Dungeon*** walkthrough.



### 6.17.45 Puzzle #45 – Pandora Castle B

Puzzle Reward: Full Potion, Large Cottage

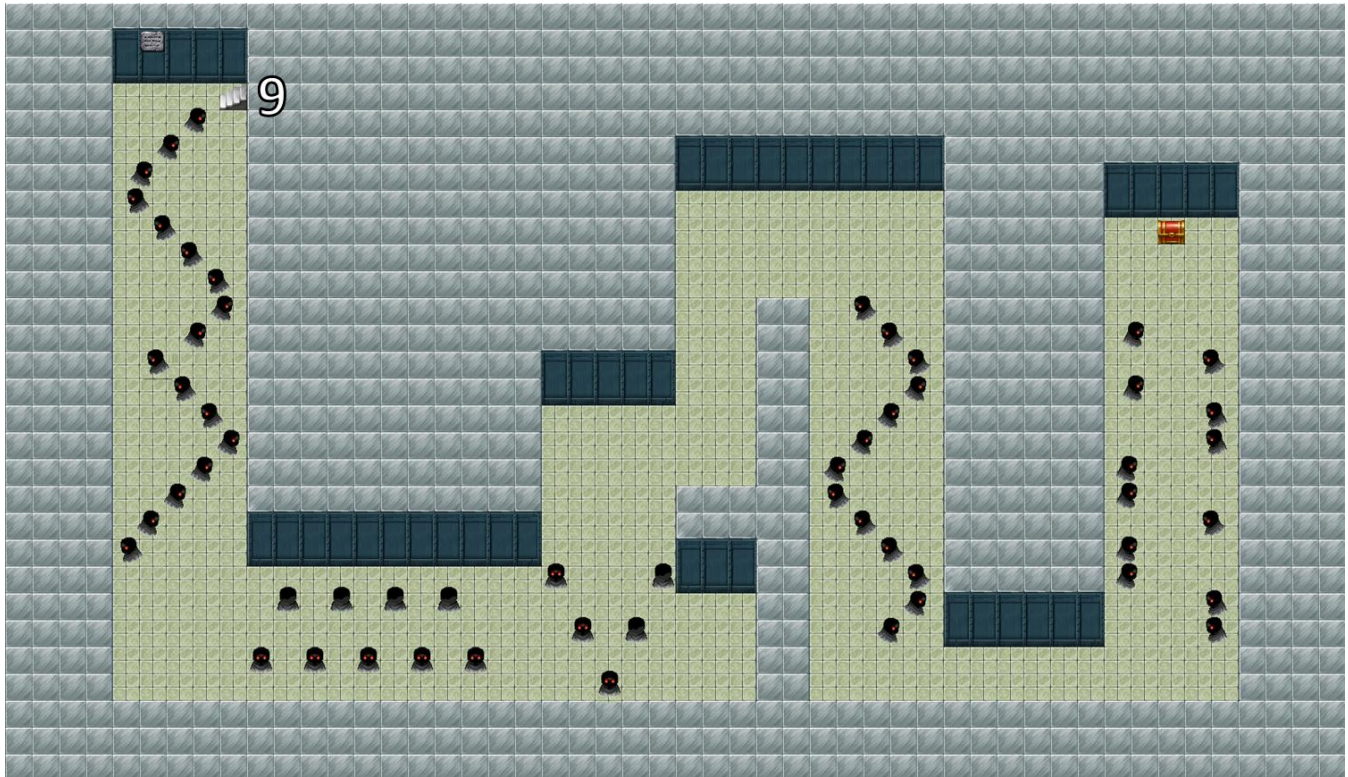


The forty-fifth puzzle hidden by the ancient Vanir is located on the second floor of Pandora Castle. There is no reset for this puzzle because if you make a mistake, it will automatically reset. The goal of the puzzle is to logically resolve the correct 4-digit number that unlocks the treasure chests. The hints that you're given to decipher the 4-digit number are: 1) The first digit is half the second digit, 2) The second digit is one more than the third digit, 3) The third digit is two less than the fourth digit, 4) The fourth digit is four more than the first digit, and 5) only the second digit is not a prime number. Based on these hints, there is only one logical number that will unlock the treasures chests: **3657**. Enter this number to unlock the chests. Return to the **Section #11: Lobby - Floor #2** walkthrough.



### 6.17.46 *Puzzle #46 – Asgard Catacombs A*

**Puzzle Reward: Diamond Axe**



The forty-sixth puzzle hidden by the ancient Vanir is located in the Asgard Catacombs. There is no reset for this puzzle because if you make a mistake, you'll be transported back to the entrance. The goal of the puzzle is to traverse the long corridors eastward, avoid the Wraiths, and reach the treasure. If you are touched by a Wraith, you'll have the life sucked out of you and you'll be transported back to the entrance.

Unfortunately, there isn't an easy walkthrough for this puzzle since it is more a test of reflexes. The Wraiths move along preset paths, although you can make the puzzle more difficult by repeatedly touching Wraiths and resetting their initial location. The puzzle is easiest the very first time.

In the first section, you'll have to head south along the western wall at a pace midway between a walk and a run. You'll want to enter that section to the south when the uppermost Wraith is heading east and is approximately halfway across the corridor. Continue south at a steady pace while the Wraiths form a "wave" around you. When you reach the southwest corner, head east until the Wraiths are just to your east.

The Wraiths in this section move on a different pattern. Each successive Wraith moves in opposite directions (e.g. when the first Wraith is moving south and is at the southern edge, the second Wraith is moving north and is at the northern edge). This alternating pattern continues for a total of 11 Wraiths. The method to pass this section is to position yourself along the southern wall. When the first Wraith is moving north and nearly to the northern edge, move east one step into the same north/south column as that Wraith. When the next Wraith moves into the same northern area as the previous Wraith,

you'll move east into that column. Continue this procedure, moving east one step at a time with short pauses in between. Eventually, you'll reach the end of the Wraiths and arrive in a safe section.

The next section is a bit tricky because you can't see the Wraiths all of the time. These Wraiths move in a similar fashion to the first section; however, they move north/south and have a much larger corridor to move about. As the westernmost Wraith turns north, you should dash east past all the Wraiths into a small alcove. In the small alcove, position yourself in the northeast corner and wait until the easternmost Wraith travels south past you. At this point, take a step west, dash north until you reach the northern wall, and then take a step east to safety.

Follow the corridor northward and then turn east until you find a corridor south filled by Wraiths. This section is the same the first section. Head south along the western wall at a pace midway between a walk and a dash and start when the northernmost Wraith is heading east and is approximately halfway across the corridor. Continue south until you reach the safe region at the southern end of the corridor.

Head east along the corridor until you find Wraiths to the north. This section is similar to the second section with the alternating Wraiths but is a bit more complicated because the Wraiths don't always alternate. Sometimes two Wraiths move in the same direction followed by only one in the opposite direction.

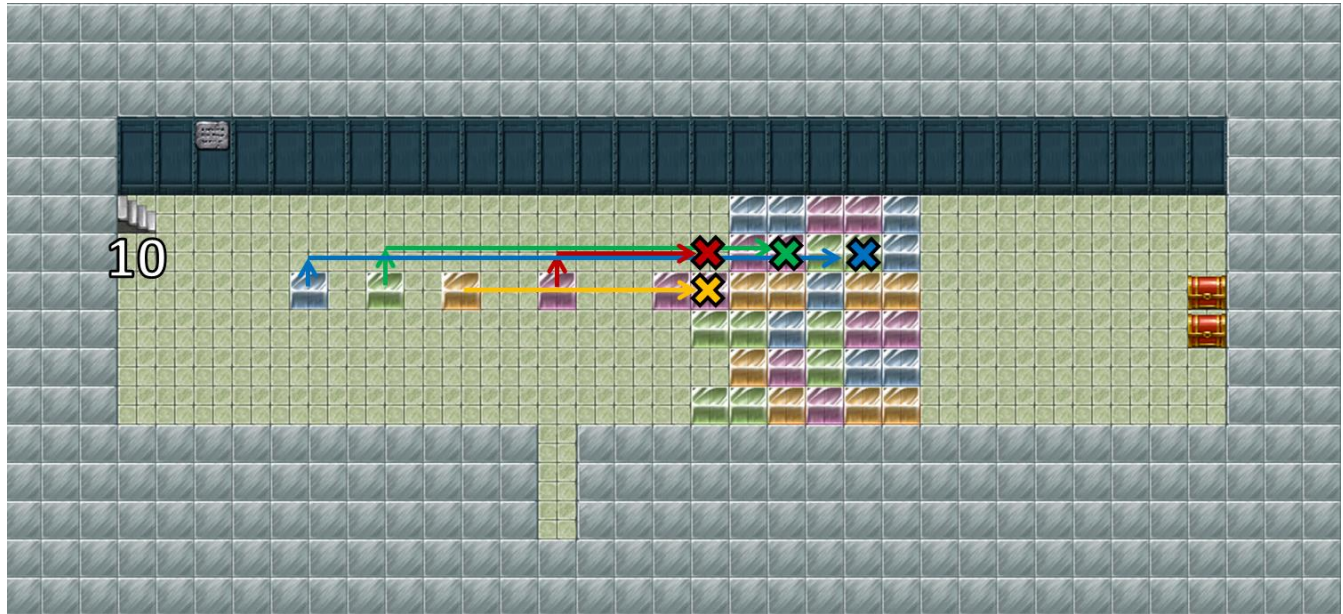
You'll want to position yourself one pace below the Wraiths along the eastern wall. Before starting, you'll want to know that the first two Wraiths move in the same direction, the third and fourth are in the opposite direction, the fifth is in the same direction as the first two Wraiths, the sixth and seventh are in the opposite direction as the first two, the eighth and ninth move in the same direction as the first two, and the last three alternate.

To start, move north two steps and wait until the next two Wraiths moves west. Move two more steps northward and then wait until the fifth Wraith moves west. Take a step north and when the next two Wraiths move west, take two more steps north. When these two Wraiths move west, move two steps north. The final three Wraiths alternate so you'll want to take a step north at regular intervals when the Wraith to your north moves west. After clearing the final Wraiths, you'll reach the treasure. The easiest way to return to the entrance is to run into a Wraith and be transported to the entrance. Return to the ***Asgard Catacombs*** walkthrough.



### 6.17.47 Puzzle #47 – Asgard Catacombs B

Puzzle Reward: Large SP Orb, Medium Cottage



The forty-seventh puzzle hidden by the ancient Vanir is located in the Asgard Catacombs. You can reset this puzzle by using the button combination L+R on your gamepad or Q+W on your keyboard if you make a mistake. The goal of this puzzle is to create a path through the colored blocks to the treasure at the far eastern end of the corridor. When three blocks of the same color touch each other, they will disappear.

There are free blocks that come from the chute to the south. These blocks can be pushed north and south one tile at a time while they will travel east until they hit a colored block. After you push the first colored block (red) to the east, the second block (yellow) will appear in the same location as the first block. The green and blue blocks will appear after the previous blocks have been pushed to the east.

To start, push the **red block one tile north** and **then push it east** until it lands in the location of the red X. The adjacent red blocks will disappear and then yellow block will appear. Push the **yellow block due east** without moving it north or south until it hits the yellow X. The adjacent yellow blocks will disappear and the green block will appear. Push the **green block one tile north and then east** until it lands in the location of the green X. The adjacent green blocks will disappear and the blue block will appear. Push the **blue block one tile north and then east** until it lands in the location of the blue X. The blue blocks will disappear and will create a passage to the treasures at the eastern end of the corridor. Return to the *Asgard Catacombs* walkthrough.



### 6.17.48 Puzzle #48 – Mines of Dvergar A

Puzzle Reward: Saint's Hat, Saint's Robe



The forty-eighth puzzle hidden by the ancient Vanir is located in the Western Shaft of the Mines of Dvergar. There is no reset for this puzzle since you can't make an irreversible mistake. This puzzle is a larger version of the twenty-second puzzle in the Dread Woods. Again, the goal of the puzzle is to match the initially colorless tiles on the left to the pattern on the right. You can enter the region on the right and step on the colored tiles without changing them at all. The colors of the tiles on the left-hand side are controlled by the buttons ( $\beta$ ,  $\gamma$ ,  $\psi$ , and  $\rho$ ) at the bottom of the puzzle room.

The puzzle is not difficult to solve as long as you don't rush. The quickest way to solve the puzzle is to start by switching the green button ( $\gamma$ ) and then walking over every single tile on the left. Next, you should complete the puzzle row by row, starting from the top. An example is given for the first row but

repeated explanation would be pedantic. For the first row, after switching them all to green, return to the buttons and then press the red button ( $\rho$ ). Return to the switchable tiles on the left and walk up to the second row. Based on the pattern on the right, you need to step on the 2<sup>nd</sup>, 5<sup>th</sup>, and 6<sup>th</sup> tiles from the western edge on the top row.

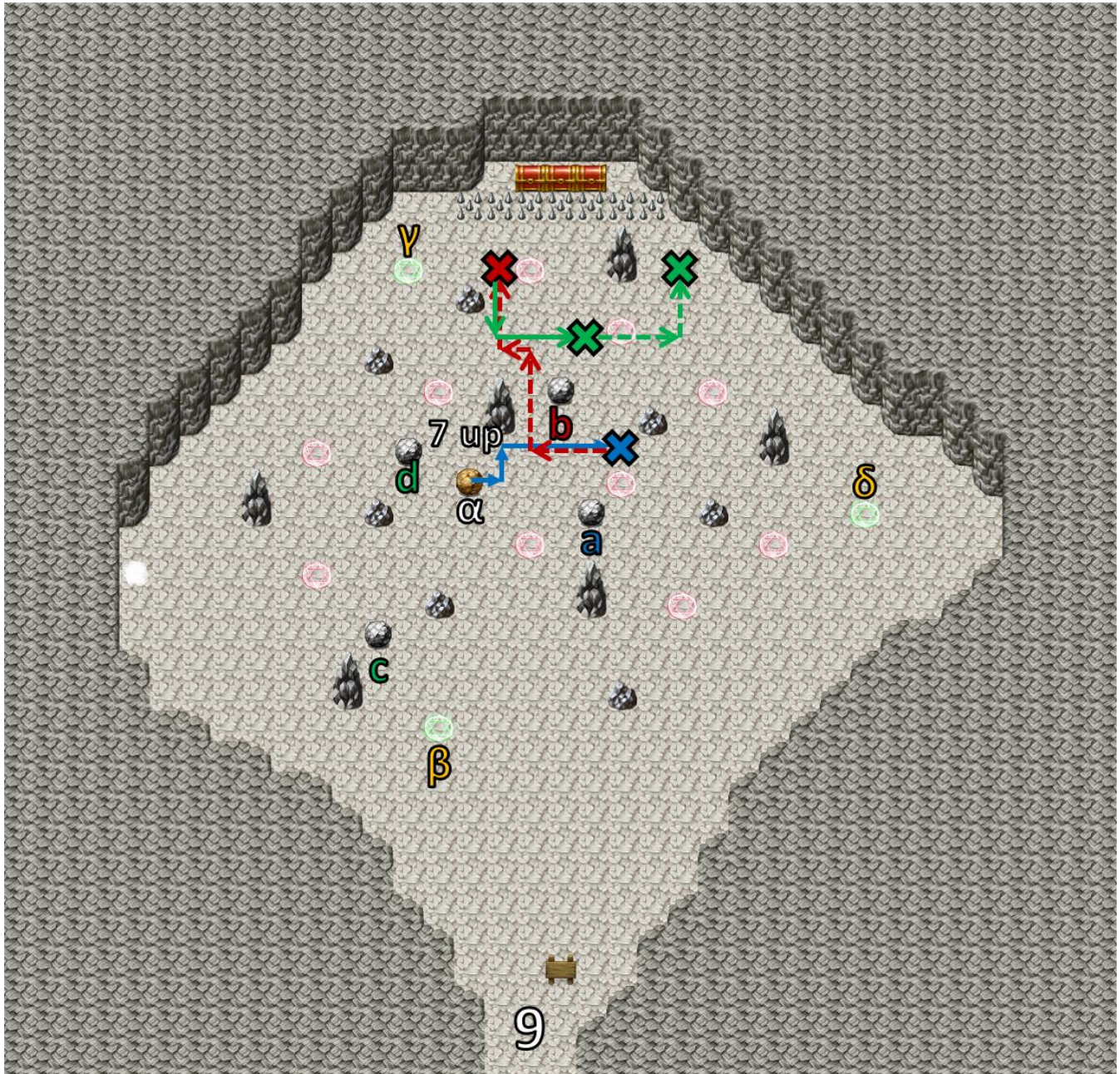
After turning those tiles red, return to the buttons and flip the yellow button ( $\psi$ ). Return north to the switchable tiles and position yourself on the second row. Step on the 3<sup>rd</sup> and 7<sup>th</sup> tiles to turn them to yellow. There are no blue tiles on this row so you can move onto the next row while using the same strategy. You can repeat this strategy until you reach finish the row second from the bottom. You can't use the same strategy on the bottom row because there is no row below you can stand on. You'll have to work your way from left to right.

For this last row, flip the green switch ( $\gamma$ ) and then run to the end of the lowest row to turn the westernmost tile green. Next, return east along the lowest row and exit. Head to the buttons and flip the blue switch ( $\beta$ ) and then return to the switchable tiles. Run west until you reach the second tile from the end and you've turned it to blue. Return east down the row and then exit. Repeat this strategy for each color (green, blue, yellow, and red) until you've changed the color of every tile. If you've done everything correctly, you'll hear a chime and the spike protecting the treasures will lower. Return to the **Section #2: The Western Shaft** walkthrough.



### 6.17.49 *Puzzle #49 – Mines of Dvergar B*

**Puzzle Reward: Full Magic Potion, Adamantium Shield, Large Cottage**



The forty-ninth puzzle hidden by the ancient Vanir is located in the Underground Islands section of the Mines of Dvergar. The puzzle can be reset at any time by using the mysterious cloud along the western edge of the puzzle room. The goal of the puzzle is to place the silver boulders (a, b, c, d) on the green hexagrams ( $\beta$ ,  $\gamma$ ,  $\delta$ ). This puzzle is similar to Puzzle #9 in the Woods of Despair. Again, you can't move the silver boulders (a, b, c, d) directly; instead, you must move them through the brown boulder ( $\alpha$ ). The puzzle is made more difficult because there are red hexagrams scattered throughout the area

that the silver boulders cannot touch. Note that your character and the brown boulder can both touch these red hexagrams without any adverse effects.

When you start, the brown boulder ( $\alpha$ ) will move only the silver boulder (a). These two boulders are connected through a 180 degree rotation. This means that if you push the brown boulder ( $\alpha$ ) east, the silver boulder (a) will move west and if you push the brown boulder ( $\alpha$ ) north, the silver boulder (a) will move south.

The quickest solution for the first silver boulder (a) takes advantage of the fact that the silver boulder will still move even if the brown boulder ( $\alpha$ ) is blocked by an object. To start, push the brown boulder ( $\alpha$ ) **east one pace** to move the silver boulder (a) west one pace. Next, move the brown boulder ( $\alpha$ ) **north seven paces** (six of which will be into the rock spire to the north) which will move the silver boulder (a) south seven paces. Finally, move the brown boulder ( $\alpha$ ) **east four paces** (to the location of the blue X on the map) to move the silver boulder (a) west four paces and onto a green hexagram ( $\beta$ ).

After you've finished with the first silver boulder (a), the connection between the brown boulder and the silver boulders will transition to the second silver boulder (b). The connection between brown boulder ( $\alpha$ ) and the second silver boulder (b) is a different transformation. The transformation is not a simple rotation. Instead, the transformation is a mirrored 90 degree rotation. This means that if you push the brown boulder ( $\alpha$ ) west, it will move the silver boulder (b) north; however, with a simple 90 degree rotation, this would mean that if you pushed the brown boulder ( $\alpha$ ) north, the silver boulder (b) would move east. The east/west directions have actually been mirrored so that the silver boulder (b) will move west when you push the brown boulder ( $\alpha$ ) north.

To push the second silver boulder (b) onto a green hexagram, start by pushing the brown boulder ( $\alpha$ ) **west three paces** to move the silver boulder (b) north three paces. Next, push the brown boulder ( $\alpha$ ) **north three paces** to move the silver boulder (b) west three paces. The silver boulder (b) will become blocked to the west after two paces. Now, push the brown boulder ( $\alpha$ ) **west one pace** to move the silver boulder (b) north one pace. Finally, push the brown boulder ( $\alpha$ ) **north three paces** (to the location of the red X on the map) to move the silver boulder (b) three paces west onto the green hexagram ( $\gamma$ ).

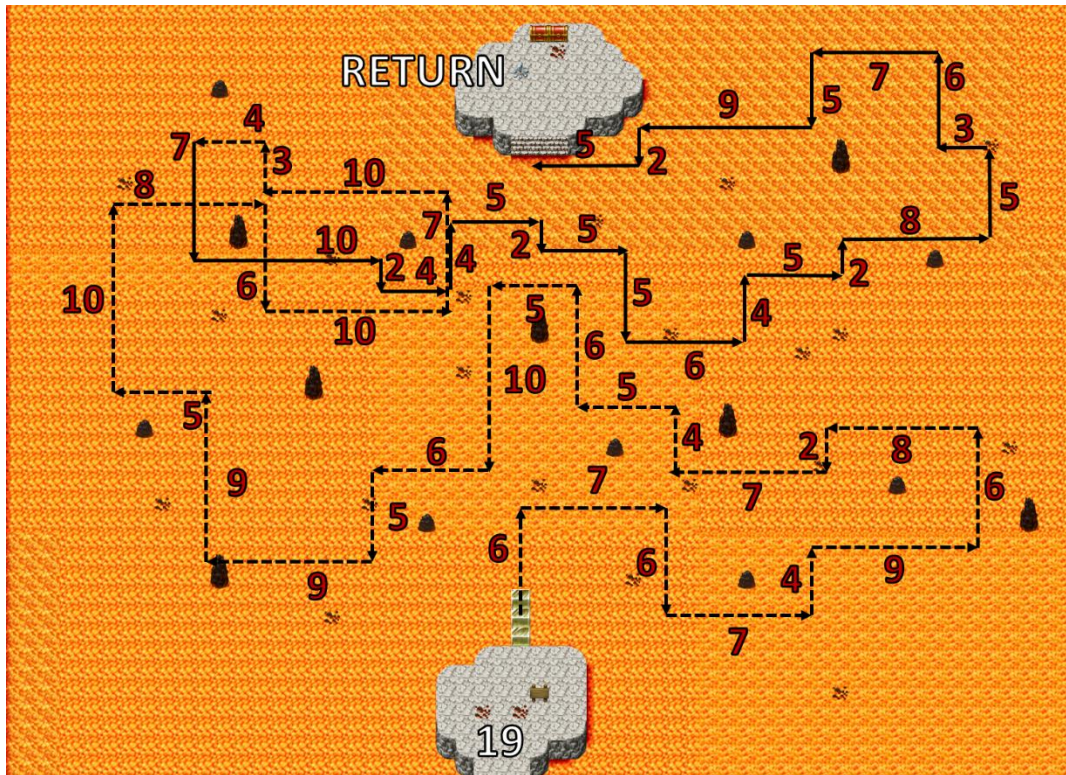
The last section is the most difficult because the brown boulder ( $\alpha$ ) will simultaneously control the last two silver boulders (c and d). The connections between the brown boulder ( $\alpha$ ) and the third and fourth silver boulders (c and d) are also mirrored 90 degree rotations. We'll start by moving the third silver boulder (c) onto a green hexagram ( $\beta$ ). Push the brown boulder ( $\alpha$ ) **south two paces** to move the silver boulder (c) two paces east. Next, push the brown boulder ( $\alpha$ ) **three paces east** (to the location of the western green X on the map) to move the silver boulder (c) south three paces onto the green hexagram ( $\beta$ ).

With only the fourth silver boulder (d) remaining, push the brown boulder ( $\alpha$ ) **three paces east** to move the silver boulder (d) north three paces. Finally, move the brown boulder ( $\alpha$ ) **two paces north** (to the location of the eastern green X on the map) to move the silver boulder (d) east two paces and onto the green hexagram ( $\gamma$ ). When all four silver boulders have been pushed onto the green hexagrams, the spikes protecting the treasures along the northern wall will lower. Return to the **Section #3: Underground Islands** walkthrough.



### 6.17.50 Puzzle #50 – Mines of Dvergar C

Puzzle Reward: Adamantium Armor, Adamantium Sword



The fiftieth puzzle hidden by the ancient Vanir is located in Baal's Lair in the Mines of Dvergar. There is no reset for this puzzle because if you make a mistake you'll be transported back to the entrance. The concept of this puzzle is simple: follow the moving green bridge along its path to the small island at the northern edge of the puzzle area.

Although the concept of the puzzle is very simple, it can be very difficult because the bridge moves quickly and if you lose sight of it, all is lost (without this walkthrough). The path, along with the number of tiles the bridge moves in each direction, is detailed on the map above. The path starts as a dashed line but transitions to a solid line when the path backtracks over the previous path. The best strategy for this puzzle is to stay just behind the end of the bridge to give yourself time to react to the bridge's changing direction but also to keep the bridge well in view. Lastly, and most importantly, the bridge moves at the exact same pace as your walking pace. Therefore, if you have auto-dash enabled, you should turn it off for this puzzle.

There are 50 segments to the path of the bridge. The directions are written in short hand with N = North, S = South, E = East, and W = West. Starting from your position from which the bridge begins to move, the path of the bridge is laid out as follows: 6 N, 7 E, 6 S, 7 E, 4 N, 9 E, 6 N, 8 W, 2 S, 7 W, 4 N, 5 W, 6 N, 5 W, 10 S, 6 W, 5 S, 9 W, 9 N, 5 W, 10 N, 8 E, 6 S, 10 E, 7 N, 10 W, 3 N, 4 W, 7 S, 10 E, 2 S, 4 E, 4 N, 5 E, 2 S, 5 E, 5 S, 6 E, 4 N, 5 E, 2 N, 8 E, 5 N, 3 W, 6 N, 7 W, 5 S, 9 W, 2 S, 5 W. When you reach the stairs of the northern island, climb them and collect the treasures. Use the teleporter (*RETURN*) to warp back to the entrance. Return to the **Section #8: Baal's Lair** walkthrough.



## 6.18 THE HUNTER'S GUILD

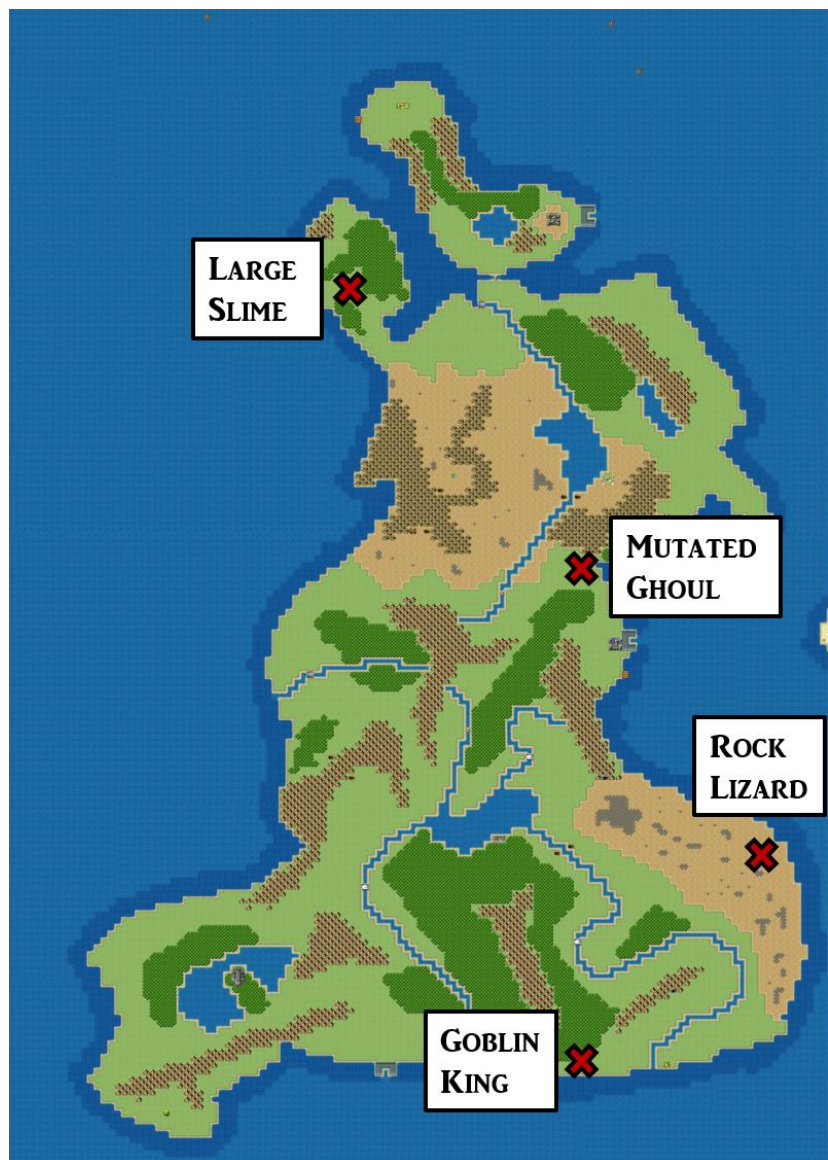
### 6.18.1 Tier #1 – The Central Continent

Target	Reward
Large Slime	Swift Ring, Fortuitous Ring, 2,500G, Recipe for Initiative Staff
Goblin King	Might Ring, Focus Ring, 3,000G, Recipe for Agile Helm
Mutated Ghoul	Rune Ring, Mystic Ring, 4,000G, Recipe for Precise Axe
Rock Lizard	Shield Ring, Spry Ring, 5,000G, Recipe for Tough Breastplate

Once you've joined the Hunter's Guild, you can take on targets that are scattered throughout Terra. At first, as a Tier #1 Hunter, these targets are confined to the Central Continent.

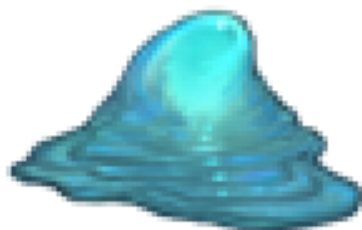
The Hunter's Guild rewards its members handsomely for dispatching targets. The primary rewards given by the Hunter's Guild are extremely rare rings that improve as you become a higher rated Hunter. The Guild targets and the corresponding treasures for each successful kill within Tier #1 are displayed in the table above.

The strategies for the targets vary greatly depending on the level at which you attempt them. Therefore, the strategy will be left to the player and only the attacks, stealable items, statistics, and elemental affinities will be given for each target.



## Target Battle: Large Slime

*Last Known Location: Central Continent – Between Mountains Oasis and Miner's Cave*



### Attacks

Normal Attack (20%), Poison Attack (20%), Sleep Attack (20%), Paralysis Attack (20%), Ice 2 (20%)

### Items to Steal

High Potion (100%), Large Potion (50%), Huge Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
1,200	300	40	25	15	20	20	25	5	1,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
F	B	C	C	F	C

## Target Battle: Goblin King

*Last Known Location: Central Continent - Southern Edge of Alfheim Forest*



### Attacks

Normal Attack (50%), Powerhouse (25%), Confusion Attack (25%)

### Items to Steal

Large Potion (50%), Small Cottage (25%), Warp Stone (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
1,500	300	50	35	20	25	25	30	5	1,400	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	B	F	C

## Target Battle: Mutated Ghoul

*Last Known Location: Central Continent - South of the Woods of Despair*



### Attacks

Normal Attack (25%), Stun (25%), Paralyze (25%), Doom (25%)

### Items to Steal

Holy Bomb (100%), Holy Light Bomb (25%), Small SP Orb (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
1,300	300	60	40	30	25	25	35	12	1,700	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	A	F

## Target Battle: Rock Lizard

*Last Known Location: Central Continent - The Desert South of Earth Cave*



### Attacks

Normal Attack (75%), Poison Attack (25%)

### Items to Steal

Tiny Magic Potion (50%), High Potion (25%), Small Magic Potion (25%), Hyper Mind Tonic (5%), Medium Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
1,200	300	50	100	25	15	20	30	5	2,000	0G

### Elemental Affinities

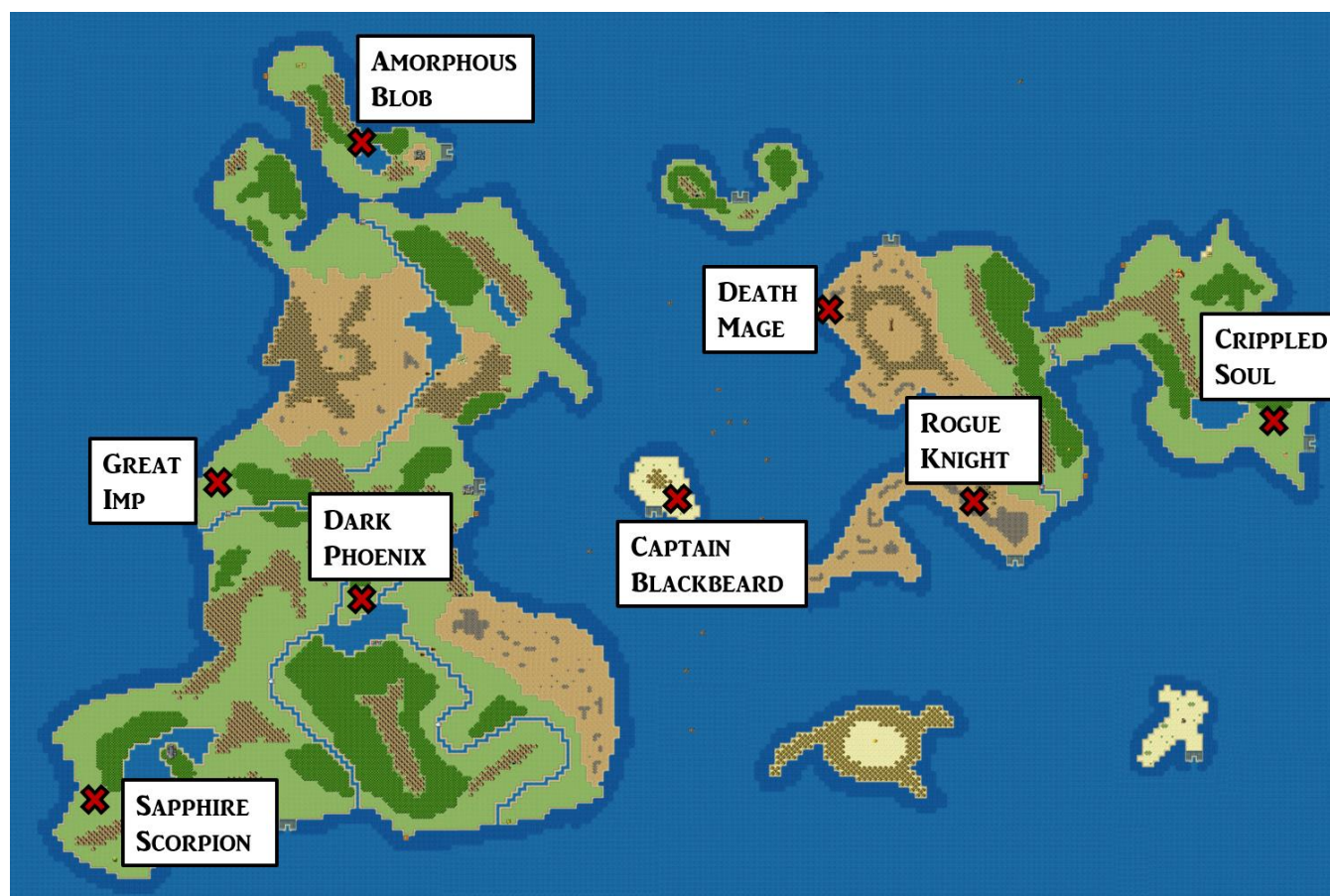
FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	B	C	C	F	C



### 6.18.2 Tier #2 – The Central and Eastern Continents

Target	Reward
Dark Phoenix	Arcane Ring, 6,000G, Recipe for Alert Hat
Great Imp	Nimble Ring, 5,500G, Recipe for Flaming Shield
Sapphire Scorpion	Bulwark Ring, 6,500G, Recipe for Ogre's Axe
Amorphous Blob	Burglary Ring, 7,500G, Recipe for Thunder Sword
Rogue Knight	Nucleus Ring, 8,000G, Recipe for Weakening Bow
Captain Blackbeard	Random Ring, 7,000G, Recipe for Demoralizing Lance
Crippled Soul	Ogre Ring, 9,000G, Recipe for Champion's Sword
Death Mage	Illusion Ring, 10,000G, Recipe for Protect Armor

After completing all the Tier #1 targets, you'll have to wait until you acquire the Ship in order to open up Tier #2. With the Ship, you can now venture further from the Hunter's Guild in Alfheim and earn greater rewards. You'll now have a total of eight targets – four on the Central Continent and four on the Eastern Continent.



## CENTRAL CONTINENT

### Target Battle: Dark Phoenix

*Last Known Location: Central Continent - North of Alfheim Lake*



#### Attacks

Normal Attack (25%), Firestorm (25%), Blizzard (25%), Black Hole (25%)

#### Items to Steal

Small SP Orb (50%), Large Potion (50%), Small Magic Potion (25%), Huge Potion (25%), Medium SP Orb (5%)

#### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
2,000	500	55	50	100	85	30	42	3	2,500	0G

#### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	D	C	C	F	D

### Target Battle: Great Imp

*Last Known Location: Central Continent - Near Bridge South of the Desert Mountains*



#### Attacks

Normal Attack (14.3%), Firestorm (14.3%), Deep Freeze (14.3%), Gale (14.3%), Blizzard (14.3%), Water Bubble (14.3%), Tsunami (14.3%)

#### Items to Steal

Tiny Magic Potion (50%), Large Potion (50%), Small Magic Potion (25%), Small SP Orb (25%), Medium Magic Potion (5%)

#### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
2,800	500	60	50	80	100	40	52	3	3,500	0G

#### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	B	C	C	F	C

## Target Battle: Sapphire Scorpion

*Last Known Location: Central Continent - Southwest of the Forest Tower*



### Attacks

Normal Attack (20%), Stone Attack (20%), Darkness Attack (20%), Poison Attack (20%), Paralysis Attack (20%)

### Items to Steal

Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Hyper Mind Tonic (50%), Hyper Ward Tonic (50%), Small Cottage (25%), Medium SP Orb (5%), Medium Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
2,250	500	75	50	10	50	35	48	8	3,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
F	F	F	F	F	F

## Target Battle: Amorphous Blob

*Last Known Location: Central Continent - Oakwood Forest west of Ancient Ruins*



### Attacks

Normal Attack (50%), Silence Song (13.3%), Uncanny Fog (13.3%), Sweet Breath (13.3%)

### Items to Steal

Large Potion (50%), Vocalizer Serum (50%), Remedy (25%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Medium Cottage (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
3,200	500	90	300	25	45	35	48	5	4,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	B	C	C	F	C



## **EASTERN CONTINENT**

### **Target Battle: Rogue Knight**

*Last Known Location: Eastern Continent - Near the Mountains West of Riverdale*



#### **Attacks**

Normal Attack (57.1%), Powerhouse (14.3%), Protect (14.3%), Paralyze (14.3%)

#### **Items to Steal**

Large Potion (50%), Tent (50%), Huge Potion (25%), Medium Cottage (5%)

#### **Boss Statistics**

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
2,500	500	70	55	20	45	50	70	8	3,000	0G

#### **Elemental Affinities**

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	A	F

### **Target Battle: Captain Blackbeard**

*Last Known Location: Eastern Continent - On the Deserted Island East of Doria*



#### **Attacks**

Normal Attack (37.5%), Dissolve (12.5%), Protect (12.5%), Null Fire (12.5%), Death Hit (12.5%), Double Attack (12.5%)

#### **Items to Steal**

Holy Light Bomb (50%), Hyper Bubble Tonic (50%), Hyper Surge Tonic (50%), Small Magic Potion (25%), Small SP Orb (25%), Medium SP Orb (5%)

#### **Boss Statistics**

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
3,250	500	90	65	40	55	35	52	8	4,000	0G

#### **Elemental Affinities**

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	A	F

## Target Battle: Crippled Soul

*Last Known Location: Eastern Continent - The Forest South of Rubicon*



### Attacks

Normal Attack (37.5%), Death Hit (12.5%), Doom (12.5%), Debilitate (12.5%), Double Attack (25%)

### Items to Steal

Large Potion (50%), Remedy (25%), Hyper Wall Tonic (25%), Medium Magic Potion (5%), Huge Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
3,500	500	100	70	30	60	30	48	10	4,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	A	F

## Target Battle: Death Mage

*Last Known Location: Eastern Continent - South of the Alexandrian Outpost*



### Attacks

Normal Attack (11.1%), Death Hit (11.1%), Stone Attack (11.1%), Fire 3 (11.1%), Thunder 4 (11.1%), Wind 4 (11.1%), Doom (11.1%), Paralyze (11.1%), Blind (11.1%)

### Items to Steal

Large Potion (50%), Blaze Bomb (50%), Holy Light Bomb (50%), Hyper Mind Tonic (25%), Hyper Ward Tonic (25%), Medium Magic Potion (5%), Medium Cottage (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
4,000	1,000	80	80	80	120	50	70	5	5,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	A	F

### 6.18.3 Tier #3 – All Over Terra

After completing all the Tier #2 targets, you'll have to wait until you acquire the Magic Pendant from Helios in the Forest Tower Basement to open up Tier #3. As a seasoned Tier #3 Hunter, the Guild will expect you to travel all over Terra to find the targets. It may end up being quicker to wait until you acquire the Airship to tackle these targets; however, you should attempt them immediately after acquiring the Magic Pendant for a true challenge.





Target	Reward
Great Snow Golem	Energetic Ring, 13,000G, Recipe for Thunder Dagger
Absorbing Jelly	Balloon Ring, 16,000G, Recipe for Defender Sword
Wicked Necromancer	Augury Ring, 18,000G, Recipe for Blessed Hat
Loki	Occult Ring, 19,000G, Recipe for Reaper Staff
Barbarian Brute	Boost Ring, 13,000G, Recipe for Fluid Helm
Mutated Behemoth	Dangerous Ring, 15,000G, Recipe for Glacier Shield
Troll King	Sleep Ring, Paralysis Ring, 11,000G, Recipe for Enduring Armor
Anaconda	Mugging Ring, 17,000G, Recipe for Wild Axe
Dead Eye	Reservoir Ring, 21,000G, Recipe for Muddling Bow
Mutated Serpent	Ascendant Ring, 22,000G, Recipe for Inferno Spear
Dracula	Sentinel Ring, 20,000G, Recipe for Pristine Robe
Giant Squid	Omphalos Ring, 12,000G, Recipe for Shepherd's Whip

## Target Battle: Great Snow Golem

*Last Known Location: Northern Continent – Northwest of the Ice Cave*



### Attacks

Normal Attack (12.5%), Powerhouse (12.5%), Giant Killer (12.5%), Ice Encasement (12.5%)

### Items to Steal

Hellfire bomb (50%), Large SP Orb (25%), Full Potion (5%)

### Boss Statistics

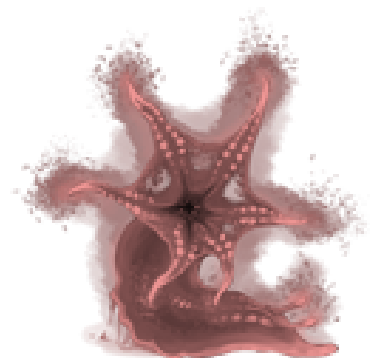
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
5,000	1,000	140	170	110	150	80	85	12	5,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	F	C	D	F	C

## Target Battle: Absorbing Jelly

*Last Known Location: Eastern Continent – Wooded Isthmus near center of Continent*



### Attacks

Normal Attack (50%), Vampirism (50%)

### Items to Steal

Full Potion (50%), 2x Remedy (50%), Huge Magic Potion (25%), Full Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
7,500	1,000	165	500	150	180	90	120	8	7,500	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	C	F	C

## Target Battle: Wicked Necromancer

*Last Known Location: Central Continent – Northeast of Dry Gulch*



### Attacks

Normal Attack (16.6%), Grim Reaper (16.6%), Genius (16.6%), Wind 6 (16.6%), Thunder 7 (16.6%), Ice 7 (16.6%)

### Items to Steal

Full Potion (50%), 3x Full Magic Potion (25%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
9,000	1,000	140	120	125	140	80	115	3	9,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	D	B	D	F	C

## Target Battle: Loki

*Last Known Location: Central Continent – Northwest of Alfheim*



### Attacks

Normal Attack (12.5%), Ice 5 (12.5%), Fire 5 (12.5%), Wind 6 (12.5%), Protect (12.5%), Grim Reaper (12.5%), Darkness 6 (12.5%), Thunder 7 (12.5%)

### Items to Steal

Full Magic Potion (50%), Large SP Orb (25%), Full Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
10,000	1,000	150	150	200	220	84	120	3	10,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	A	A	A	F	A

## Target Battle: Barbarian Brute

*Last Known Location: Northwest Continent – The Southern Tip of the Continent*



### Attacks

Normal Attack (16.6%), Powerhouse (16.6%), Destroy Armor (16.6%), Giant Killer (16.6%), Zeal (16.6%), Smite (16.6%)

### Items to Steal

Full Potion (50%), Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Large Cottage (25%), Full Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
11,000	1,000	175	180	125	160	90	130	12	11,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	D	C	D	F	C



## Target Battle: Mutated Behemoth

*Last Known Location: Southern Continent – East of the Southern Desert Oasis*



### Attacks

Normal Attack (16.6%), Powerhouse (16.6%), Berserker (16.6%), Giant Killer (16.6%), Crackshot (16.6%), Smite (16.6%)

### Items to Steal

3x Full Potion (50%), 3x Large Cottage (25%), Full Magic Potion (5%)

### Boss Statistics

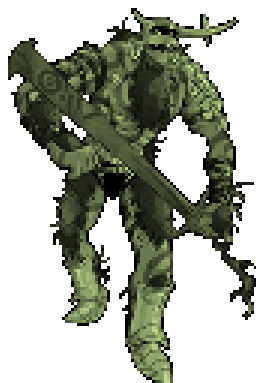
HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
12,000	1,000	190	185	140	165	88	130	12	12,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	C	D	F	C

## Target Battle: Troll King

*Last Known Location: Southern Continent - South of the Igloo Outpost*



### Attacks

Normal Attack (14.3%), Smite (14.3%), Berserker (14.3%), Double Attack (14.3%), Groundslam (14.3%), Powerhouse (14.3%), Protect (14.3%)

### Items to Steal

Full Potion (50%), Hellfire Bomb (50%), Sonic Boom Bomb (50%), Medium Cottage (25%), Large Cottage (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
13,000	1,000	180	180	110	130	88	120	12	13,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	D	C	D	F	C

## Target Battle: Anaconda

*Last Known Location: Southwest Continent – North of the Great Southern Marsh*



### Attacks

Normal Attack (16.6%), Deadly Venom (16.6%), Poison Attack (16.6%), Double Attack (16.6%), Lifesteal (16.6%), Hamstring (16.6%)

### Items to Steal

Remedy (50%), Full Potion (50%), Huge Magic Potion (25%), Hellfire Bomb (25%), Blizzard Bomb (25%), Large Cottage (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
15,000	1,000	200	180	140	170	100	135	12	15,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
B	B	B	D	F	C

## Target Battle: Dead Eye

*Last Known Location: Northern Continent – South of the Naiad Mountains near Pandora*



### Attacks

Normal Attack (25%), Devil's Breath (25%), Grim Reaper (25%), Debilitate (25%)

### Items to Steal

Remedy (50%), Hyper Blitz Tonic (50%), Hyper Ward Tonic (50%), Hyper Wall Tonic (50%), Hyper Mind Tonic (50%), Full Potion (25%), Full Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
7,500	1,000	160	140	100	140	80	105	8	15,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
C	C	B	C	F	D

## Target Battle: Mutated Serpent

*Last Known Location: Far Eastern Continent – South of Talos Village, East of Mountain Range*



### Attacks

Normal Attack (16.6%), Giant Killer (16.6%), Double Attack (16.6%), Hamstring (25%), Lifesteal (16.6%), Vicious Bite (16.6%)

### Items to Steal

Full Potion (50%), Large Cottage (25%), Large SP Orb (25%), Full Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
20,000	2,500	250	180	145	150	110	150	15	20,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	B	B	D	F	C

## Target Battle: Dracula

*Last Known Location: Southern Continent – Southeast Peninsula South of Aunlak*



### Attacks

Normal Attack (25%), Vampirism (25%), Grim Reaper (25%), Mind Flay (25%)

### Items to Steal

2x Holy Fire Bomb (50%), Full Potion (25%), Large Cottage (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
25,000	1,000	200	180	175	200	100	150	12	20,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	C	C	A	F



## Target Battle: Giant Squid

*Last Known Location: Ocean - Between Oakwood and Midgard (South of Puzzle Master's Camp)*



### Attacks

Normal Attack (12.5%), Smite (12.5%), Double Attack (12.5%), Berserker (12.5%), Hamstring (12.5%), Powerhouse (12.5%), Darkness Attack (12.5%), Ink Jet (12.5%)

### Items to Steal

Sonic Boom Bomb (50%), Full Potion (25%), Full Magic Potion (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
22,500	5,000	260	200	90	140	75	70	8	25,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	D	A	C	F	C

## 6.18.4 Tier #4 - Super Bosses

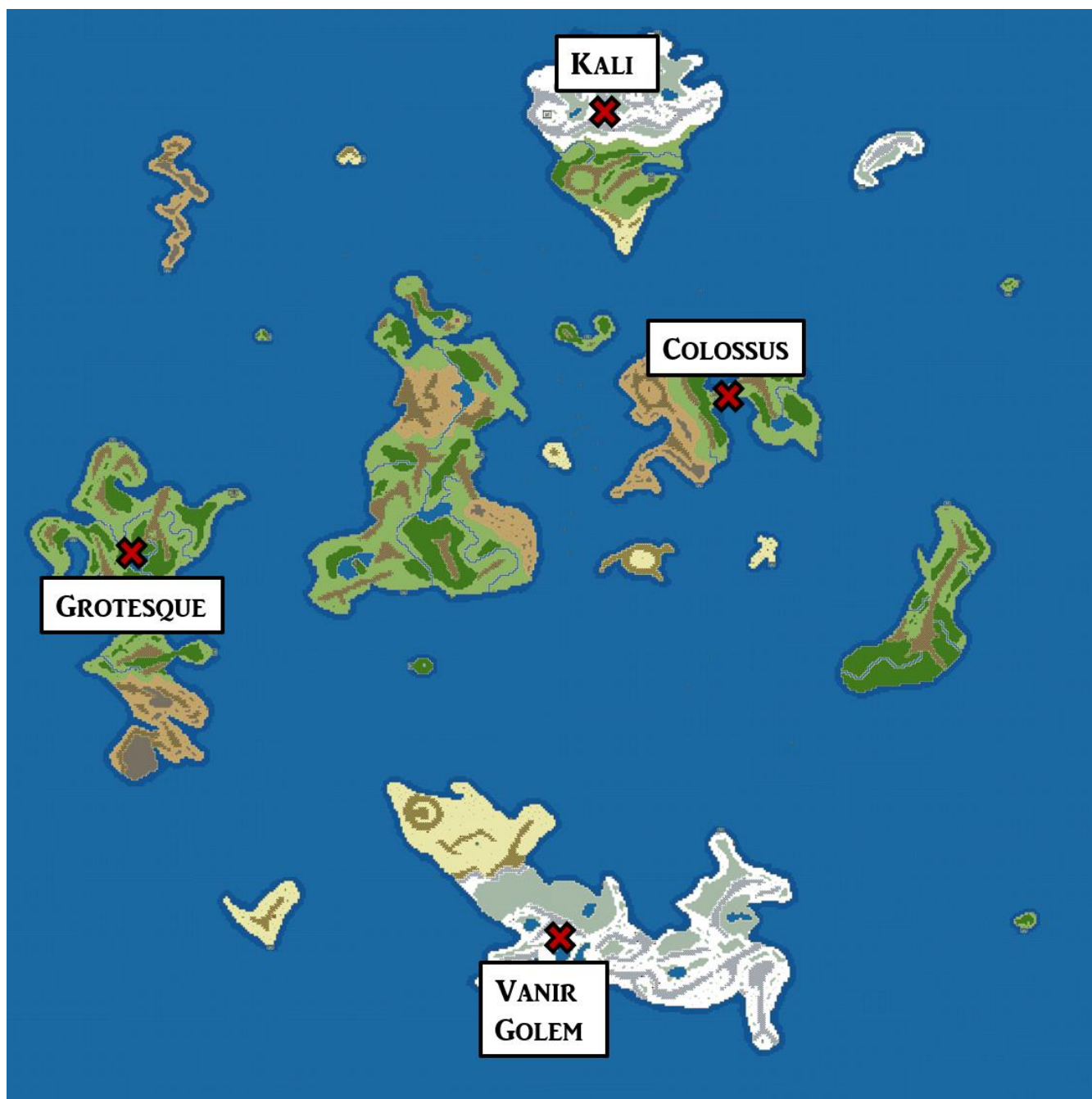
Target	Reward
Grotesque	Amaranthine Ring
Colossus	Rainbow Robe, Rainbow Armor
Vanir Golem	Vanir Sword
Kali	Kali's Ring

After completing Tier #3, you'll receive five Adamantium-level recipes from Cid. These are the famous recipes that Cid received from his father Marcus but was never able to find the necessary Adamantium. These are the **Recipe for Ancient Armor**, **Recipe for Merlin's Staff**, **Recipe for Devastating Axe**, **Recipe for Genji Dagger**, and **Recipe for Magi Cloak**. Cid will also tell you that they have actually been receiving diminishing reports lately. In fact, in the last month or so, the correspondents have gone dark and no new reports have been filed from any of the four international Hunter's Guild Correspondents. The Correspondents are in Riverdale, Asgard, Aunlak, and Midgard. If you visit any of these Correspondents, they will tell you that monsters of terrible ferocity have appeared. These Tier #4 targets are actually Super Bosses and each is more difficult than the first coming of the Dark Lord.

The rewards for each successful Super Boss kill are magnificent. For defeating the easiest of the Super Bosses, the Grotesque, you'll receive an Amaranthine Ring which is only available in two other

locations. First, you can acquire one for completing all 50 puzzles and second, for completing The Abyss. The Rainbow Robe and Rainbow Armor are only available deep in The Abyss. The Vanir Sword, which you receive for defeating the Vanir Golem, has no equal and cannot be acquired anywhere else. Finally, Kali's Ring, which you receive for defeating Kali, is simply the best item in the game. You'll need it when you take on the Second Coming of the Dark Lord in the Well of Souls.

**You'll need to be LVL 50+ to defeat these monstrous Super Bosses. Good luck!**



## Target Battle: The Grotesque

*Last Known Location: Northwest Continent – Southwest of Lemuria*



### Attacks

Normal Attack (16.6%), Vicious Bite (16.6%), Crush (16.6%), Powerhouse (25%), Destroy Armor (16.6%), Devil's Breath (16.6%)

### Items to Steal

Lure Ring (50%), Repel Ring (50%), Quicksilver Ring (25%), Mercurial Ring (25%), Element Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
125,000	9,999	400	350	350	350	150	300	15	300,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
A	D	B	D	F	C

## Target Battle: The Colossus

*Last Known Location: Eastern Continent – Wooded Isthmus at Center of Continent*



### Attacks

Normal Attack (100%)

### Items to Steal

Bullseye Ring (50%), Ward Ring (50%), Bubble Ring (25%), Surge Ring (25%), Experience Ring (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
150,000	9,999	425	375	300	325	135	350	25	400,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	D	C	D	F	C



## Target Battle: The Vanir Golem

*Last Known Location: Southern Continent – East of the Hermit's Tower*



### Attacks

Normal Attack (14.3%), Devil's Breath (14.3%), Powerhouse (14.3%), Smite (14.3%), Groundslam (14.3%), Giant Killer (14.3%), Crush (14.3%)

### Items to Steal

Element Ring (50%), Amaranthine Ring (25%), Rainbow Armor (5%), Rainbow Robe (5%)

### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
250,000	9,999	450	400	350	450	150	425	15	500,000	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	D	D	D	F	D

## Target Battle: Kali

*Last Known Location: Northern Continent – South of the Ice Cave*



### Attacks

Normal Attack (7.1%), Mind Flay (7.1%), Smite (7.1%), Double Attack (7.1%), Destroy Armor (7.1%), Groundslam (7.1%), Crush (7.1%), Implosion (7.1%), Atomic Flare (7.1%), Whirlwind Massacre (7.1%), Devastation (7.1%), Rain of Death (7.1%), Megaton Explosion (7.1%), Annihilation (7.1%)

### Items to Steal

Vanir Sword (50%), Amaranthine Ring (25%), Kali's Ring (5%)

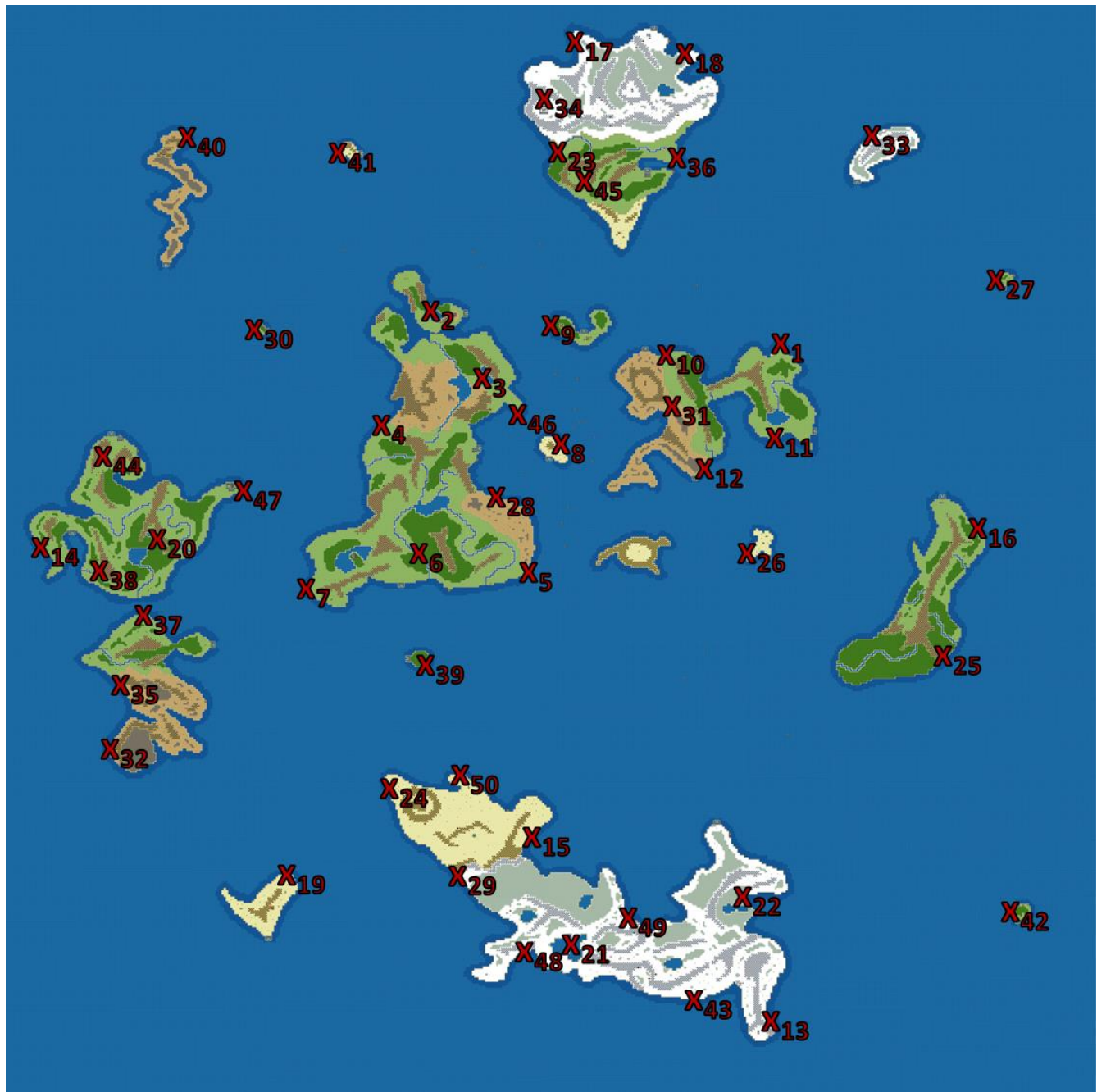
### Boss Statistics

HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD
500,000	9,999	500	400	475	450	200	500	5	999,999	0G

### Elemental Affinities

FIRE	ICE	THUNDER	WIND	HOLY	DARK
D	C	C	D	F	D

## 6.19 SONAR TREASURES



After purchasing the Sonar Device from either the Treasure Hunter in the Rubicon Inn or Mr. Cope in his Tent after Mt. Gerra explodes, you can use Sonar to find deeply buried treasures that are not accessible with the Drill. In total, there are 50 such buried treasures, scattered all over the world. Each Sonar treasure is located at the very center of the red "X"s on the map above. The tables on the next two pages list the treasure names corresponding to each of the Sonar numbers, as well as their Cartesian coordinates.

Number	X	Y	Treasure
1	355	154	Recipe for Swift Crossbow
2	196	140	Recipe for Cleansing Helm
3	219	171	Recipe for Immutable Hat
4	173	193	Recipe for Paralyzing Sword
5	239	260	Recipe for Fleet Knife
6	188	249	Recipe for Cold Whip
7	138	267	Recipe for Heavy Armor
8	254	200	Recipe for Dangerous Axe
9	251	146	Recipe for Lethal Shield
10	304	160	Recipe for Wind Robe
11	354	198	Recipe for Power Staff
12	319	214	Recipe for Bewildering Spear
13	349	463	Recipe for Zombie Bane
14	14	246	Recipe for Shield Knife
15	241	381	Recipe for Alert Axe
16	444	239	Recipe for Sleeping Spear
17	261	17	Recipe for Hurricane Crossbow
18	311	21	Recipe for Blinding Whip
19	129	398	Recipe for Coward's Staff
20	68	243	Recipe for Thunder Armor
21	258	430	Recipe for Vocal Robe
22	337	409	Recipe for Robust Shield
23	252	69	Recipe for Magic Wall Hat
24	175	358	Recipe for Needled Helm

The first 24 buried treasures are all Mythril or Titanium level recipes. You can find the vast majority of these Recipes immediately upon purchasing the Sonar, and each will come in handy.



Number	X	Y	Treasure
25	429	300	3x Large Potions
26	339	254	Large Magic Potion
27	454	126	3x Medium Cottages
28	223	225	3x Blaze Bombs
29	207	399	3x Holy Fire Bombs
30	114	149	3x Super Bait
31	305	184	Warp Stone
32	47	340	5x Freshwater Bait
33	397	60	5x Icewater Bait
34	246	42	3x Hyper Blitz Tonics
35	52	311	3x Huge Potions
36	308	69	3x Medium Magic Potions
37	63	279	Large Cottage
38	43	258	Remedy
39	192	303	3x Soft
40	83	60	3x Vocalizer Serum
41	151	67	3x Large SP Orbs
42	460	416	3x Hyper Bubble Tonics
43	315	455	3x Hyper Surge Tonics
44	45	203	3x Full Potions
45	266	81	Full Magic Potion
46	235	187	3x Small Cottages
47	108	222	3x Black Void Bombs
48	237	434	3x Blizzard Bombs
49	286	418	3x Hyper Wall Tonics
50	209	353	Full Potion

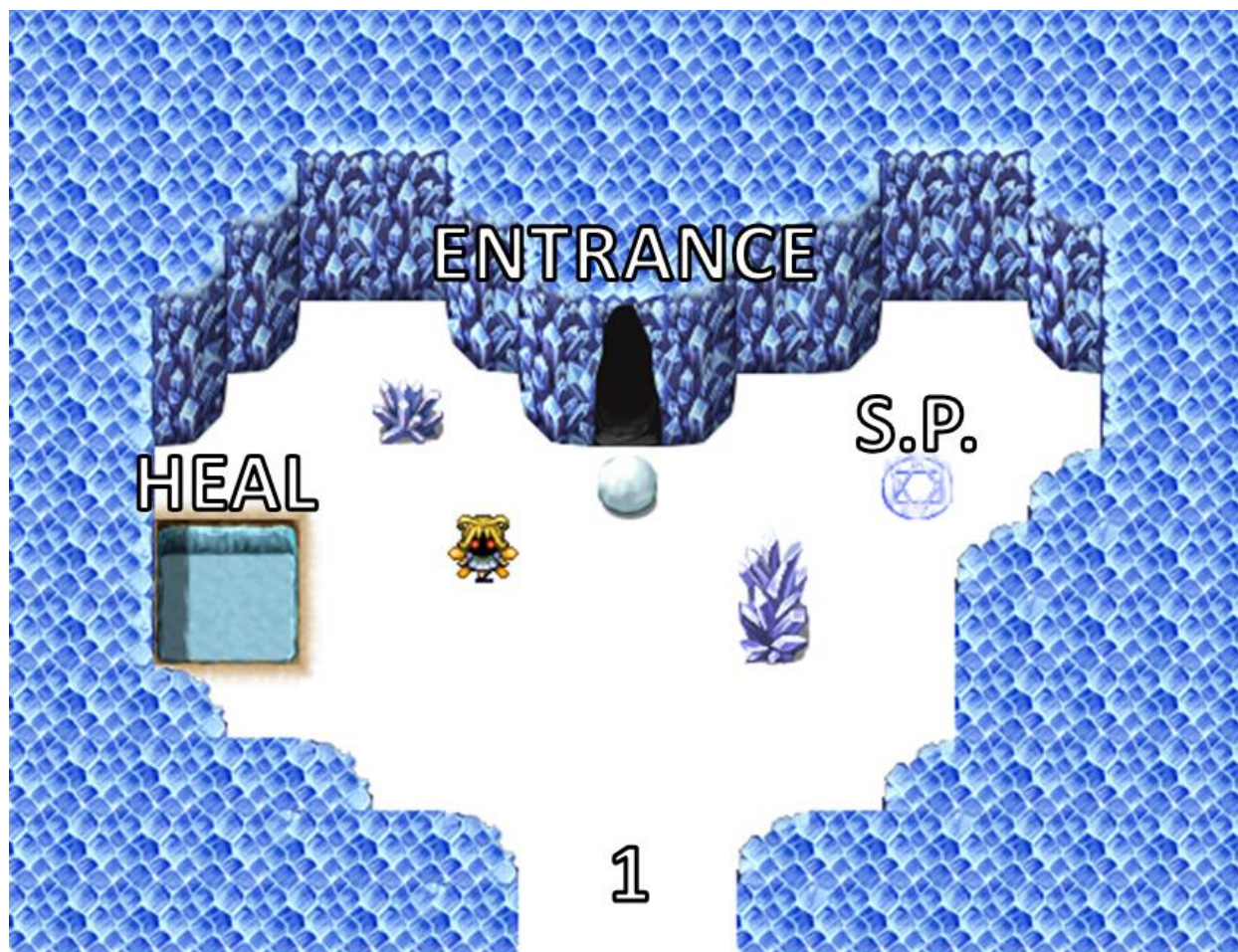
The last 26 buried treasures are all consumable items such as Potions, Tonics, and Bombs. Some of these require the Airship to access; however, the majority can be found immediately after purchasing the Sonar Device.

## 6.20 THE ABYSS

**Suggested Level:** N/A

**Treasures:** ???

**Enemies:** ???



You won't be able to enter The Abyss until you are in possession of *Kali's Medallion*. The Abyss is a mysterious cave with unknown depths. When you enter (1), you'll find a healing pool (HEAL) on the western edge of Lobby. On the right, you'll find a Save Point (S.P.). To enter The Abyss, you'll have to talk to Guardian. The Guardian will tell you all the rules and special effects of entering The Abyss.

You will be required to give up your equipment because otherwise, upon entering The Abyss, you would be subject to a powerful distortion field that would cause all of your normal equipment to disintegrate. So, abandon your equipment you shall. Regardless, you'll be significantly weakened by the distortion field and find yourself restarted at LVL 1, on the very first floor of The Abyss.

In The Abyss, there are two types of treasure chests: Red and Green. The red chests contain consumable items such as Potions and Bombs as well as equipment; however, if you choose to leave The

Abyss, you'll lose all the items you acquired from the red chests. Green chests contain extraordinarily powerful items that can withstand the distortion field and thus, you can keep them after leaving. Green chests exist on every *even* floor number of The Abyss.

The Abyss has a total of 50 floors and you'll fight monsters ranging in strength from the weakest Slimes in the Oakwood Sewer to the strongest monsters in the Mines of Dvergar. On each floor, there are healing hexagrams that you can use a total of three times. The healing hexagrams will cure status effects, recover 100% of your HP and MP, and resurrect any dead party members. Once you've used a healing hexagram three times, they will become inactive.

Finally, you cannot use a normal Warp Stone or Warp spell to exit The Abyss. Rather, you can only depart from special Warp hexagrams that exist on every fifth floor (5, 10, 15...). If you choose to enter The Abyss, it will no doubt be an arduous journey where you cannot leverage your former strength or equipment. If you manage to descend all 50 floors, there is a mysterious enemy awaiting at the end...

The treasures that you can acquire from the Green chests are:

Floor Number	Treasure	Floor Number	Treasure
2	Fire Ring	26	Mercurial Ring
4	Burglary Ring	28	Midas' Ring
6	Illusion Ring	30	Repel Ring
8	Ogre Ring	32	Experience Ring
10	Ward Ring	34	Thaumaturgical Ring
12	Bullseye Ring	36	Surge Ring
14	Protect Ring	38	Healing Helm
16	Lure Ring	40	Renewing Hat
18	Quicksilver Ring	42	Element Ring
20	Bubble Ring	44	99x Perfect Bait
22	Deserter's Boots	46	Rainbow Robe
24	Skillful Ring	48	Rainbow Armor
50	<b>Amaranthine Ring</b>		

*Best of success (and luck) in your explorations of the depths of The Abyss!*



## 6.21 SECRET ROOMS

Throughout your journey on Terra, you'll find doors locked with a combination code. Each combination code is found by exploring the bookcases or scattered papers located in the rooms of important storyline characters. The table below lists the location of each secret room, the basic theme of that room, the combination code to access the room, and finally, the location where you can find the combination code:

Secret Room Location	Theme	Combination Code	Code Location
Asgard - Underground Resistance Fireplace	Developer's Room	<b>7312013</b>	Oakwood - Dante's Mansion - Table on 2nd Floor
Doria Well	Assassin's Guild	<b>6754</b>	Dry Gulch - Northwest corner - Ahmad Khan - The Mysterious Traveler
Rubicon Fireplace – Mr. Cope's Mansion	Noah's Room	<b>30813</b>	Doria - Relic Collector's Mansion - Table on 1st Floor
Borea Well	Ghosts' Room	<b>57814</b>	Doria - Office of the Royal Historian - Papers on Table
Riverdale Well	Jadeia's Home	<b>8273</b>	Asgard - Chris - The Family Man's Home
Asgard - Chris - The Family Man's Fireplace	Young characters	<b>956</b>	Riverdale - Atticus's House - Papers on Table
Aunlak Well	Treasure Room	<b>Random</b>	Collect all Treasure Map shards for Jadeia in Doria
Rubicon Sandcastle	Martial Arts Dojo	<b>None</b>	N/A
Talos Village Well	Library	<b>None</b>	N/A
Mines of Dvergar	Otherwordly Lair	<b>None</b>	N/A

## 7. Game Database

### 7.1 CONSUMABLE ITEMS

NAME	ITEM DESCRIPTION	PRICE
POTIONS		
POTION	Restores 30 HP for one ally	50
MID-POTION	Restores 60 HP for one ally	100
HIGH POTION	Restores 100 HP for one ally	300
LARGE POTION	Restores 250 HP for one ally	1000
HUGE POTION	Restores 500 HP for one ally	2500
FULL POTION	Restores 1000 HP for one ally	5000
MAGIC POTIONS		
TINY MAGIC POTION	Restores 15MP	250
SMALL MAGIC POTION	Restores 25 MP	500
MEDIUM MAGIC POTION	Restores 50MP	1000
LARGE MAGIC POTION	Restores 100MP	2000
HUGE MAGIC POTION	Restores 250 MP	5000
FULL MAGIC POTION	Restores 100% MP	10000
SAVING ITEMS		
SLEEPING BAG	Recovers 30 HP for party	75
TENT	Recovers 100 HP for party	300
SMALL COTTAGE	Recovers 300 HP & 300 MP for party	2500
MEDIUM COTTAGE	Recovers 1000 HP & 500 MP for party	5000
LARGE COTTAGE	Recovers All HP & MP for entire party	10000
STATUS EFFECT ITEMS		
ANTIDOTE	Cures poison	75
EYE DROPS	Cures blindness	60
SMELLING SALTS	Cures confusion	150
MUSCLE RELAXER	Cures paralysis and stun	120
SOFT	Cures stone	1000
VOCALIZER SERUM	Cures silence	500
REMEDY	Cures all status effects for one ally	2500

NAME	ITEM DESCRIPTION	PRICE
SP ORBS / MISC.		
<b>TINY SP ORB</b>	Gains 40 Skill Points	100
<b>SMALL SP ORB</b>	Gains 200 Skill Points	500
<b>MEDIUM SP ORB</b>	Gains 500 Skill Points	1250
<b>LARGE SP ORB</b>	Gains 1000 Skill Points	2500
<b>HUGE SP ORB</b>	Gains 2000 Skill Points	5000
<b>FULL SP ORB</b>	Gains 4000 Skill Points	10000
<b>WARP STONE</b>	Allows warping out of some dungeons	5000
TONICS		
<b>BLITZ TONIC</b>	Boosts ATK +10 & ATK +10% during battle	250
<b>WALL TONIC</b>	Boosts DEF +10 & DEF +10% during battle	250
<b>MIND TONIC</b>	Boosts INT +10 & INT +10% during battle	250
<b>WARD TONIC</b>	Boosts MGD +10 & MGD +10% during battle	250
<b>JOLT TONIC</b>	Boosts AGI +10 & AGI +10% during battle	250
<b>SHOCK TONIC</b>	Boosts PRE +10 & PRE +10% during battle	250
<b>BUBBLE TONIC</b>	Boosts Max HP +50% during battle	250
<b>SURGE TONIC</b>	Boosts Max MP +50% during battle	250
<b>VIGOR TONIC</b>	Boosts CRT +10 & CRT +10% during battle	250
<b>EAGLE EYE TONIC</b>	Boosts ACC +10 & ACC +10% during battle	250
<b>HYPER BLITZ TONIC</b>	Boosts ATK +30 & ATK +10% during battle	2500
<b>HYPER WALL TONIC</b>	Boosts DEF +30 & DEF +10% during battle	2500
<b>HYPER MIND TONIC</b>	Boosts INT +30 & INT +10% during battle	2500
<b>HYPER WARD TONIC</b>	Boosts MGD +30 & MGD +10% during battle	2500
<b>HYPER JOLT TONIC</b>	Boosts AGI +30 & AGI +10% during battle	2500
<b>HYPER SHOCK TONIC</b>	Boosts PRE +30 & PRE +10% during battle	2500
<b>HYPER BUBBLE TONIC</b>	Boosts Max HP +100% during battle	2500
<b>HYPER SURGE TONIC</b>	Boosts Max MP +100% during battle	2500
<b>HYPER VIGOR TONIC</b>	Boosts CRT +30 & CRT +10% during battle	2500
<b>HYPER EAGLE EYE TONIC</b>	Boosts ACC +30 & ACC +10% during battle	2500
BOMBS		
<b>FIRE BOMB</b>	~50 HP damage with fire element to all enemies	250
<b>THUNDER BOMB</b>	~50 HP damage with thunder element to all enemies	250
<b>HOLY BOMB</b>	~50 HP damage with holy element to all enemies	250



NAME	ITEM DESCRIPTION	PRICE
<b>DARK BOMB</b>	~50 HP damage with dark element to all enemies	250
<b>WIND BOMB</b>	~50 HP damage with wind element to all enemies	250
<b>ICE BOMB</b>	~50 HP damage with ice element to all enemies	250
<b>BLAZE BOMB</b>	~150 HP damage with fire element to all enemies	1000
<b>THUNDERSTORM BOMB</b>	~150 HP damage with thunder element to all enemies	1000
<b>HOLY LIGHT BOMB</b>	~150 HP damage with holy element to all enemies	1000
<b>DARK STORM BOMB</b>	~150 HP damage with dark element to all enemies	1000
<b>HURRICANE BOMB</b>	~150 HP damage with wind element to all enemies	1000
<b>SNOWSTORM BOMB</b>	~150 HP damage with ice element to all enemies	1000
<b>HELLFIRE BOMB</b>	~300 HP damage with fire element to all enemies	2500
<b>SONIC BOOM BOMB</b>	~300 HP damage with thunder element to all enemies	2500
<b>HOLY FIRE BOMB</b>	~300 HP damage with holy element to all enemies	2500
<b>BLACK VOID BOMB</b>	~300 HP damage with dark element to all enemies	2500
<b>VICIOUS TORNADO BOMB</b>	~300 HP damage with wind element to all enemies	2500
<b>BLIZZARD BOMB</b>	~300 HP damage with ice element to all enemies	2500
<b>MINING BOMB</b>	An explosive device used to excavate rock while mining	0
<b>BAIT</b>		
<b>JUNK BAIT</b>	The cheapest bait available	10
<b>HQ VEGGIE BAIT</b>	Slightly better than Junk Bait but still inadequate	50
<b>WORM BAIT</b>	Middle-of-the-Road Bait	100
<b>MAGIC BAIT</b>	Good bait imbued with a mysterious power	500
<b>SUPER BAIT</b>	Very good bait that attracts the best fish possible for a given rod	1000
<b>FRESHWATER BAIT</b>	Allows you to catch freshwater fish	2000
<b>ICE WATER BAIT</b>	Allows you to catch fish in near freezing conditions	2000
<b>MYSTERIOUS BAIT</b>	A mysterious bait to catch large sea creatures	1500
<b>AMAZING BAIT</b>	Amazingly alluring bait to catch gigantic sea creatures	2500
<b>CAPTAIN'S BAIT</b>	Nearly the best bait available	3500
<b>PERFECT BAIT</b>	The best possible bait available to catch the giants of the sea	5000
<b>SALTWATER FISH</b>		
<b>GOLDFISH</b>	Restores 25 HP for one ally	40
<b>ANCHOVY</b>	Restores 1 MP for one ally	60
<b>CATFISH</b>	Restores 25 HP for entire party	80

NAME	ITEM DESCRIPTION	PRICE
<b>ALBACORE</b>	Restores 1 MP for entire party	100
<b>COD</b>	Restores 75 HP for one ally	125
<b>BASS</b>	Restores 3 MP for one ally	150
<b>SALMON</b>	Restores 75 HP for entire party	175
<b>CARP</b>	Restores 3 MP for entire party	200
<b>MACKEREL</b>	Restores 150 HP for one ally	225
<b>BLUEGILL</b>	Restores 10 MP for one ally	250
<b>BULL TROUT</b>	Restores 150 HP for entire party	300
<b>GOBY</b>	Restores 10 MP to entire party	375
<b>GUPPY</b>	Restores 350 HP for one ally	500
<b>HALIBUT</b>	Restores 25 MP for one ally	625
<b>KOI</b>	Restores 350 HP to entire party	750
<b>LION FISH</b>	Restores 25 MP to entire party	875
<b>KING FISH</b>	Restores 750 HP for one ally	1000
<b>PIKE</b>	Restores 60 MP for one ally	1250
<b>FLOUNDER</b>	Restores 750 HP to entire party	1500
<b>PERCH</b>	Restores 60 MP to entire party	1750
<b>RED SNAPPER</b>	Restores 1500 HP for one ally	2000
<b>TUNA</b>	Restores 120 MP for one ally	2500
<b>MARLIN</b>	Restores 1500 HP to entire party	3000
<b>BULL SHARK</b>	Restores 120 MP to entire party	3500
<b>THRESHER SHARK</b>	Restores 50% HP and MP for one ally	5000
<b>SAW SHARK</b>	Restores 50% HP and MP for entire party	7500
<b>GREAT WHITE SHARK</b>	Restores 100% HP for one ally	10000
<b>ORCA</b>	Restores 100% MP for one ally	12500
<b>WHALE SHARK</b>	Restores 100% HP for entire party	15000
<b>BLUE WHALE</b>	Restores 100% MP for entire party	17500
<b>GIANT SQUID</b>	Restores 100% HP and MP for one ally	20000
<b>LEVIATHAN</b>	Restores 100% HP and MP for entire party	40000
<b>FRESHWATER FISH</b>		
<b>SOLE</b>	Boosts ATK +15 & ATK +10% during battle to all allies	5000
<b>ANGLER</b>	Boosts DEF +15 & DEF +10% during battle to all allies	5000
<b>BIGEYE</b>	Boosts INT +15 & INT +10% during battle to all allies	5000

NAME	ITEM DESCRIPTION	PRICE
<b>BLACKFISH</b>	Boosts MGD +15 & MGD +10% during battle to all allies	5000
<b>CRESTFISH</b>	Boosts AGI +15 & AGI +10% during battle to all allies	5000
<b>DARTER</b>	Boosts PRE +15 & PRE +10% during battle to all allies	5000
<b>DORY</b>	Boosts Max HP +75% during battle to all allies	5000
<b>FLATHEAD</b>	Boosts Max MP +75% during battle to all allies	5000
<b>FROGFISH</b>	Boosts CRT +15 & CRT +10% during battle to all allies	5000
<b>GAR</b>	Boosts ACC +15 & ACC +10% during battle to all allies	5000
<b>HAGFISH</b>	Boosts ATK +30 & ATK +10% during battle to all allies	7500
<b>JACKFISH</b>	Boosts DEF +30 & DEF +10% during battle to all allies	7500
<b>KNIFEFISH</b>	Boosts INT +30 & INT +10% during battle to all allies	7500
<b>LOUVAR</b>	Boosts MGD +30 & MGD +10% during battle to all allies	7500
<b>MARBLEFISH</b>	Boosts AGI +30 & AGI +10% during battle to all allies	7500
<b>NASE</b>	Boosts PRE +30 & PRE +10% during battle to all allies	7500
<b>TETRA</b>	Boosts Max HP +100% during battle to all allies	7500
<b>OPAH</b>	Boosts Max MP +100% during battle to all allies	7500
<b>PADDLEFISH</b>	Boosts CRT +30 & CRT +10% during battle to all allies	7500
<b>PEARLYEYE</b>	Boosts ACC +30 & ACC +10% during battle to all allies	7500
<b>ICEWATER FISH</b>		
<b>YELLOWTAIL</b>	~500 HP damage with fire element to one enemy	5000
<b>POACHER</b>	~500 HP damage with thunder element to one enemy	5000
<b>LAMPREY</b>	~500 HP damage with holy element to one enemy	5000
<b>GOOSEFISH</b>	~500 HP damage with dark element to one enemy	5000
<b>DEVIL RAY</b>	~500 HP damage with wind element to one enemy	5000
<b>COBIA</b>	~500 HP damage with ice element to one enemy	5000
<b>HOKI</b>	~1000 HP non-elemental damage to one enemy	7500
<b>LONGNECK EEL</b>	~1000 HP damage with fire element to one enemy	7500
<b>OILFISH</b>	~1000 HP damage with thunder element to one enemy	7500
<b>REMORA</b>	~1000 HP damage with holy element to one enemy	7500
<b>DRAGONFISH</b>	~1000 HP damage with dark element to one enemy	7500
<b>WARMOUTH</b>	~1000 HP damage with wind element to one enemy	7500
<b>ZINGEL</b>	~1000 HP damage with ice element to one enemy	7500
<b>SPINY EEL</b>	~2000 HP non-elemental damage to one enemy	10000



NAME	ITEM DESCRIPTION	PRICE
HIGH LEVEL FISH		
<b>PORGY</b>	Ressurect one ally with 10% HP	5000
<b>RIBBONFISH</b>	Ressurect all dead allies with 10% HP	7500
<b>SAND DIVER</b>	Ressurect one ally with 25% HP	10000
<b>SAND TIGER</b>	Ressurect all dead allies with 25% HP	12500
<b>SEAMOTH</b>	Ressurect one ally with 50% HP	15000
<b>TENCH</b>	Ressurect all dead allies with 50% HP	17500
<b>TILAPIA</b>	Cures all status effects for all allies	20000
<b>WHITE CROAKER</b>	Boosts ATK, DEF +25, MGD, INT +50 during battle for all allies	30000

## 7.2 KEY ITEMS

NAME	ITEM DESCRIPTION
<b>TREASURE MAP #1</b>	Check the Map menu option for directions to this buried treasure
<b>TREASURE MAP #2</b>	Check the Map menu option for directions to this buried treasure
<b>TREASURE MAP #3</b>	Check the Map menu option for directions to this buried treasure
<b>TREASURE MAP #4</b>	Check the Map menu option for directions to this buried treasure
<b>TREASURE MAP #5</b>	Check the Map menu option for directions to this buried treasure
<b>TREASURE MAP #6</b>	Check the Map menu option for directions to this buried treasure
<b>TREASURE MAP #7</b>	Check the Map menu option for directions to this buried treasure
<b>TREASURE MAP #8</b>	Check the Map menu option for directions to this buried treasure
<b>TREASURE MAP #9</b>	Check the Map menu option for directions to this buried treasure
<b>TRAVELER'S VIAL</b>	A vial of clear liquid from Dante
<b>DRILL</b>	Allows excavation on the world map [Hold action button for 1 second at treasure location]
<b>RUNE OF TYTERIUM</b>	A piece of an Ancient Elvish Relic
<b>RUNE OF DEIMOS</b>	A piece of an Ancient Elvish Relic
<b>SKELETON KEY</b>	A Key that will open damn near any door
<b>PURPLE CRYSTAL</b>	A purple crystal likely worth a great deal of money
<b>ELVEN ARMOR</b>	Ancient armor likely worth a great deal of money
<b>BARS OF GOLD</b>	Thick and heavy bars of gold
<b>RARE CLOCK</b>	A clock that will fetch a great price
<b>MAGIC POTIONS</b>	Potions that will sell for a lot of money
<b>GRAPPLING HOOK</b>	A grappling hook which allows bridging large gaps
<b>TOP SECRET DOCUMENTS</b>	Documents detailing future incursions
<b>SONAR</b>	Allows excavation of deeply buried treasures on the world map
<b>FAIRY CAVE KEY</b>	A key found in the Cave underneath Talos Village
<b>UPGRADED SKELETON KEY</b>	A key bought in the Thieves' Guild Hideout
<b>ENIGMATIC GREENS</b>	Allows taming of blue Giant Moas
<b>SUBMERSIBLE SCHEMATICS</b>	The architectural plans for a highly advanced Submersible Device
<b>LIQUID OXYGEN</b>	Allows breathing underwater
<b>SKY KEY</b>	An old key found in the Babel Citadel
<b>BABEL KEY</b>	An old key found in the Babel Citadel
<b>FOREST CRYSTAL</b>	One of four pieces of the Ultima Crystal
<b>CANYON CRYSTAL</b>	One of four pieces of the Ultima Crystal

NAME	ITEM DESCRIPTION
<b>CITADEL CRYSTAL</b>	One of four pieces of the Ultima Crystal
<b>ICE CRYSTAL</b>	One of four pieces of the Ultima Crystal
<b>ASGARD PERMIT CARD</b>	Permit Card that allows entrance to the Item Mall
<b>ASGARD PRISON KEY</b>	Key that opens cells in the Asgard Castle Basement
<b>GORGON'S HEAD</b>	One look into its eyes will turn anything to stone
<b>MAGIC JUMPING POTION</b>	A potion which increases vertical jumping ability
<b>KALI'S MEDALLION</b>	A medallion that enhances natural foresight
<b>PANDORAN GENERAL'S UNIFORM</b>	Allows you to impersonate a Pandoran General
<b>PANDORA CHEST KEY</b>	Key that opens a locked chest in Pandora Castle
<b>PICKAXE</b>	A heavily worn pickaxe
<b>PANDORAN DUNGEON KEY</b>	A key to the cell doors in the Pandoran Castle Dungeon
<b>ROSETTA STONE</b>	Allows translation of the Lemurian language
<b>ALBASTER ROD</b>	The legendary Rod that is half of the Staff of Sorrow and Folly
<b>ONYX TALISMAN</b>	A Talisman as black as night that is half of the Staff of Sorrow and Folly
<b>STAFF OF SORROW AND FOLLY</b>	A bizarre staff that emits an aura of protection
<b>THOR'S HAMMER</b>	The mythical Adamantium hammer of the Ancient Vanir Thor
<b>OLD FISHING POLE</b>	An old reed fishing pole
<b>THIN FISHING POLE</b>	A fishing pole that can catch slightly larger fish
<b>STRONG FISHING POLE</b>	A strong and flexible fishing pole
<b>DELUXE ROD</b>	A fishing rod made from the finest of fishing materials
<b>LURING ROD</b>	A fishing rod with magical powers to lure in fish
<b>MASTER ROD</b>	A piece of wood perfectly crafted for catching fish



## 7.3 RECIPES

NAME	ITEM DESCRIPTION
<b>POTION RECIPES</b>	
RECIPE FOR MID-POTION	Mix a Potion with 2 Goblin Scales
RECIPE FOR TINY MAGIC POTION	Mix Hi-Potion, 2 Imp Horns, and 2 Stingers
RECIPE FOR MEDIUM MAGIC POTION	Mix Large Potion, 3x Frozen Goo, and 2x Tentacles
<b>SPECIAL RECIPES</b>	
RECIPES FOR ENIGMATIC GREENS	Mix 5x HQ Veggie Baits, 3x Shaman Teeth, 3x Ghost Skulls
RECIPE FOR MAGIC JUMPING POTION	Mix 5x Dragon Horns, 5x Narwhale Horns, and 3x Maluspiro Tentacle
<b>RING RECIPES</b>	
RECIPE FOR POISON RING	Mix Steel Gauntlets, 10x Widowmaker Carapaces, and 10x Sea Remains
RECIPE FOR BLIND RING	Mix Mythril Gauntlets, 10x Specter Lanterns, 10x Frozen Goo
<b>BAIT RECIPES</b>	
RECIPE FOR MYSTERIOUS BAIT	Mix 5x Dragon Horns and 5x Liquid Evil Oozes
RECIPE FOR AMAZING BAIT	Mix 5x Vampire Fangs and 5x Devil Wings
RECIPE FOR CAPTAIN'S BAIT	Mix 3x Mini-Kraken Tentacle, 3x Revenant Bones, 3x Sand Worm Scale
RECIPE FOR PERFECT BAIT	Mix 5x Titan Hide, 5x Asura Horn, 3x Kali Servant's Heart
<b>FISHING POLE RECIPES</b>	
RECIPE FOR THIN FISHING POLE	Mix 3x Cod, 6x Albacore, 9x Catfish, 10x Lizard Scales, and 10x Stingers
RECIPE FOR STRONG FISHING POLE	Mix 1x Goby, 5x Bull Trout, 10x Bluegill, 5x Desert Rocks, 5x Succubus Horns, and 5x Venus Petals
RECIPE FOR DELUXE ROD	Mix 3x Pike, 6x King Fish, 9x Lion Fish, 5x Ember, 5x Shaman Teeth, and 5x Blackened Bones
RECIPE FOR LURING ROD	Mix 5x Marlin, 10x Tuna, 15x Red Snapper, 5x Mindflayer Jaws, 5x Pixie Dusts, and 5x Wyvern Fangs
RECIPE FOR MASTER ROD	Mix 5x Orca, 10x Great White Sharks, 15x Saw Sharks, 10x Narwhale Horns, and 10x Maluspiro Tentacles
<b>WEAPON RECIPES</b>	
RECIPE FOR BLAZE SWORD	Mix Short Sword, 5x Imp Horns, and 3x Snake Scales
RECIPE FOR QUICK SWORD	Mix Short Sword, 3x Lizard Scales, 3x Stingers, and 3x Goo
RECIPE FOR NIMBLE KNIFE	Mix Dagger, 5x Lizard Scales, 3x Venus Petals, and 3x Mummy Wraps
RECIPE FOR MASSIVE AXE	Mix Heavy Axe, 5x Bones, and 5x Stingers
RECIPE FOR MAGIC DEFENSE STAFF	Mix Oak Staff, 3x Imp Horns, and 3x Goblin Scales
RECIPE FOR THICK SWORD	Mix Broad Sword and 10x Bones
RECIPE FOR LETHAL SWORD	Mix Broad Sword and 3x Mummy Wraps
RECIPE FOR FAST SPEAR	Mix Pitchfork, 5x Spider Carapaces, 3x Lizard Scales, and 3x Snake Scales
RECIPE FOR FROZEN AXE	Mix Heavy Axe, 10x Goo, 5x Imp Horns

NAME	ITEM DESCRIPTION
RECIPE FOR BRUTE'S CROSSBOW	Mix Long Bow, 5x Wolf Pelts, 5x Stingers, and 3x Venus Petals
RECIPE FOR INITIATIVE STAFF	Mix Carved Staff, 3x Imp Horns, 3x Mummy Wraps, and 3x Venus Petals
RECIPE FOR PRECISE AXE	Mix Crescent Axe, 10x Stingers, and 3x Goblin Scales
RECIPE FOR PROTECTOR WHIP	Mix Chain Whip, 5x Bones, 5x Spider Carapaces, 1x Desert Rocks
RECIPE FOR SILVER SWORD	Mix Steel Sword, 5x Bones, 5x Spider Carapaces, 5x Desert Rocks
RECIPE FOR THUG'S KNIFE	Mix Steel Dagger, 7x Lizard Scales, 5x Snake Scales, 3x Faceless Orc Scales
RECIPE FOR DEFENDER AXE	Mix Steel Axe, 5x Desert Rocks, and 3x Faceless Orc Scales
RECIPE FOR THUNDER SPEAR	Mix Steel Spear, 10x Desert Rocks, 3x Imp Horns, and 1x Succubus Horn
RECIPE FOR POISON CROSSBOW	Mix Steel Crossbow, 10x Stingers, 10x Snake Scales, and 3x Desert Rocks
RECIPE FOR DEBILITATING WHIP	Mix Link Whip, 5x Mummy Wraps, 3x Desert Rocks, and 3x Venus Petals
RECIPE FOR GENIUS STAFF	Mix Magic Staff, 10x Imp Horns, and 10x Succubus Horns
RECIPE FOR FEATHER SWORD	Mix Mythril Sword, 10x Desert Rocks, and 5x Sea Remains
RECIPE FOR FLAME KNIFE	Mix Mythril Knife, 3x Red Goos, and 1x Ember
RECIPE FOR CONFUSING AXE	Mix Mythril Axe, 5x Ghost Skulls, 5x Desert Rocks, and 5x Shaman Teeth
RECIPE FOR GUARDIAN SPEAR	Mix Mythril Spear, 3x Embers, 3x Silver Wolf Pelts, and 1x Gryphon Talon
RECIPE FOR BULLSEYE CROSSBOW	Mix Mythril Crossbow, 5x Gryphon Talons, 1x Fire Bat Wing, and 1x Shaman Tooth
RECIPE FOR PREEMPTIVE WHIP	Mix Mythril Whip, 3x Gryphon Talons, 3x Desert Rocks, and 3x Sea Remains
RECIPE FOR FORTIFY STAFF	Mix Mythril Staff, 7x Desert Rocks, 5x Embers, and 3x Ghost Skulls
RECIPE FOR PARALYZING SWORD	Mix Mythril Sword, 5x Dark Bones, 5x Blackened Bones, and 5x Gryphon Talons
RECIPE FOR FLEET KNIFE	Mix Mythril Knife, 1x Blackened Bone, 1x Dark Bone, and 1x Reflection's Lantern
RECIPE FOR DANGEROUS AXE	Mix Mythril Axe, 5x Dark Bones, 3x Reflection's Lanterns, and 1x Red Goo
RECIPE FOR BEWILDERING SPEAR	Mix Mythril Spear, 3x Blackened Bones, 3x Specter's Lanterns, and 1x Shaman Tooth
RECIPE FOR SWIFT CROSSBOW	Mix Mythril Crossbow, 5x Fire Bat Wings, and 5x Dark Bones
RECIPE FOR COLD WHIP	Mix Mythril Whip, 10x Reflection's Lanterns, and 3x Blackened Bones
RECIPE FOR POWER STAFF	Mix Mythril Staff, 10x Dark Bones, and 10x Blackened Bones
RECIPE FOR ZOMBIE BANE	Mix Claymore and 25x Blackened Bones
RECIPE FOR SHIELD KNIFE	Mix Assassin's Knife, 3x Dark Pixie Dusts, and 1x Giant Cobra Scale
RECIPE FOR ALERT AXE	Mix Great Axe, 5x Snow Golem Stones, and 3x Archfiend Teeth
RECIPE FOR SLEEPING SPEAR	Mix Great Spear, 7x Death Shaman's Teeth, 5x Shrouds, and 3x Medusa Heads
RECIPE FOR HURRICANE CROSSBOW	Mix Rapidfire Crossbow, 5x Sand Gremlin Wings, 3x Siren Broaches, and 1x Hellion's Scythe
RECIPE FOR BLINDING WHIP	Mix Power Whip, 3x Bull Horns, and 3x Tortoise Shells
RECIPE FOR COWARD'S STAFF	Mix Wizard's Staff, 7x Catoblepas Skulls, and 3x Summoner's Books
RECIPE FOR THUNDER SWORD	Mix Claymore, 10x Green Goo, 5x Brute's Hammers, and 1x Tentacle
RECIPE FOR POISON DAGGER	Mix Assassin's Knife, 7x Lizard Warrior Scales, and 7x Jungle Rat Tails
RECIPE FOR OGRE'S AXE	Mix Great Axe, 5x Brute's Hammers, 3x Troll Skulls, and 3x Bull Horns

NAME	ITEM DESCRIPTION
RECIPE FOR DEFT LANCE	Mix Great Spear, 3x Jungle Raptor Talons, 3x Wooden Skulls, and 1x Frozen Goo
RECIPE FOR WEAKENING BOW	Mix Rapidfire Crossbow, 10x Desert Ghost Skulls, and 5x Giant Satyr Hooves
RECIPE FOR CRACKING WHIP	Mix Power Whip, 3x Ice Demon Hooves, 3x Giant Satyr Hooves, and 3x Shrouds
RECIPE FOR CRIPPLING STAFF	Mix Wizard's Staff and 15x Giant Cobra Scales
RECIPE FOR CHAMPION'S SWORD	Mix Claymore, 7x Pixie Dusts, 7x Dark Pixie Dusts, and 5x Mindflyer Jaws
RECIPE FOR MAGIC WARD KNIFE	Mix Assassin's Knife, 10x Forest Spirit Crystals, 3x Fungus Spores, and 1x Behemoth Hoof
RECIPE FOR GALE AXE	Mix Great Axe, 7x Forest Gremlin Wings, 3x Hornet Stingers, and 1x Gremlin Fangs
RECIPE FOR DEMORALIZING LANCE	Mix Great Spear, 3x Ice Tiger Claws, 3x Pieces of Mushroom, and 1x Garuda's Talisman
RECIPE FOR ZOMBIE KILLER BOW	Mix Rapidfire Crossbow, 3x Mindflyer Jaws, 3x Ice Goblin Scales, and 3x Maneater Blooms
RECIPE FOR ENERGY WHIP	Mix Power Whip, 5x Ogre Clubs, 5x Behemoth Hooves, and 3x Wyvern Fangs
RECIPE FOR BLOCKING STAFF	Mix Wizard's Staff, 7x Ice Imp Horns, 3x Ice Tiger Claws, and 1x Mindflyer Jaw
RECIPE FOR MUTE BLADE	Mix Crystal Sword, 5x Dark Pixie Dusts, 5x Alligator Scales, and 3x Green Goos
RECIPE FOR VICIOUS DAGGER	Mix Crystal Dagger, 5x Swamp Toxins, 3x Archfiend Teeth, and 3x Ice Tiger Claws
RECIPE FOR VENOMOUS AXE	Mix Crystal Axe, 7x Swamp Petals, 5x Fungi Spores, 3x Giant Cobra Scales
RECIPE FOR WARDEN'S TRIDENT	Mix Crystal Spear, 10x Swamp Troll Jaws, and 5x Death Shaman Teeth
RECIPE FOR SAFEGUARD CROSSBOW	Mix Crystal Bow, 5x Tortoise Shells, 5x Swamp Toxins, and 1x Nymph's Necklace
RECIPE FOR GHOUL CRUSHER WHIP	Mix Crystal Whip, 10x Dark Gryphon Claws, 3x Wooden Skulls, and 1x Mindflyer Jaw
RECIPE FOR BRILLIANCE STAFF	Mix Crystal Staff, 5x Alligator Scales, and 3x Evil Vine Blooms
RECIPE FOR FLOATING SWORD	Mix Crystal Sword, 7x Sand Gremlin Wings, 3x Dark Gryphon Claws, and 3x Hornet Stingers
RECIPE FOR CLOUDING KNIFE	Mix Crystal Dagger, 5x Swamp Petals, 3x Tentacles, and 1x Rat Tail
RECIPE FOR DAZING AXE	Mix Crystal Axe, 5x Nymph's Necklaces, 5x Ogre Clubs, and 5x Nightmare Hooves
RECIPE FOR UNDEAD LANCE	Mix Crystal Spear, 3x Snow Golem Stones, 3x Swamp Toxins, and 1x Ice Imp Horn
RECIPE FOR STYGIAN BOW	Mix Crystal Bow, 7x Lizard Warrior Scales, 3x Swamp Toxins, and 1x Hellion's Scythe
RECIPE FOR PEALING WHIP	Mix Crystal Whip, 3x Alligator Scales, 3x Shrouds, and 3x Wooden Skulls
RECIPE FOR NULL STAFF	Mix Crystal Staff, 10x Summoner's Books, and 3x Alligator Scales
RECIPE FOR BLACK SWORD	Mix Dragon Sword, 5x Shrunk Troll Jaws, 5x Garuda's Talismans, and 3x Dark Gryphon Claws
RECIPE FOR DEADLY KNIFE	Mix Dragon Dagger, 7x Desert Stingers, 3x Maneater Blooms, and 3x Giant Satyr Hooves
RECIPE FOR THUNDER AXE	Mix Dragon Axe, 5x Cockatrice Beaks, 3x Nymph's Necklaces, and 3x Brute Hammers
RECIPE FOR CORRUPTED SPEAR	Mix Dragon Spear, 3x Desert Stingers, 3x Orc Scales, and 1x Fungus Spore
RECIPE FOR SPARK BOW	Mix Dragon Bow, 7x Shrunk Troll Jaws, 3x Wyvern Fangs, and 1x Nightmare Hoof
RECIPE FOR BLIGHT WHIP	Mix Dragon Whip, 5x Desert Stingers, 5x Swamp Toxins, and 1x Evil Vine Bloom
RECIPE FOR ELECTRIC STAFF	Mix Dragon Staff, 7x Desert Spider Carapaces, 3x Cockatrice Beaks, and 3x Gremlin Fangs
RECIPE FOR MUTILATING SWORD	Mix Dragon Sword, 5x Shrunk Troll Jaws, 3x Desert Petals, and 3x Dark Pixie Dusts
RECIPE FOR DOZING DAGGER	Mix Dragon Dagger, 10x Desert Petals, and 5x Pieces of Mushroom
RECIPE FOR WEIGHTLESS AXE	Mix Dragon Axe, 5x Cockatrice Beaks, 5x Gila Monster Fangs, and 5x Forest Gremlin Wings



NAME	ITEM DESCRIPTION
RECIPE FOR TITAN'S LANCE	Mix Dragon Spear, 7x Orc Scales, 3x Ice Tiger Claws, and 3x Bull Horns
RECIPE FOR SLENDER CROSSBOW	Mix Dragon Bow, 7x Desert Spider Carapaces, 3x Pixie Dusts, and 1x Alligator Scales
RECIPE FOR REPRISAL WHIP	Mix Dragon Whip, 3x Desert Stingers, 3x Desert Petals, and 3x Swamp Toxins
RECIPE FOR RESERVOIR STAFF	Mix Dragon Staff, 7x Nightmare Hooves, 7x Summoner's Books, and 3x Shrunken Troll Jaws
RECIPE FOR TOXIC BLADE	Mix Diamond Sword, 7x Liquid Evil Oozes, 3x Dragon Horns, and 3x Green Goos
RECIPE FOR THUNDER DAGGER	Mix Diamond Dagger, 5x Warlock Orbs, 3x Hydra Scales, and 1x Savage Demon Skull
RECIPE FOR HOLY AXE	Mix Diamond Axe, 10x Necromancer Skulls, and 5x Evil Eye Tentacles
RECIPE FOR INFERNO SPEAR	Mix Diamond Spear, 7x Mutant Dragon Scales, 5x Devil Wings, and 5x Phoenix Talons
RECIPE FOR CONFOUNDING BOW	Mix Diamond Bow, 3x Anubis Ankhs, 3x Trickster Hides, and 3x Liquid Evil Oozes
RECIPE FOR CYCLONE WHIP	Mix Diamond Whip, 7x Incubus Wings, and 7x Devil Wings
RECIPE FOR EXPLOSIVE STAFF	Mix Diamond Staff, 10x Revenant Bones, 3x Liquid Evil Oozes, and 1x Vampire Fang
RECIPE FOR DEFENDER SWORD	Mix Diamond Sword, 5x Black Knight Helms, 5x Mutant Dragon Scales, and 3x Trickster Hides
RECIPE FOR ENFEEBLING KNIFE	Mix Diamond Dagger, 10x Anubis Ankhs, 7x Revenant Bones, and 3x Vampire Fangs
RECIPE FOR WILD AXE	Mix Diamond Axe, 7x Savage Demon Skulls, and 7x Ninetail Heads
RECIPE FOR HERMES' LANCE	Mix Diamond Spear, 10x Lynx Pelts, 3x Devil Wings, and 3x Ninetail Heads
RECIPE FOR MUDDLING BOW	Mix Diamond Bow, 10x Great Troll Heads, 3x Liquid Evil Oozes, and 1x Revenant Bone
RECIPE FOR SHEPHERD'S WHIP	Mix Diamond Whip, 7x Lynx Pelts, 5x Black Knight Helms, and 3x Warlock Orbs
RECIPE FOR REAPER STAFF	Mix Diamond Staff, 10x Anubis Ankhs, and 10x Necromancer Skulls
RECIPE FOR GENJI SWORD	Mix Adamantium Sword, 5x Narwhale Horns, 7x Maluspiro Tentacles, and 5x Asura Horns
RECIPE FOR CONSECRATED DAGGER	Mix Adamantium Dagger, 5x Goliath Scales, 5x Gargantuan Crab Pincer, and 3x Fiend Ribs
RECIPE FOR SCORCHING AXE	Mix Adamantium Axe, 7x Flamethrower Scales, 5x Shark Toxins, and 3x Basilisk Tongues
RECIPE FOR ANARCHY SPEAR	Mix Adamantium Spear, 5x Fiend Ribs, 5x Asura Horns, and 5x Giant Gargoyle Claws
RECIPE FOR PIERCING BOW	Mix Adamantium Bow, 7x Narwhale Horns, 3x Maluspiro Tentacles, and 3x Kali Servant Hearts
RECIPE FOR STRANGLING WHIP	Mix Adamantium Whip, 5x Titan Hides, 5x Mini-Kraken Tentacles, and 3x Vampire Fangs
RECIPE FOR DEVIL'S STAFF	Mix Adamantium Staff, 7x Shark Toxins, 7x Kali Servant Hearts, and 3x Maluspiro Tentacles
RECIPE FOR EXCALIBUR	Mix Adamantium Sword, 5x Kali Servant Hearts, 5x Titan Hides, 5x Asura Horns, and 5x Fiend Ribs
RECIPE FOR GENJI DAGGER	Mix Adamantium Dagger, 7x Gargantuan Crab Pincers, 5x Basilisk Tongues, and 5x Monstrosity Scales
RECIPE FOR DEVASTATING AXE	Mix Adamantium Axe, 10x Dark Champion Shields, and 7x Black Knight Helms
RECIPE FOR ODIN'S SPEAR	Mix Adamantium Spear, 7x Fiend Ribs, 5x Sand Worm Scales, and 5x Jabberwocky Heads
RECIPE FOR APOLLO'S BOW	Mix Adamantium Bow, 7x Asura Horns, 7x Sahagin Prince's Tridents, and 5x Giant Gargoyle Claws
RECIPE FOR RAZOR WHIP	Mix Adamantium Whip, 5x Fiend Ribs, 5x Asura Horns, 3x Narwhale Horns, and 3x Maluspiro Tentacles
RECIPE FOR MERLIN'S STAFF	Mix Adamantium Staff, 10x Kali Servant Hearts, 7x Jabberwocky Heads, and 5x Mini-Kraken Tentacles

NAME	ITEM DESCRIPTION
<b>ARMOR RECIPES</b>	
RECIPE FOR THORNED ARMOR	Mix Ring Mail, 5x Wolf Pelts, 3x Goblin Scales, and 1x Bone
RECIPE FOR SPRY ROBE	Mix Silk Robe, 3x Wolf Pelts, and 3x Imp Horns
RECIPE FOR MAGIC DEFENSE SHIELD	Mix Reinforced Shield, 5x Spider Carapaces, and 1x Imp Horn
RECIPE FOR RUGGED CLOAK	Mix Silk Cloak, 3x Wolf Pelts, and 3x Bear Pelts
RECIPE FOR BLAZE HAT	Mix Silk Hat, 3x Bear Pelts, and 3x Imp Horns
RECIPE FOR WISE HELM	Mix Ring Helm, 3x Bear Pelts, 3x Imp Horns, and 1x Mummy Wrap
RECIPE FOR HEAVY BOOTS	Mix Iron Boots, 5x Desert Rocks, and 2x Bear Pelts
RECIPE FOR TOUGH BREASTPLATE	Mix Iron Breastplate, 3x Desert Rocks, and 3x Faceless Orc Scales
RECIPE FOR PREEMPTIVE BREASTPLATE	Mix Iron Breastplate, 7x Bear Pelts, and 3x Lizard Scales
RECIPE FOR PERPETUAL ROBE	Mix Rune Robe, 5x Bear Pelts, 3x Imp Horns, and 3x Venus Petals
RECIPE FOR THUNDER SHIELD	Mix Iron Shield, 7x Lizard Scales, 3x Bear Pelts, and 1x Imp Horn
RECIPE FOR RANDOM CLOAK	Mix Rune Cloak, 3x Mummy Wraps, 3x Snake Scales, and 1x Imp Horn
RECIPE FOR COVER HAT	Mix Rune Hat, 7x Bear Pelts, 1x Wolf Pelt, and 1x Stinger
RECIPE FOR AGILE HELM	Mix Iron Helm, 5x Spider Carapaces, 5x Lizard Scales, and 3x Snake Scales
RECIPE FOR COLD ARMOR	Mix Steel Mail, 5x Desert Rocks, 3x Bear Pelts, and 1x Mummy Wrap
RECIPE FOR MAGIC WARD ROBE	Mix Wizard's Robe, 5x Succubus Horns, 1x Bear Pelt, and 1x Imp Horn
RECIPE FOR SPIKED SHIELD	Mix Steel Shield, 10x Desert Rocks, and 5x Faceless Orce Scales
RECIPE FOR GUARD CLOAK	Mix Wizard's Cloak, 7x Desert Rocks, and 1x Faceless Orc Scale
RECIPE FOR CLEAR VISION HAT	Mix Wizard's Hat, 3x Succubus Horns, 3x Imp Horns, and 1x Desert Rock
RECIPE FOR CRITICAL HELM	Mix Steel Helm, 3x Desert Rocks, 3x Bear Pelts, and 1x Faceless Orc Scale
RECIPE FOR LUCID ARMOR	Mix Mythrill Armor, 5x Sea Remains, 5x Shaman Teeth, and 5x Ghast Skulls
RECIPE FOR CONSTANT ROBE	Mix Mystic Robe, 7x Shaman Teeth, 1x Ghast Skull, and 1x Silver Wolf Pelt
RECIPE FOR BLACK SHIELD	Mix Mythrill Shield, 10x Ghast Skulls, 3x Silver Wolf Pelts, and 3x Sea Remains
RECIPE FOR PRICKLING CLOAK	Mix Mystic Cloak, 5x Shaman Teeth, and 3x Ghast Skulls
RECIPE FOR LITHE HAT	Mix Mystic Hat, 7x Shaman Teeth, and 3x Embers
RECIPE FOR THICK HELM	Mix Mythrill Helm, 7x Embers, 3x Red Goos, and 3x Gryphon Talons
RECIPE FOR HEAVY ARMOR	Mix Mythrill Armor, 10x Dark Bones, and 5x Desert Rocks
RECIPE FOR WIND ROBE	Mix Mystic Robe, 7x Gryphon Talons, and 5x Silver Wolf Pelts
RECIPE FOR LETHAL SHIELD	Mix Mythrill Shield, 7x Dark Bones, 3x Blackened Bones, and 1x Reflection's Lantern
RECIPE FOR QUICK CLOAK	Mix Mystic Cloak, 3x Silver Wolf Pelts, 3x Shaman Teeth, and 3x Gryphon Talons
RECIPE FOR IMMUTABLE HAT	Mix Mystic Hat, 10x Blackened Bones, and 5x Reflection's Lanterns
RECIPE FOR CLEANSING HELM	Mix Mythrill Helm, 5x Blackened Bones, 3x Dark Bones, and 1x Silver Wolf Pelt
RECIPE FOR THUNDER ARMOR	Mix Titanium Armor, 10x Dark Pixie Dusts, 5x Green Goos, and 1x Lizard Warrior Scale
RECIPE FOR VOCAL ROBE	Mix Elven Robe, 3x Siren's Broaches, 3x Medusa Heads, and 1x Frozen Goo

NAME	ITEM DESCRIPTION
RECIPE FOR ROBUST SHEILD	Mix Titanium Shield, 5x Wolf Man Pelts, 3x Bull Horns, and 3x Tortoise Shells
RECIPE FOR CALM CLOAK	Mix Elven Cloak, 5x Fire Bat Wings, 3x Embers, and 1x Red Goo
RECIPE FOR MAGIC WALL HAT	Mix Elven Hat, 3x Catoblepas Skulls, and 3x Archfiend Teeth
RECIPE FOR NEEDLED HELM	Mix Titanium Helm, 7x Ice Spirit Remains, 3x Tentacles, and 1x Polar Bear Pelt
RECIPE FOR PROTECT ARMOR	Mix Titanium Armor, 10x Mindflayer Jaws, 3x Ice Tiger Claws, and 3x Maneater Blooms
RECIPE FOR DEFENDER ROBE	Mix Elven Robe, 7x Cerberus Pelts, 3x Rat Tails, and 1x Chimera Pelt
RECIPE FOR FLAMING SHIELD	Mix Titanium Shield, 10x Fire Demon Hooves, and 3x Desert Lizard Scales
RECIPE FOR CRIMSON CLOAK	Mix Elven Cloak, 3x Wolf Man Pelts, 1x Tentacle, and 1x Fire Demon Hoof
RECIPE FOR ALERT HAT	Mix Elven Hat, 5x Gremlin Fangs, 5x Wyvern Fangs, and 3x Pixie Dusts
RECIPE FOR BLACK HELM	Mix Titanium Helm, 5x Ice Imp Horns, 3x Ogre Clubs, and 1x Raptor Talon
RECIPE FOR AWAKENING ARMOR	Mix Crystal Armor, 7x Swamp Petals, 5x Chimera Pelts, and 3x Giant Cobra Scales
RECIPE FOR BARBED ROBE	Mix Crystal Robe, 5x Dark Gryphon Claws, 3x Winter Wolf Pelts, 3x Swamp Petals
RECIPE FOR CLEARHEADED SHIELD	Mix Crystal Shield, 7x Nymph Necklaces, 3x Sprite Crystal Shards, and 1x Gila Monster Fang
RECIPE FOR CLARITY CLOAK	Mix Crystal Cloak, 7x Green Goos, and 5x Troll Skulls
RECIPE FOR THUNDER HAT	Mix Crystal Hat, 3x Swamp Troll Jaws, 3x Siren Broaches, and 3x Forest Gremlin Wings
RECIPE FOR HYPER HELM	Mix Crystal Helm, 10x Dark Pixie Dusts, and 5x Swamp Toxins
RECIPE FOR WINGED ARMOR	Mix Crystal Armor, 7x Swamp Petals, 5x Chimera Pelts, and 3x Giant Cobra Scales
RECIPE FOR MASTER'S ROBE	Mix Crystal Robe, 5x Dark Gryphon Claws, 3x Winter Wolf Pelts, and 3x Swamp Petals
RECIPE FOR SERRATED SHIELD	Mix Crystal Shield, 5x Dark Gryphon Claws, 3x Swamp Toxins, and 3x Hellion Scythes
RECIPE FOR ACTIVE CLOAK	Mix Crystal Cloak, 3x Swamp Petals, 3x Swamp Toxins, and 1x Alligator Scale
RECIPE FOR DYNAMIC HAT	Mix Crystal Hat, 5x Wooden Skulls, 5x Alligator Scales, and 1x Shroud
RECIPE FOR BERSERK HELM	Mix Crystal Helm, 5x Forest Spirit Crystals, 3x Hornet Stingers, and 1x Nymph Necklace
RECIPE FOR RED ARMOR	Mix Dragon Armor, 7x Desert Spider Carapaces, 3x Fire Demon Hooves, and 1x Swamp Toxin
RECIPE FOR THUNDER ROBE	Mix Dragon Robe, 7x Desert Petals, 3x Orc Scales, and 3x Pixie Dusts
RECIPE FOR TYPHOON SHIELD	Mix Dragon Shield, 10x Orc Scales, and 3x Shrunken Troll Jaws
RECIPE FOR DEFLECTING CLOAK	Mix Dragon Cloak, 5x Desert Spider Carapaces, and 5x Desert Petals
RECIPE FOR MOBILE HAT	Mix Dragon Hat, 5x Cockatrice Beaks, 3x Evil Vine Blooms, and 1x Rat Tail
RECIPE FOR EMBER HELM	Mix Dragon Helm, 7x Orc Scales, 5x Woflman Pelts, and 1x Death Shaman Tooth
RECIPE FOR SPINED ARMOR	Mix Dragon Armor, 7x Desert Stingers, and 7x Dark Gryphon Claws
RECIPE FOR CHARCOAL ROBE	Mix Dragon Robe, 10x Shrunken Troll Jaws, and 5x Shrouds
RECIPE FOR SKY SHIELD	Mix Dragon Shield, 5x Cockatrice Beaks, 5x Raptor Talons, and 3x Sand Gremlin Wings
RECIPE FOR ARBITRARY CLOAK	Mix Dragon Cloak, 7x Savage Demon Skulls, and 5x Evil Eye Tentacles
RECIPE FOR ARMORED HAT	Mix Dragon Hat, 7x Orc Scales, 3x Swamp Petals, and 3x Polar Bear Pelts
RECIPE FOR OPTIC HELM	Mix Dragon Helm, 5x Cockatrice Beaks, 5x Shrunken Troll Jaws, and 5x Swamp Troll Jaws
RECIPE FOR ENDURING ARMOR	Mix Diamond Armor, 7x Trickster Hides, 7x Lynx Pelts, and 3x Green Goos



NAME	ITEM DESCRIPTION
RECIPE FOR PRISTINE ROBE	Mix Summoner's Robe, 5x Evil Eye Tentacles, 5x Liquid Evil Oozes, and 3x Hydra Scales
RECIPE FOR GLACIER SHIELD	Mix Diamond Shield, 10x Anubis Ankhs, 5x Necromancer Skulls, and 3x Ice Goblin Scales
RECIPE FOR SHELTER CLOAK	Mix Summoner's Cloak, 7x Trickster Hides, and 3x Hydra Scales
RECIPE FOR BLACK HAT	Mix Summoner's Hat, 10x Ice Imp Horns, 3x Incubus Wings, and 3x Lynx Pelts
RECIPE FOR GIANT'S HELM	Mix Diamond Helm, 5x Incubus Wings, 5x Devil Wings, and 5x Mutant Dragon Scales
RECIPE FOR ONYX ARMOR	Mix Diamond Armor, 7x Warlock Orbs, 3x Vampire Fangs, and 3x Revenant Bones
RECIPE FOR FLARE ROBE	Mix Summoner's Robe, 10x Lynx Pelts, 7x Hydra Scales, and 5x Mutant Dragon Scales
RECIPE FOR IMMACULATE SHIELD	Mix Diamond Shield, 10x Evil Eye Tentacles, 3x Revenant Bones, and 3x Black Knight Helms
RECIPE FOR WAKEFUL CLOAK	Mix Summoner's Cloak, 3x Evil Eye Tentacles, 3x Incubus Wings, and 3x Devil Wings
RECIPE FOR BLESSED HAT	Mix Summoner's Hat, 5x Great Troll Heads, 3x Hydra Scales, and 1x Liquid Evil Ooze
RECIPE FOR FLUID HELM	Mix Diamond Helm, 10x Black Knight Helms, 1x Warlock Orb, and 1x Vampire Fang
RECIPE FOR INCORRUPTIBLE ARMOR	Mix Adamantium Armor, 5x Titan Hides, 3x Mini-Kraken Tentacles, and 3x Shark Toxins
RECIPE FOR WHIRLWIND ROBE	Mix Saint's Robe, 7x Monstrosity Scales, 5x Sahagin Prince's Trident, and 3x Sand Worm Scales
RECIPE FOR RAZOR-EDGE SHIELD	Mix Adamantium Shield, 7x Ninetails Head, 5x Gargantuan Crab Pincers, and 5x Asura Horns
RECIPE FOR WARLOCK'S CLOAK	Mix Saint's Cloak, 10x Mini-Kraken Tentacles, 7x Lynx Pelts, and 5x Fiend Ribs
RECIPE FOR GODSEND HAT	Mix Saint's Hat, 10x Kali Servant Hearts, 5x Basilisk Tongues, and 3x Jabberwocky Heads
RECIPE FOR HORNED HELM	Mix Adamantium Helm, 7x Asura Horns, 7x Giant Gargoyle Claws, and 3x Goliath Scales
RECIPE FOR ANCIENT ARMOR	Mix Adamantium Armor, 7x Titan Hides, 5x Kali Servant Hearts, and 5x Void Knight Armors
RECIPE FOR MAGI ROBE	Mix Saint's Robe, 5x Mini-Kraken Tentacles, 5x Titan Hides, 5x Asura Horns, and 3x Fiend Ribs
RECIPE FOR GRAND SHIELD	Mix Adamantium Shield, 5x Void Knight Armors, 5x Titan Hides, and 5x Maluspiro Tentacles
RECIPE FOR MAGI CLOAK	Mix Saint's Cloak, 7x Titan Hides, 5x Jabberwocky Heads, and 3x Maluspiro Tentacles
RECIPE FOR VANIR HAT	Mix Saint's Hat, 7x Jabberwocky Heads, 5x Titan Hides, 3x Gargoyle Skulls, and 3x Narwhale Horns
RECIPE FOR ANCIENT HELM	Mix Adamantium Helm, 7x Void Knight Armors, and 7x Dark Champion Shields
RECIPE FOR VANIR GLOVES	Mix Saint's Gloves, 10x Titan Hides, 10x Kali Servant's Hearts, and 5x Shark Toxins
RECIPE FOR VANIR SHOES	Mix Saint's Shoes, 10x Fiend Ribs, 10x Asura Horns, and 5x Goliath Scales
RECIPE FOR VANIR GAUNTLETS	Mix Adamantium Gauntlets, 10x Jabberwocky Heads, 10x Mini-Kraken Tentacles, and 5x Kali Servant's Heart
RECIPE FOR VANIR BOOTS	Mix Adamantium Boots, 10x Giant Gargoyle Claws, 10x Void Knight Armors, and 5x Narwhale Horns

## 7.4 ARMOR STATS

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Worn Breastplate	80	3	1							10	
Torn Robe	80	2	2								5
Old Shield	60	2							1		
Tattered Cloak	60	1	2								
Weathered Hat	60	1	2								
Rusty Helm	60	2	1								
Worn Gloves	60	1		2							
Rusty Gauntlets	60	1			1			1			
Worn Shoes	60	1					2				
Rusty Boots	60	1				1	1				
Leather Breastplate	400	5	1							20	
Robe	400	4	2								10
Leather Shield	300	4							2		
Leather Cloak	300	3	3								
Feathered Hat	300	2	4								
Leather Helm	300	3	3								
Leather Gloves	300	2		4							
Copper Gauntlets	300	2			2			2			
Leather Shoes	300	2				2	2				
Copper Boots	300	3				2	1				
Ring Mail	1,050	8	3							30	
Silk Robe	1,050	7	4								15
Reinforced Shield	750	7							3		
Silk Cloak	750	5	5								
Silk Hat	750	4	6								
Ring Helm	750	6	4								
Silk Gloves	750	3		7							
Ring Gauntlets	750	4			3			4			
Silk Shoes	825	3				4	4				
Ring Boots	750	4				3	3				
Iron Breastplate	2,000	12	4							40	

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Rune Robe	2,000	10	6								20
Iron Shield	1,400	9							4		
Rune Cloak	1,400	7	7								
Rune Hat	1,500	6	9								
Iron Helm	1,500	9	6								
Rune Gloves	1,400	4		10							
Iron Gauntlets	1,600	5			4			7			
Rune Shoes	1,500	5				5	5				
Iron Boots	1,400	6				4	4				
Steel Mail	3,500	18	5							50	
Wizard's Robe	3,500	14	9								25
Steel Shield	2,500	13							5		
Wizard's Cloak	2,500	12	8								
Wizard's Hat	2,500	8	12								
Steel Helm	2,500	12	8								
Wizard's Gloves	2,250	5		13							
Steel Gauntlets	2,500	7			5			8			
Wizard's Shoes	2,500	7				6	7				
Steel Boots	2,500	9				6	5				
Mythril Armor	5,100	22	6							60	
Mystic Robe	5,100	17	11								30
Mythril Shield	3,750	16							6		
Mystic Cloak	3,750	15	10								
Mystic Hat	3,750	10	15								
Mythril Helm	3,750	15	10								
Mystic Gloves	3,600	6		18							
Mythril Gauntlets	3,750	8			6			11			
Mystic Shoes	3,750	9				8	8				
Mythril Boots	3,900	12				7	7				
Titanium Armor	7,700	29	8							70	
Elven Robe	7,700	22	15								35
Titanium Shield	5,600	21							8		
Elven Cloak	5,600	18	14								



ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Elven Hat	5,600	14	18								
Titanium Helm	5,600	18	14								
Elven Gloves	5,600	8		24							
Titanium Gauntlets	5,600	10			8			14			
Elven Shoes	5,600	12				10	10				
Titanium Boots	5,600	16				8	8				
Fire Armor	7,000	26	7							70	
Fire Robe (DNE)	7,000	20	13								35
Fire Shield	5,250	20							8		
Fire Cloak (DNE)	5,250	17	13								
Fire Hat (DNE)	5,250	13	17								
Fire Helm	5,250	17	13								
Fire Gloves	5,250	7		23							
Fire Gauntlets	5,250	9			8			13			
Fire Shoes	5,250	11				9	10				
Fire Boots	5,250	14				8	8				
Ice Armor	10,400	34	10							80	
Ice Robe	10,400	26	18								40
Ice Shield	8,000	27							9		
Ice Cloak (DNE)	8,000	22	18								
Ice Hat	8,000	17	23								
Ice Helm	8,000	23	17								
Ice Gloves	8,000	12		28							
Ice Gauntlets (DNE)	8,000	12			10			18			
Ice Shoes (DNE)	8,000	14				13	13				
Ice Boots (DNE)	8,000	18				11	11				
Crystal Armor	11,200	37	11							80	
Crystal Robe	11,200	28	20								40
Crystal Shield	8,800	30							10		
Crystal Cloak	8,800	24	20								
Crystal Hat	8,800	18	26								
Crystal Helm	8,800	26	18								
Crystal Gloves	8,800	13		31							

ARMOR	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+
Crystal Gauntlets	8,800	15			11			18			
Crystal Shoes	8,800	16				14	14				
Crystal Boots	8,800	22				11	11				
Dragon Armor	17,000	45	13							100	
Dragon Robe	17,000	34	24								50
Dragon Shield	14,000	38							12		
Dragon Cloak	14,000	31	25								
Dragon Hat	14,000	24	32								
Dragon Helm	14,000	34	22								
Dragon Gloves	14,000	16		40							
Dragon Gauntlets	14,000	19			15			22			
Dragon Shoes	14,000	20				18	18				
Dragon Boots	14,000	26				15	15				
Diamond Armor	24,000	53	15							120	
Summoner's Robe	24,000	40	28								60
Diamond Shield	20,000	45							14		
Summoner's Cloak	20,000	36	30								
Summoner's Hat	20,000	29	37								
Diamond Helm	20,000	39	27								
Summoner's Gloves	20,000	20		46							
Diamond Gauntlets	20,000	22			18			26			
Summoner's Shoes	20,000	22				22	22				
Diamond Boots	20,000	30				18	18				
Adamantium Armor	40,000	65	20							150	
Saint's Robe	40,000	50	35								75
Adamantium Shield	32,000	56							16		
Saint's Cloak	32,000	44	36								
Saint's Hat	32,000	35	45								
Adamantium Helm	32,000	47	33								
Saint's Gloves	32,000	26		54							
Adamantium Gauntlets	32,000	30			20			30			
Saint's Shoes	32,000	28				26	26				
Adamantium Boots	32,000	38				21	21				

## 7.5 ACCESSORY STATS

### 7.5.1 Attribute Rings

RING	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+	SP+
Shield Ring	10,000G	10										
Mystic Ring	10,000G		10									
Rune Ring	10,000G			10								
Might Ring	10,000G				10							
Swift Ring	10,000G					10						
Spry Ring	10,000G						10					
Focus Ring	10,000G							10				
Fortuitous Ring	10,000G								10			
Bulwark Ring	30,000G	30										
Arcane Ring	30,000G		30									
Illusion Ring	30,000G			30								
Ogre Ring	30,000G				30							
Burglary Ring	30,000G					30						
Nimble Ring	30,000G						30					
Nucleus Ring	30,000G							30				
Random Ring	30,000G								20			
Sentinel Ring	50,000G	50										
Augury Ring	50,000G		50									
Occult Ring	50,000G			50								
Ascendant Ring	50,000G				50							
Mugging Ring	50,000G					50						
Energetic Ring	50,000G						50					
Omphalos Ring	50,000G							50				
Dangerous Ring	50,000G								30			
Ward Ring	150,000G		150									
Quicksilver Ring	150,000G						150					
Bullseye Ring	150,000G							150				
Mercurial Ring	150,000G								50			
Balloon Ring	25,000G									25%		
Reservoir Ring	25,000G										25%	
Boost Ring	25,000G											25%
Expansion Ring	50,000G									50%		
Torrent Ring	25,000G										50%	



RING	PRICE	DEF	MGD	INT	ATK	AGI	PRE	ACC	CRT	HP+	MP+	SP+
Growth Ring	50,000G											50%
Bubble Ring	150,000G									100%		
Surge Ring	150,000G										100%	
Skillful Ring	150,000G											100%

### 7.5.2 Elemental Rings

RING	PRICE	FIRE	THUNDER	ICE	WIND	DARK
Fire Ring	15,000G	X				
Thunder Ring	15,000G		X			
Ice Ring	15,000G			X		
Wind Ring	15,000G				X	
Dark Ring	15,000G					X
Element Ring	100,000G	X	X	X	X	X

### 7.5.3 Status Effect Rings

RING	PRICE	POISON	SILENCE	SLEEP	PARALYSIS	CONFUSION	BLIND	STONE	DEATH
Poison Ring	25,000G	X							
Silence Ring	25,000G		X						
Sleep Ring	25,000G			X					
Paralysis Ring	25,000G				X				
Confusion Ring	25,000G					X			
Blind Ring	25,000G						X		
Stone Ring	25,000G							X	
Protect Ring	100,000g								X
Stasis Ring	50,000G	X					X		
Serene Ring	50,000G		X			X			
Vigilant Ring	100,000G			X	X				
Purge Ring	100,000G	X	X				X		
Clever Ring	200,000G			X	X	X			
Genji Ring	500,000G	X	X	X	X	X	X	X	X

### 7.5.4 Special Rings

RING	PRICE	EXP+	GOLD+	MP COST	ENCOUNTER RATE
Experience Ring	200,000G	100%			
Midas' Ring			1,000G		
Thaumaturgical Ring				50%	
Lure Ring					500%
Repel Ring					33%

### 7.5.5 Overpowered Rings

The properties of the Amaranthine Ring and Kali's Ring are too numerous to fit in the above table formats and therefore require a separate format:

**Amaranthine Ring** - Resists all elements/states, +100 ATK, DEF, INT, MGD, 1/2 MP Cost, 2x EXP, HP Regen

**Kali's Ring** - Resists all elements/states, +250 ATK, DEF, INT, MGD, AGI, 1/2 MP Cost, 2x EXP, HP Regen

## 7.6 WEAPON STATS

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Rusty Sword	50	4	0	0	2	NO
Rusty Dagger	40	2	0	0	1	NO
Rusty Axe	70	7	0	0	6	YES
Rusty Spear	60	2	0	2	1	NO
Warped Bow	50	3	0	1	1	NO
Worn Whip	60	2	0	2	2	NO
Gnarled Staff	50	1	4	0	1	NO
Short Sword	400	8	0	0	4	NO
Dagger	300	6	0	0	3	NO
Heavy Axe	500	13	0	0	10	YES
Pitchfork	450	6	0	2	2	NO
Wrapped Bow	300	5	0	3	1	NO
Leather Whip	400	4	0	4	2	NO
Oak Staff	400	2	8	0	1	NO
Broad Sword	1000	12	0	0	7	NO
Curved Dagger	700	8	0	0	5	NO
Crescent Axe	900	20	0	0	16	YES
Lance	950	8	0	4	3	NO
Long Bow	700	8	0	4	2	NO
Reinforced Whip	1100	6	0	6	3	NO
Carved Staff	1000	3	12	0	1	NO
Long Sword	2000	16	0	0	10	NO
Long Knife	1600	14	0	0	8	NO
Iron Axe	1800	26	0	0	21	YES
Trident	1900	11	0	5	4	NO
Crossbow	1200	11	0	5	2	NO
Chain Whip	1800	8	0	8	4	NO
Rune Staff	2000	4	16	0	2	NO
Steel Sword	3500	21	0	0	13	NO
Steel Dagger	2800	14	0	0	10	NO
Steel Axe	3200	33	0	0	25	YES



WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Steel Spear	3000	14	0	7	5	NO
Steel Crossbow	2500	15	0	6	3	NO
Link Whip	3300	10	0	11	5	NO
Magic Staff	3500	6	21	0	2	NO
Mythril Sword	5500	27	0	0	16	NO
Mythril Knife	4700	23	0	0	12	NO
Mythril Axe	5200	41	0	0	30	YES
Mythril Spear	4800	17	0	10	6	NO
Quick Crossbow	4200	20	0	7	3	NO
Mythril Whip	4300	13	0	14	6	NO
Mythril Staff	4000	8	27	0	2	NO
Claymore	7500	34	0	0	19	NO
Assassin's Knife	6500	29	0	0	14	NO
Great Axe	7000	50	0	0	37	YES
Great Spear	6000	21	0	13	7	NO
Rapidfire Crossbow	5500	26	0	8	4	NO
Power Whip	5700	17	0	17	7	NO
Wizard's Staff	7500	10	34	0	3	NO
Fire Sword	6500	30	0	0	17	NO
Fire Knife	6000	26	0	0	13	NO
Fire Axe (DNE)	6300	44	0	0	34	YES
Fire Spear	5200	19	0	11	6	NO
Fire Crossbow	5000	20	0	10	3	NO
Fire Whip	5100	15	0	15	6	NO
Fire Staff	6500	9	30	0	2	NO
Ice Brand	9500	42	0	0	21	NO
Frozen Dagger (DNE)	8200	34	0	0	15	NO
Glacial Axe	9200	60	0	0	40	YES
Ice Lance	8700	25	0	17	8	NO
Ice Bow	7800	30	0	11	4	NO
Ice Whip	8000	21	0	21	8	NO
Ice Staff	9500	12	42	0	4	NO
Crystal Sword	10000	44	0	0	22	NO

WEAPON	PRICE	ATK	INT	PRE	WGT	T-H
Crystal Dagger	8500	36	0	0	16	NO
Crystal Axe	9500	64	0	0	44	YES
Crystal Spear	9000	26	0	18	8	NO
Crystal Bow	8000	32	0	12	4	NO
Crystal Whip	8200	22	0	22	8	NO
Crystal Staff	10000	12	44	0	4	NO
Dragon Sword	15000	54	0	0	26	NO
Dragon Dagger	13000	44	0	0	19	NO
Dragon Axe	14300	70	0	0	51	YES
Dragon Spear	13700	30	0	24	9	NO
Dragon Bow	12000	40	0	14	5	NO
Dragon Whip	12400	27	0	27	9	NO
Dragon Staff	15000	16	54	0	5	NO
Diamond Sword	25000	64	0	0	30	NO
Diamond Dagger	21000	52	0	0	22	NO
Diamond Axe	22500	90	0	0	58	YES
Diamond Spear	21500	36	0	28	10	NO
Diamond Bow	20000	48	0	16	5	NO
Diamond Whip	20500	32	0	32	10	NO
Diamond Staff	25000	19	64	0	5	NO
Adamantium Sword	50000	76	0	0	35	NO
Adamantium Dagger	44000	62	0	0	25	NO
Adamantium Axe	46000	110	0	0	65	YES
Adamantium Spear	45000	44	0	32	11	NO
Adamantium Bow	43000	56	0	20	6	NO
Adamantium Whip	43500	38	0	38	11	NO
Adamantium Staff	50000	22	76	0	6	NO

Note: There are a few pieces of Fire and Ice equipment that are included in these tables for completeness but do not exist in the game. These pieces of equipment are marked with DNE (Does not exist).

## 7.7 SYNTHESIZABLE EQUIPMENT

Throughout your journey, you'll find recipes in chests, acquire them from townspeople, or be rewarded with them for your exploits as a Hunter or Gladiator. Expert blacksmiths around the world who operate Synthesis Shops can imbue your base equipment (purchasable from Equipment Shops around Terra) with unique effects. The unique effect varies from recipe to recipe, but generally can be inferred from the recipe name. For example, the Blaze Sword imbues a Short Sword with Fire meaning that it will deal double damage to enemies weak to Fire. Other recipes allow weapons to inflict status effects or increase the attributes such as PRE or DEF of armor.

Each equipment recipe requires a piece of base equipment and different types of monster remains. The specific monster remains required for each recipe can be viewed either at the Synthesis Shop in-game or in the item recipe table in Section 7.3. The best synthesizable equipment is largely party dependent. For example, the Berserk Helm may be better for a Knight whereas the Hyper Helm may be better suited to a Hunter or Thief. Synthesizable equipment is not available for the lowest level Rusty equipment. Some recipes become available at the Leather/Copper level but Synthesis recipes abound later in the game with two recipes per equipment tier. In the tables that follow, the base equipment, unique effect, and location where the Recipe is acquired are listed. Primary effects are bolded while secondary effects are in standard font.

Synthesized Item	Base Equipment	Unique Effect	Recipe Location
Blaze Sword	Short Sword	<b>Add Fire</b> , ATK +2	WOODS OF DESPAIR
Quick Sword	Short Sword	PRE +15, ATK +4	DESERT MOUNTAINS
Thick Sword	Broad Sword	<b>ATK +8</b> , DEF +5	DESERT MOUNTAINS
Lethal Sword	Broad Sword	<b>CRT +10</b> , ATK +2	ASCETIC'S CAVE
Silver Sword	Steel Sword	<b>DEF +20</b> , ATK +2	WOODS OF DESPAIR
Feather Sword	Mythril Sword	<b>AGI</b> , PRE +20, ATK +2	DEEP CAVE
Paralyzing Sword	Mythril Sword	<b>Add Paralysis</b> , ATK +5	SONAR
Zombie Bane	Claymore	<b>Add Holy</b> , ATK +2	SONAR
Thunder Sword	Claymore	<b>Add Thunder</b> , ATK +4	AMORPHOUS BLOB
Champion's Sword	Claymore	<b>ATK +26</b>	CRIPPLED SOUL
Mute Blade	Crystal Sword	<b>Add Silence</b> , ATK +3	UNDERWATER CAVE #4
Floating Sword	Crystal Sword	<b>AGI</b> , PRE +25, ATK +5	UNDERWATER CAVE #2
Black Sword	Dragon Sword	<b>Add Dark</b> , ATK +4	ALFHEIM PRISONER
Mutilating Sword	Dragon Sword	<b>ATK &amp; DEF -10% to enemy</b> , ATK +8	ARENA TIER 4C
Toxic Blade	Diamond Sword	<b>Add Poison</b> , ATK +4	LEVIATHAN
Defender Sword	Diamond Sword	<b>DEF +40</b> , ATK +8	ABSORBING JELLY
Genji Sword	Adamantium Sword	<b>Add Instant Death</b> , ATK +4	MINES OF DVERGAR
Excalibur	Adamantium Sword	<b>ATK +54</b>	CAIN - FINISH MC



Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Fast Spear	Pitchfork	<b>PRE, AGI +10, ATK +2</b>	FISHERMAN'S HOVEL
Thunder Spear	Steel Spear	<b>Add Thunder, ATK, PRE +2</b>	WOODS OF DESPAIR
Guardian Spear	Mythril Spear	<b>MGD +30, ATK, PRE +2</b>	RIVERDALE
Bewildering Spear	Mythril Spear	<b>INT -20 to enemy, ATK, PRE +4</b>	SONAR
Sleeping Spear	Great Spear	<b>Add Sleep, ATK, PRE +2</b>	SONAR
Deft Lance	Great Spear	<b>AGI, CRT +15, ATK, PRE +4</b>	UNDERWATER CAVE #1
Demoralizing Lance	Great Spear	<b>PRE -35% to enemy, ATK, PRE +6</b>	CAPTAIN BLACKBEARD
Warden's Trident	Crystal Spear	<b>DEF +25, ATK +3, PRE +2</b>	HERMIT'S TOWER
Undead Lance	Crystal Spear	<b>Add Holy, ATK +6, PRE +4</b>	UNDERWATER CAVE #7
Corrupted Spear	Dragon Spear	<b>Add Poison, ATK, PRE +3</b>	OLD MINE
Titan's Lance	Dragon Spear	<b>ATK +35, PRE +6</b>	ASGARD CATACOMBS
Inferno Spear	Diamond Spear	<b>Add Fire, ATK, PRE +4</b>	MUTATED SERPENT
Hermes' Lance	Diamond Spear	<b>AGI +35, PRE +42, ATK +7</b>	ARENA TIER 5B
Anarchy Spear	Adamantium Spear	<b>Add Confusion, ATK +4, PRE +3</b>	MINES OF DVERGAR
Odin's Spear	Adamantium Spear	<b>ATK +26, AGI +25, CRT +25, PRE +28</b>	CECIL - FINISH ARENA

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Massive Axe	Heavy Axe	<b>ATK +17, DEF -10</b>	MINER'S CAVE
Frozen Axe	Heavy Axe	<b>Add Ice, ATK +5</b>	EARTH CAVE
Precise Axe	Crescent Axe	<b>ACC +20, ATK +2</b>	MUTATED GHOUL
Defender Axe	Steel Axe	<b>DEF +20, ATK +2</b>	WOODS OF DESPAIR
Confusing Axe	Mythril Axe	<b>Add Confusion, ATK +3</b>	DEEP CAVE
Dangerous Axe	Mythril Axe	<b>CRT +20, ATK +6</b>	SONAR
Alert Axe	Great Axe	<b>PRE, AGI +20, ATK +3</b>	SONAR
Ogre's Axe	Great Axe	<b>ATK +35, AGI -20</b>	SAPPHIRE SCORPION
Gale Axe	Great Axe	<b>Add Wind, ATK +7</b>	FROZEN CAVE
Venomous Axe	Crystal Axe	<b>Add Poison, ATK +4</b>	UNDERWATER CAVE #5
Dazing Axe	Crystal Axe	<b>INT -25% to enemy, ATK +8</b>	UNDERWATER CAVE #8
Thunder Axe	Dragon Axe	<b>Add Thunder, ATK +5</b>	DRAGON CAVES
Weightless Axe	Dragon Axe	<b>PRE, AGI +30, ATK +10</b>	DRAGON CAVES
Holy Axe	Diamond Axe	<b>Add Holy, ATK +5</b>	LEVIATHAN
Wild Axe	Diamond Axe	<b>CRT +35, ATK +10</b>	ANACONDA
Scorching Axe	Adamantium Axe	<b>Add Fire, ATK +5</b>	MINES OF DVERGAR
Devastating Axe	Adamantium Axe	<b>ATK +30, CRT +25</b>	CID - FINISH TIER #3

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Nimble Knife	Dagger	ACC +15, AGI +5, ATK +2	MINER'S CAVE
Thug's Knife	Steel Dagger	PRE, AGI +15, ATK +2	WOODS OF DESPAIR
Flame Knife	Mythril Knife	Add Fire, ATK +2	DEEP CAVE
Fleet Knife	Mythril Knife	PRE, AGI +20, ATK +4	SONAR
Shield Knife	Assassin's Knife	DEF +25, ATK +3	SONAR
Poison Dagger	Assassin's Knife	Add Poison, ATK +5	ASGARD SEWERS
Magic Ward Knife	Assassin's Knife	MGD +35, ATK +7	UNDERGROUND CAVE
Vicious Dagger	Crystal Dagger	ATK +24	UNDERWATER CAVE #2
Clouding Knife	Crystal Dagger	Add Darkness, ATK +6	MOA RACES
Deadly Knife	Dragon Dagger	CRT +30, ATK +3	BAHAMUT'S LAIR
Dozing Dagger	Dragon Dagger	Add Sleep, ATK +6	DRAGON CAVES
Thunder Dagger	Diamond Dagger	Add Thunder, ATK +3	GREAT SNOW GOLEM
Enfeebling Knife	Diamond Dagger	ATK -25% to enemy, ATK +6	LEVIATHAN
Consecrated Dagger	Adamantium Dagger	Add Holy, ATK +3	MINES OF DVERGAR
Genji Dagger	Adamantium Dagger	Add Instant Death, ATK +8	CID - FINISH GUILD

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Brute's Crossbow	Long Bow	ATK +12, PRE +2	EARTH CAVE
Poison Crossbow	Steel Crossbow	Add Poison, ATK +3, PRE +2	WOODS OF DESPAIR
Bullseye Crossbow	Quick Crossbow	CRT +15, ATK, PRE +2	DRILL
Swift Crossbow	Quick Crossbow	ACC +20, AGI +15, ATK, PRE +4	SONAR
Hurricane Crossbow	Rapidfire Crossbow	Add Wind, ATK, PRE +2	SONAR
Weakening Bow	Rapidfire Crossbow	ATK -25% to enemy, ATK, PRE +4	ROGUE KNIGHT
Zombie Killer Bow	Rapidfire Crossbow	Add Holy, ATK, PRE +6	ASGARD SEWERS
Safeguard Crossbow	Crystal Bow	DEF +25, ATK +3, PRE +2	UNDERWATER CAVE #6
Stygian Bow	Crystal Bow	Add Dark, ATK +6, PRE +5	UNDERWATER CAVE #8
Spark Bow	Dragon Bow	Add Fire, ATK, PRE +3	ARENA TIER 4D
Slender Crossbow	Dragon Bow	AGI +30, PRE +33, ATK +6	BAHAMUT'S LAIR
Confounding Bow	Diamond Bow	Add Confusion, ATK, PRE +3	ARENA TIER 5C
Muddling Bow	Diamond Bow	INT -25% to enemy, ATK, PRE +6	DEAD EYE
Piercing Crossbow	Adamantium Bow	CRT +50, ATK, PRE +4	MINES OF DVERGAR
Apollo's Bow	Adamantium Bow	ATK +44, PRE +8	CECIL - FINISH ARENA

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Protector Whip	Chain Whip	DEF, MGD +15, ATK, PRE +2	DORIA
Debilitating Whip	Link Whip	DEF -25% to enemy, ATK, PRE +2	WOODS OF DESPAIR
Preemptive Whip	Mythril Whip	PRE +25, ATK +2	DRILL
Cold Whip	Mythril Whip	Add Ice, ATK, PRE +4	SONAR
Blinding Whip	Power Whip	Add Blind, ATK, PRE +2	SONAR
Cracking Whip	Power Whip	CRT +20, ATK, PRE +4	ASGARD SEWERS
Energy Whip	Power Whip	ATK +28, PRE +6	UNDERWATER CAVE #2
Ghoul Crusher Whip	Crystal Whip	Add Holy, ATK, PRE +3	HERMIT'S TOWER
Peeling Whip	Crystal Whip	Add Thunder, ATK, PRE +6	UNDERWATER CAVE #4
Blight Whip	Dragon Whip	Add Poison, ATK, PRE +3	OLD MINE
Reprisal Whip	Dragon Whip	ATK -25% to enemy, ATK, PRE +6	ASGARD CATACOMBS
Cyclone Whip	Diamond Whip	Add Wind, ATK, PRE +3	LEVIATHAN
Shepherd's Whip	Diamond Whip	DEF, MGD +30, ATK, PRE +6	GIANT SQUID
Strangling Whip	Adamantium Whip	Add Instant Death, ATK, PRE +4	MINES OF DVERGAR
Razor Whip	Adamantium Whip	ATK +32, CRT +25, PRE +27	CAIN - FINISH MC

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Magic Defense Staff	Oak Staff	MGD +10, ATK +1, INT +2	DESERT MOUNTAINS
Initiative Staff	Carved Staff	PRE +20, ATK +1, INT +2	LARGE SLIME
Genius Staff	Magic Staff	INT +20, ATK +1	WOODS OF DESPAIR
Fortify Staff	Mythril Staff	DEF +25, ATK +1, INT +3	SMALL FARM
Power Staff	Mythril Staff	ATK +37, INT +6	SONAR
Coward's Staff	Wizard Staff	AGI +50, INT +3	SONAR
Crippling Staff	Wizard Staff	DEF -25% to enemy, ATK +1, INT +6	UNDERWATER CAVE #1
Blocking Staff	Wizard Staff	DEF, MGD +20, ATK +2, INT +9	TYCHO'S LABORATORY
Brilliance Staff	Crystal Staff	INT +30, ATK +2	UNDERWATER CAVE #7
Null Staff	Crystal Staff	MGD +40, ATK +4, INT +6	UNDERWATER CAVE #6
Electric Staff	Dragon Staff	PRE, AGI +30, ATK +2, INT +4	ASGARD CATACOMBS
Reservoir Staff	Dragon Staff	MP +300, ATK +4, INT +8	BAHAMUT'S LAIR
Explosive Staff	Diamond Staff	ATK +61, INT +6	LEVIATHAN
Reaper Staff	Diamond Staff	Add Instant Death, ATK +6, INT +11	LOKI
Devil's Staff	Adamantium Staff	All Status Ailments, ATK +2, INT +6	MINES OF DVERGAR
Merlin's Staff	Adamantium Staff	INT +59, MGD +50, ATK +8	CID – FINISH GUILD



Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Thorned Armor	Ring Mail	<b>ATK +10</b> , DEF +1, MGD +2, MAX HP +10	DESERT MOUNTAINS
Tough Breastplate	Iron Breastplate	<b>DEF +12, AGI +3</b>	ROCK LIZARD
Preemptive Breastplate	Iron Breastplate	<b>PRE +20</b> , DEF, MGD +2, MAX HP +10	ALFHEIM PUB
Cold Armor	Steel Mail	<b>Resist Ice</b> , DEF, MGD +2, MAX HP +10	WOODS OF DESPAIR
Lucid Armor	Mythril Armor	<b>Resist Confusion</b> , DEF, MGD +2, MAX HP +10	DEEP CAVE
Heavy Armor	Mythril Armor	<b>DEF +23</b> , MGD +5, MAX HP +20	SONAR
Thunder Armor	Titanium Armor	<b>Resist Thunder</b> , DEF +3, MGD +4, MAX HP +20	SONAR
Protect Armor	Titanium Armor	<b>Resist Instant Death</b> , DEF +6, MGD +7, MAX HP +30	DEATH MAGE
Awakening Armor	Crystal Armor	<b>Resist Sleep</b> , DEF, MGD +3, MAX HP +30	UNDERWATER CAVE #5
Winged Armor	Crystal Armor	<b>PRE, AGI +30</b> , DEF +6, MGD +5, MAX HP +40	UNDERWATER CAVE #5
Red Armor	Dragon Armor	<b>Resist Fire</b> , DEF +3, MGD +6, MAX HP +30	ARENA TIER 4B
Spined Armor	Dragon Armor	<b>ATK +25</b> , DEF +7, MGD +8, MAX HP +40	ASGARD CATACOMBS
Enduring Armor	Diamond Armor	<b>Resists NEG ATK &amp; DEF</b> , DEF +3, MGD +8, MAX HP +30	TROLL KING
Onyx Armor	Diamond Armor	<b>Resist Dark</b> , DEF +6, MGD +10, MAX HP +40	ARENA TIER 5A
Incorruptible Armor	Adamantium Armor	<b>Status effect immunity</b> , DEF +5, MGD +8, MAX HP +30	MINES OF DVERGAR
Ancient Armor	Adamantium Armor	<b>DEF +35, MGD +30</b> , MAX HP +50	CID - FINISH GUILD

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Spry Robe	Silk Robe	<b>AGI +15</b> , DEF, MGD +2, MAX MP +5	MINER'S CAVE
Perpetual Robe	Rune Robe	<b>Resist Paralysis</b> , DEF, MGD +2, MAX MP +5	EARTH CAVE
Magid Ward Robe	Wizard's Robe	<b>MGD +36</b> , DEF +2, MAX MP +5	WOODS OF DESPAIR
Constant Robe	Mystic Robe	<b>Resists NEG INT</b> , DEF +2, MGD +3, MAX MP +5	DEEP CAVE
Wind Robe	Mystic Robe	<b>Resist Wind</b> , DEF +4, MGD +6, MAX MP +10	SONAR
Vocal Robe	Elven Robe	<b>Resist Silence</b> , DEF +2, MGD +3, MAX MP +10	SONAR
Defender Robe	Elven Robe	<b>DEF +28</b> , MGD +6, MAX MP +15	ASGARD SEWERS
Barbed Robe	Crystal Robe	<b>ATK +25</b> , DEF +2, MGD +4, MAX MP +15	UNDERWATER CAVE #4
Master's Robe	Crystal Robe	<b>INT +30</b> , DEF +5, MGD +7, MAX MP +20	UNDERWATER CAVE #3
Thunder Robe	Dragon Robe	<b>Resist Thunder</b> , DEF +3, MGD +6, MAX MP +15	OLD MINE
Charcoal Robe	Dragon Robe	<b>Resist Dark</b> , DEF +6, MGD +9, MAX MP +20	ASGARD CATACOMBS
Pristine Robe	Summoner's Robe	<b>Resist Poison</b> , DEF +3, MGD +8, MAX MP +15	DRACULA
Flare Robe	Summoner's Robe	<b>Resist Fire</b> , DEF +6, MGD +12, MAX MP +20	LEVIATHAN
Whirlwind Robe	Saint's Robe	<b>AGI, PRE +50</b> , DEF +5, MGD +10, MAX MP +20	MINES OF DVERGAR
Magi Robe	Saint's Robe	<b>DEF +25, MGD +35, INT +35</b> , MAX MP +30	CECIL - FINISH ARENA

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Magic Defense Shield	Reinforced Shield	<b>MGD +15</b> , DEF, CRT +1	MINER'S CAVE
Thunder Shield	Iron Shield	<b>Resist Thunder</b> , DEF +2, CRT +1	EARTH CAVE
Spiked Shield	Steel Shield	<b>ATK +20</b> , DEF +2, CRT +1	WOODS OF DESPAIR
Black Shield	Mythril Shield	<b>Resist Dark</b> , DEF +2, CRT +1	DEEP CAVE
Lethal Shield	Mythril Shield	<b>CRT +14</b> , DEF +5	SONAR
Robust Shield	Titanium Shield	<b>DEF +29</b>	SONAR
Flaming Shield	Titanium Shield	<b>Resist Fire</b> , DEF +4, CRT +1	GREAT IMP
Clearheaded Shield	Crystal Shield	<b>Resist Confusion</b> , DEF +2, CRT +1	UNDERWATER CAVE #6
Serrated Shield	Crystal Shield	<b>ATK +30</b> , DEF +4, CRT +2	UNDERWATER CAVE #7
Typhoon Shield	Dragon Shield	<b>Resist Wind</b> , DEF +2, CRT +1	ALFHEIM PRISONER
Sky Shield	Dragon Shield	<b>AGI, PRE +30</b> , DEF +4, CRT +2	ASGARD CATACOMBS
Glacier Shield	Diamond Shield	<b>Resist Ice</b> , DEF +2, CRT +1	MUTATED BEHEMOTH
Immaculate Shield	Diamond Shield	<b>Resist Confusion</b> , DEF +5, CRT +2	LEVIATHAN
Razor-edged Shield	Adamantium Shield	<b>ATK +40</b> , DEF +4, CRT +2	MINES OF DVERGAR
Grand Shield	Adamantium Shield	<b>DEF +19, MGD +15, CRT +24</b>	CAIN - FINISH MC

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Blaze Hat	Silk Hat	<b>Resist Fire</b> , DEF +1, MGD +2	WOODS OF DESPAIR
Cover Hat	Rune Hat	<b>DEF +14</b> , MGD +3	FISHERMAN'S HOVEL
Clear Vision Hat	Wizard's Hat	<b>Resist Blind</b> , DEF +1, MGD +3	WOODS OF DESPAIR
Lithe Hat	Mystic Hat	<b>AGI +15, PRE +20</b> , DEF +2, MGD +3	RIVERDALE
Immutable Hat	Mystic Hat	<b>Resists NEG ATK &amp; DEF</b> , DEF +4, MGD +6	SONAR
Magic Wall Hat	Elven Hat	<b>MGD +27</b> , DEF +2	SONAR
Alert Hat	Elven Hat	<b>Sleep</b> , DEF +4, MGD +6	DARK PHOENIX
Thunder Hat	Crystal Hat	<b>Resist Thunder</b> , DEF +2, MGD +4	HERMIT'S TOWER
Dynamic Hat	Crystal Hat	<b>PRE +30, AGI +25</b> , DEF +5, MGD +9	UNDERWATER CAVE #8
Mobile Hat	Dragon Hat	<b>Resist Paralysis</b> , DEF +2, MGD +3	OLD MINE
Armored Hat	Dragon Hat	<b>DEF +36</b> , MGD +6	ARENA TIER 4A
Black Hat	Summoner's Hat	<b>Resist Dark</b> , DEF +3, MGD +5	ARENA TIER 5D
Blessed Hat	Summoner's Hat	<b>MAX MP +300</b> , DEF +6, MGD +9	WICKED NECROMANCER
Godsend Hat	Saint's Hat	<b>Status effect immunity</b> , DEF +3, MGD +5	MINES OF DVERGAR
Vanir Hat	Saint's Hat	<b>MGD +30, INT +25</b> , DEF +10	CAIN - FINISH MC

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Wise Helm	Ring Helm	<b>INT +15</b> , DEF +1, MGD +2	DESERT MOUNTAINS
Agile Helm	Iron Helm	<b>AGI, ACC +10</b> , DEF, MGD +2	GOBLIN KING
Critical Helm	Steel Helm	<b>CRT +10</b> , DEF, MGD +2	WOODS OF DESPAIR
Thick Helm	Mythril Helm	<b>DEF +17</b> , MGD +3	RUBICON CHURCH
Cleansing Helm	Mythril Helm	<b>Resist Poison</b> , DEF, MGD +5	SONAR
Needled Helm	Titanium Helm	<b>ATK +20</b> , DEF +2, MGD +3	SONAR
Black Helm	Titanium Helm	<b>Resist Dark</b> , DEF +5, MGD +6	FROZEN CAVE
Hyper Helm	Crystal Helm	<b>AGI +30, PRE +25</b> , DEF +2, MGD +6	UNDERWATER CAVE #3
Berserk Helm	Crystal Helm	<b>CRT +25</b> , DEF +4, MGD +9	UNDERWATER CAVE #1
Ember Helm	Dragon Helm	<b>Resist Fire</b> , DEF +2, MGD +7	BAHAMUT'S LAIR
Optic Helm	Dragon Helm	<b>Blind</b> , DEF +4, MGD +9	ASGARD CATACOMBS
Giant's Helm	Diamond Helm	<b>Max HP +300</b> , DEF +3, MGD +6	LEVIATHAN
Fluid Helm	Diamond Helm	<b>Resist Paralysis</b> , DEF +6, MGD +8	BARBARIAN BRUTE
Horned Helm	Adamantium Helm	<b>ATK +30</b> , DEF +3, MGD +4	MINES OF DVERGAR
Ancient Helm	Adamantium Helm	<b>MGD +52</b> , DEF +8	CECIL - FINISH ARENA

Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Rugged Cloak	Silk Cloak	<b>DEF +10</b> , MGD +2	MINER'S CAVE
Random Cloak	Rune Cloak	<b>CRT +15</b> , DEF, MGD +3	ALFHEIM
Guard Cloak	Wizard's Cloak	<b>MGD +27</b> , DEF +2	ASCETIC'S CAVE
Prickling Cloak	Mystic Cloak	<b>ATK +20</b> , DEF, MGD +2	DORIA
Quick Cloak	Mystic Cloak	<b>PRE +20</b> , DEF +4, MGD +5	RIVERDALE
Calm Cloak	Elven Cloak	<b>Resist Confusion</b> , DEF, MGD +2	RUBICON
Crimson Cloak	Elven Cloak	<b>Resist Fire</b> , DEF, MGD +2	AUNLAK
Clarity Cloak	Crystal Cloak	<b>Resist Blind</b> , DEF, MGD +2	UNDERWATER CAVE #1
Active Cloak	Crystal Cloak	<b>AGI, PRE +30</b> , DEF, MGD +4	UNDERWATER CAVE #3
Deflecting Cloak	Dragon Cloak	<b>MGD +37</b> , DEF +2	BAHAMUT'S LAIR
Arbitrary Cloak	Dragon Cloak	<b>CRT +25</b> , DEF, MGD +4	ASGARD CATACOMBS
Shelter Cloak	Summoner's Cloak	<b>DEF +34</b> , MGD +2	LEVIATHAN
Wakeful Cloak	Summoner's Cloak	<b>Resist Sleep</b> , DEF +4, MGD +4	LEMURIA
Warlock's Cloak	Saint's Cloak	<b>INT +50</b> , DEF +3, MGD +2	MINES OF DVERGAR
Magi Cloak	Saint's Cloak	<b>DEF +31, MGD +34</b>	CID - FINISH GUILD



Synthesized Item	Base Equipment	Unique Effect	Recipe Placed
Heavy Boots	Iron Boots	DEF +9	ASCETIC'S CAVE
Vanir Shoes	Adamantium Shoes	DEF +32, INT +50, AGI, PRE +44, Regen	HEDGE MAZE
Vanir Boots	Adamantium Boots	DEF +22, AGI, PRE +29	HEDGE MAZE
Vanir Gloves	Adamantium Gloves	INT +96, DEF +34, Half MP Cost	HEDGE MAZE
Vanir Gauntlets	Adamantium Gauntlets	ATK , DEF +30, ACC +100, Double EXP	HEDGE MAZE

## 7.8 BURIED TREASURE

### Buried Treasure #0

*Location of the Treasure Map:*

*Treasure Map Description:*

*Location of Treasure:*

*Treasure:*

No map. Talk to the Confused Girl in Oakwood.

N/A

21 paces south and 23 paces east of Oakwood.

5x Potions

### Buried Treasure #1

*Location of the Treasure Map:*

*Treasure Map Description:*

*Location of Treasure:*

*Treasure:*

Acquired from the Weathered Traveler in Oakwood.

"Start a pace west of the Moa Breeding Ground. Head 10 paces north and 20 toward the sunrise. The treasure is nestled between the mountains and the sea."

10 paces north and 21 paces east of the Moa Forest.

3x Fire Bombs

### Buried Treasure #2

*Location of the Treasure Map:*

*Treasure Map Description:*

*Location of Treasure:*

*Treasure:*

Acquired from the Dusty Traveler in the Oasis.

"I buried some old camping gear at the tip of the Northwest Peninsula. I was worried about some Bandits I saw in the distance and then they spotted me and chased me away with my camping gear lost under the dirt."

2 paces east and 5 paces north of the Miner's Cave.

3x Sleeping Bags

### Buried Treasure #3

*Location of the Treasure Map:*

*Treasure Map Description:*

*Location of Treasure:*

*Treasure:*

Acquired from the Guild Researcher in Alfheim.

"My brother lost his sword in the woods south of the Desert Mountains. Go 18 paces south from the entrance of the Desert Mountains."

18 paces south of the entrance of the Desert Mountains.

Broad Sword

### Buried Treasure #4

*Location of the Treasure Map:*

*Treasure Map Description:*

*Location of Treasure:*

*Treasure:*

Acquired from the Guild Researcher in Alfheim.

"I stole some supplies from the Alfheim item store. I buried them for safekeeping 22 paces to the east and 2 south of the bridge southeast of Alfheim."

22 paces to the east and 2 south of the bridge southeast of Alfheim.

3x High Potions

### Buried Treasure #5

*Location of the Treasure Map:*

*Treasure Map Description:*

Acquired from the Guild Researcher in Alfheim.

"I was fishing at Alfheim Lake when I lost my SP orbs. I believe I was 4 paces northwest of Alfheim on the northern edge of the lake."

*Location of Treasure:*

4 paces north and 5 paces west of Alfheim.

*Treasure:*

5x Small SP Orbs

### Buried Treasure #6

*Location of the Treasure Map:*

*Treasure Map Description:*

Acquired from Kim (the Avid Swimmer) in Riverdale.

"I was on my way to the Moa Breeding Ground when I got turned around and had to head back. I'm not sure but I think I was only 20 paces to the east of the Moa Breeding Ground when I lost my recipe."

*Location of Treasure:*

20 paces east of the Eastern Continent Moa Forest.

*Treasure:*

Recipe for Bullseye Crossbow

### Buried Treasure #7

*Location of the Treasure Map:*

*Treasure Map Description:*

Acquired from Kim (the Avid Swimmer) in Riverdale.

"I was exploring the western coastline of the Eastern Continent when I got spooked by the Death Mage and dropped my healing potions. If my calculations are correct, I was 30 paces west of the Deep Cave and 4 paces south."

*Location of Treasure:*

30 paces west and 4 paces south of the Deep Cave.

*Treasure:*

10x High Potions

### Buried Treasure #8

*Location of the Treasure Map:*

*Treasure Map Description:*

Acquired from the Wayward Traveler in Rubicon.

"I was fishing in the Rubicon River and I forgot all my status healing items. I was near the northwest bend of the river."

*Location of Treasure:*

14 paces south of Rubicon.

*Treasure:*

10x Antidotes, 10x Smelling Salts, 10x Muscle Relaxers

### Buried Treasure #9

*Location of the Treasure Map:*

*Treasure Map Description:*

Acquired from the Wayward Traveler in Rubicon.

"I was exploring the mountains around Mt. Gerra when I felt the need to go fishing at the docks to the north. I broke into a sprint and must have lost my recipe. I think I where it fell out... 6 paces south and 1 west of the Rubicon Docks."

*Location of Treasure:*

6 paces south and 1 west of the Rubicon Docks.

*Treasure:*

Recipe for Preemptive Whip



## 7.9 ENEMY ATTRIBUTES

The following tables give the enemy attributes on a “Hard” difficulty setting. See Section 1.2 for how the various difficulty settings scale.

### REGULAR MONSTERS

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
<b>Oakwood Sewer</b>												
Slime	20	100	4	4	1	1	1	1	1	12	0	2
Spider	25	100	4	5	3	1	5	3	3	16	0	3
<b>Ancient Ruins</b>												
Ghoul	40	100	8	6	1	4	3	2	8	24	0	5
Skeleton	50	100	6	10	2	6	3	2	5	28	0	6
Bat	60	100	8	8	6	6	6	10	3	30	0	5
<b>Desert Mountains</b>												
Wolf	30	100	5	6	2	1	5	3	2	16	0	4
Goblin	35	100	6	8	1	3	3	2	5	20	0	5
Scorpion	60	100	12	16	1	8	3	3	6	56	0	8
Small Lizard	50	100	10	14	10	14	8	32	3	64	0	7
Cobra	80	100	14	18	8	14	10	50	5	120	0	10
Grey Bear	120	100	18	20	5	10	2	4	15	140	0	12
<b>Forest Tower</b>												
Imp	70	100	12	14	15	18	6	6	3	150	0	11
Venus Fly Trap	120	100	20	22	12	16	7	4	4	180	0	13
Mummy	140	100	24	24	10	20	5	6	8	200	0	14
Faceless Orc	160	100	28	30	14	18	35	70	5	275	0	15
<b>Earth Cave</b>												
Succubus	140	100	24	28	16	26	10	12	5	280	0	16
Nymph	140	100	22	26	20	30	12	12	5	300	0	20
Desert Phoenix	150	200	22	22	24	32	15	14	3	320	0	22
Bandit	250	100	35	30	10	18	15	14	8	350	100	25

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
<b>Woods of Despair</b>												
Skeleton Knight	400	300	40	45	20	32	40	48	10	580	0	30
Zombie Mage	450	300	35	40	40	40	40	35	3	600	0	25
Invisible Knight	500	300	45	50	18	25	30	26	5	620	0	32
<b>Ocean</b>												
Lobster	300	200	30	28	18	26	16	18	5	380	0	25
Jellyfish	250	100	24	22	16	22	18	20	3	400	0	24
Sea Snake	260	100	28	24	10	22	24	95	5	420	0	23
Sea Toad	280	100	30	26	10	24	15	14	8	450	0	22
Sahagin	260	100	28	24	20	22	24	26	5	460	0	26
<b>Deserted Island Cave</b>												
Widow Maker	300	100	30	30	10	15	24	30	3	380	0	25
Ghast	325	300	32	34	16	20	16	14	8	390	0	27
Shaman	275	150	28	30	25	32	14	16	5	400	0	25
<b>Old Alexandrian Outpost</b>												
Outpost Guard	300	300	40	40	18	25	20	18	8	550	150	30
Outpost Sergeant	350	100	45	40	18	40	35	35	8	650	175	35
<b>Eastern Continent</b>												
Silver Wolf	325	100	40	36	22	36	23	24	5	530	0	28
Ninja	350	100	43	38	10	34	25	120	5	550	200	30
Gryphon	375	100	45	40	26	45	22	28	5	580	0	31
<b>Mt. Gerra</b>												
Specter	325	300	45	35	40	42	25	32	3	620	0	34
Fire Bat	350	100	48	36	25	34	28	150	3	632	0	35
Red Slime	350	100	50	38	10	42	26	24	5	650	0	36
Fire Spirit	325	300	42	40	40	50	24	20	3	700	0	38
Fire Demon	450	100	70	40	30	38	26	22	10	800	0	45
<b>Forest Tower Basement</b>												
Dark Wizard	350	200	46	40	40	60	22	20	3	700	0	42
Evil Reflection	375	200	50	42	60	72	20	16	3	725	0	38
Undead Warrior	400	200	54	46	10	40	26	70	5	750	0	40
Mummy Prince	425	200	56	44	10	42	24	18	8	775	0	41

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
<b>Far Eastern Continent</b>												
Apparition	400	200	50	48	20	44	27	24	3	750	0	43
Wolf Man	400	200	52	50	10	38	30	200	5	750	0	43
Death Shaman	375	200	46	48	50	60	25	22	5	800	0	45
Medusa	450	200	55	54	15	44	32	30	5	825	0	44
Archfiend	500	200	58	56	5	50	24	24	8	850	0	47
<b>Southern Continent Desert</b>												
Sand Gremlin	375	200	48	50	30	46	32	200	5	725	0	43
Green Slime	525	200	56	54	10	50	28	200	5	750	0	45
Desert Ghast	500	200	58	54	10	44	25	24	5	775	0	44
Werewolf	500	200	55	56	10	48	32	30	5	775	0	45
Catoblepas	400	200	50	48	50	60	26	24	3	800	0	43
<b>Southern Continent Tundra</b>												
Winter Wolf	450	200	54	54	10	48	32	30	5	725	0	43
Giant Tortoise	475	200	56	56	10	44	28	26	8	750	0	46
Ice Goblin	425	200	54	54	10	46	27	25	5	775	0	45
Ice Spirit	400	200	50	50	65	75	30	26	3	775	0	44
Ice Hellion	450	200	48	52	30	50	32	200	5	800	0	44
Ice Bull	525	200	58	56	5	42	24	20	10	850	0	47
Troll	550	200	60	60	5	45	26	22	10	875	0	48
Ice Demon	575	200	60	60	25	54	25	24	10	900	0	48
Snow Slug	50000	1000	250	250	150	250	100	150	20	10000	0	500
<b>Northwest Continent</b>												
Lizard Warrior	450	200	56	55	5	44	32	75	5	800	0	45
Giant Satyr	475	200	56	52	10	46	28	26	5	825	0	46
<b>Southwest Continent</b>												
Siren	450	200	52	50	50	56	30	28	3	750	0	44
Tentacled Beast	400	200	48	48	30	50	28	24	5	750	0	42
Wooden Prisoner	475	200	57	56	10	46	25	23	5	775	0	45
Dark Pixie	350	200	44	46	70	85	34	200	3	800	0	43
Brute	550	200	60	58	5	50	25	22	10	850	0	46
Giant Cobra	650	200	65	62	15	48	27	40	12	900	0	50



NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Northern Continent Grassland												
Jungle Rat	400	200	50	48	5	40	32	30	5	700	0	42
Jungle Raptor	425	200	52	52	5	48	34	32	5	750	0	44
Insane Summoner	350	200	46	46	100	110	27	25	3	800	0	44
Northern Continent Tundra												
Frozen Slime	400	200	52	48	30	46	24	80	5	750	0	42
Ice Sprite	350	200	48	44	40	50	30	34	3	775	0	44
Polar Bear	425	200	56	50	10	42	26	24	8	800	0	46
Snow Golem	600	200	60	150	5	45	24	22	10	900	0	48
Dread Woods												
Forest Gremlin	425	100	60	62	20	46	36	240	5	800	0	50
Forest Spirit	450	400	54	60	100	110	34	38	3	800	0	53
Magic Mushroom	450	200	58	62	40	58	32	30	5	800	0	51
Rat	425	100	58	62	10	44	38	34	5	800	0	50
Gila Monster	500	100	62	64	10	50	34	34	5	825	0	52
Spore	400	300	56	60	60	66	34	36	5	850	0	54
Man Eater	600	100	70	68	10	50	30	28	5	900	0	55
Ogre	650	100	68	70	5	42	30	25	10	1000	0	55
Evil Vine	750	100	75	60	10	50	50	120	5	1000	0	80
Hermit's Tower												
Mimic Chest	800	100	70	75	5	56	10	150	5	800	500	60
Crescent Canyon												
Hornet	450	100	62	64	20	54	38	46	5	800	0	51
Desert Cockatrice	500	100	64	62	20	54	36	46	5	825	0	52
Desert Lizard	450	100	56	62	20	52	34	34	5	850	0	50
Chimera	550	200	64	66	20	60	38	44	5	875	0	52
Gremlin	450	300	60	62	10	60	40	240	5	875	0	53
Mountain Raptor	500	100	64	64	5	46	38	36	5	900	0	52
Behemoth	650	100	70	70	5	42	30	26	10	1000	0	55
Wyvern	650	200	70	70	10	72	28	26	10	1000	0	56

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
<b>Babel Citadel</b>												
Garuda	450	100	56	62	70	84	32	30	3	800	0	55
Assassin	400	100	58	62	30	52	38	42	10	850	400	50
Cerberus	525	100	62	64	30	48	36	38	5	850	0	53
Samurai	550	100	60	65	30	44	38	200	5	860	350	52
Pixie	450	300	55	60	100	120	40	50	3	900	0	54
Headless Knight	550	100	60	64	10	44	34	30	8	950	300	50
Nightmare	600	100	64	70	10	76	32	45	5	1000	0	54
<b>Ice Cave</b>												
Ice Imp	500	500	58	60	60	160	35	30	3	800	0	48
Cockatrice	475	100	64	62	30	60	38	44	5	850	0	50
Dark Mummy	650	300	68	66	28	62	30	32	8	900	0	52
Ice Tiger	650	100	72	70	5	50	32	26	10	950	0	53
Mindflayer	600	300	65	65	40	70	60	300	10	1000	0	55
<b>Great Southern Marsh</b>												
Alligator	650	200	90	85	100	108	44	300	3	1000	0	60
Swamp Troll	675	100	94	100	40	92	40	36	3	1050	0	62
Swamp Bloom	700	200	95	90	10	80	38	32	5	1100	0	58
Dark Nymph	650	300	92	96	60	98	42	36	3	1150	0	63
Manticore	600	200	90	90	100	105	40	34	3	1150	0	65
Centipede	850	200	105	110	5	90	36	34	5	1200	0	62
Dark Gryphon	800	200	102	100	5	90	46	50	5	1300	0	60
Bog Monster	1750	500	125	110	50	100	50	72	10	3000	0	120
<b>Alexandrian Desert</b>												
Shrunken Troll	750	500	110	105	90	120	48	63	3	1250	0	68
Desert Spider	725	100	85	100	30	90	60	220	3	1300	0	70
Desert Flower	800	300	100	95	70	95	52	45	3	1360	0	72
Deadly Scorpion	900	100	110	110	10	80	56	46	8	1400	0	72
Orc	950	100	115	120	5	70	52	42	10	1500	0	75
<b>Pandora Castle</b>												
Pandoran Prison Guard	2500	100	125	75	50	50	40	40	8	1050	750	100
Pandoran Soldier	3500	100	130	75	20	75	45	45	8	1450	1250	100

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
<b>Asgard Catacombs</b>												
Ninetails	900	500	105	100	60	75	78	74	5	1300	0	76
Evil Eye	950	500	100	110	100	110	68	64	5	1350	0	75
Hydra	1050	500	120	110	45	85	72	68	8	1350	0	78
Great Troll	1000	500	115	120	50	95	74	70	10	1375	0	80
Horned Dragon	1100	500	125	140	110	120	70	66	3	1400	0	82
Savage Demon	1000	500	115	120	60	110	74	300	8	1450	0	78
<b>Eastern Magi Tower</b>												
Incubus	1150	500	125	120	50	100	76	80	8	1350	0	80
Warlock	1000	500	115	110	100	220	68	64	3	1400	0	86
Necromancer	950	500	110	100	120	135	68	66	8	1450	0	81
Devil	1200	500	130	120	120	140	72	78	3	1475	0	83
Anubis	1100	500	130	120	40	100	68	330	8	1500	0	82
Trickster	1200	500	135	140	25	110	72	70	8	1550	0	88
Phoenix	4500	1000	150	150	85	100	75	85	3	5000	0	110
<b>Southern Magi Tower</b>												
Mutated Lynx	950	500	110	110	100	90	80	330	8	1300	0	80
Revenant	1000	500	115	100	80	90	78	70	5	1350	0	81
Black Knight	1100	500	120	150	105	100	75	70	8	1400	0	84
Mutant Dragon	1300	500	125	130	115	125	72	64	10	1450	0	83
Liquid Evil	1050	500	135	140	80	115	74	68	8	1500	0	84
Vampire	1200	500	130	120	100	100	70	68	8	1600	0	85
<b>Leviathan</b>												
Gargantuan Crab	1400	500	140	180	105	130	88	82	8	1650	0	85
Sahagin Prince	1300	500	130	140	100	130	90	88	5	1700	0	86
Mini-Kraken	1500	500	145	140	55	100	84	78	10	1750	0	90
Poisonous Shark	1350	500	140	140	150	155	86	360	3	1750	0	87
Narwhale	1600	500	150	140	95	100	84	80	8	1850	0	88
<b>Mines of Dvergar</b>												
Flamethrower	1550	1000	145	155	175	160	92	84	3	1900	0	86
Jabberwocky	1800	1000	150	140	115	140	86	82	8	1900	0	90
Giant Gargoyle	1600	1000	155	300	180	175	90	82	3	2000	0	92



NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Sand Worm	1700	1000	150	155	150	160	88	400	10	2000	0	90
Monstrosity	1700	1000	155	130	130	130	94	84	10	2050	0	88
Goliath	1600	1000	150	170	150	170	86	78	10	2100	0	94
Maluspiro	1900	1000	160	140	175	180	80	80	8	2150	0	100
Well of Souls												
Pandora's Finest	2500	100	150	100	90	100	55	80	8	2000	750	100
Basilisk	1800	1000	150	150	120	150	98	185	8	2100	0	100
Demonic Gargoyle	1600	1000	150	145	180	200	110	440	3	2100	0	96
Collosal Fiend	1750	1000	160	160	140	140	96	92	12	2200	0	98
Void Knight	1500	1000	155	165	150	160	90	86	10	2250	0	97
Asura	1800	1000	155	155	150	175	92	84	12	2300	0	105
Titan	2000	1000	170	165	150	160	88	84	15	2400	0	110
Dark Champion	1900	1000	165	170	120	140	86	78	12	2450	0	102
Kali's Servant	1700	1000	170	170	200	250	120	110	3	2500	0	115

## CITY GUARDS

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Oakwood City Guard	100	100	8	10	5	10	5	10	10	30	15	15
Dry Gulch City Guard	200	100	15	15	6	15	7	12	10	60	25	20
Alfheim City Guard	300	100	25	20	10	20	15	15	10	150	50	25
Doria City Guard	500	100	50	30	12	25	25	18	10	250	100	35
Riverdale City Guard	750	100	60	35	15	35	30	30	8	350	175	45
Spartan	1500	100	60	40	40	40	30	30	8	500	250	50
Rubicon City Guard	1000	100	70	40	20	40	35	35	8	450	200	55
Talos Village Guard	1500	100	100	50	20	50	40	40	8	750	250	65
Aunlak City Guard	1500	100	100	50	20	50	40	40	8	750	250	65
Borea City Guard	1500	100	100	50	20	50	40	40	8	750	250	65
Pandoran Guard	2500	100	125	75	20	75	40	40	8	750	300	100
Midgard Guard	1500	100	100	50	20	50	40	40	8	750	250	65
Gaia Guard	2500	100	150	75	20	75	50	50	8	1000	350	65
Casino Guard	5000	500	200	100	20	100	50	50	8	1000	500	100

## MID-BOSSSES

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Pirate	300	300	15	10	10	8	10	8	8	400	500	20
Rufus	2500	100	55	35	10	25	20	25	10	400	1500	20
Great Bear	3000	100	50	30	20	25	2	8	10	900	0	65
Pandoran Sergeant	7500	100	135	80	20	80	50	50	8	1700	1500	100
Merman	3000	100	60	40	45	40	30	26	3	2000	0	150
Pandoran Captain	3500	100	150	125	20	125	60	60	8	2000	2000	100
Flame Goddess	4000	500	70	40	40	45	50	75	8	3000	0	100
Gargoyle	5000	1000	85	65	45	45	40	45	10	3500	0	100
Master of the Woods	7500	1000	100	80	75	85	50	55	10	4000	0	100
Gorgon	10000	1000	160	150	180	150	100	150	5	4500	0	150
Baal	35000	1000	250	150	50	135	74	250	5	5000	0	200
Seventh Circle Demon	25000	1000	200	100	100	120	75	250	3	10000	0	200
General Hannibal	25000	1000	200	150	120	150	80	200	25	10000	5000	100
Magi Guardian	65000	9999	250	250	250	250	150	250	3	100000	0	1000

## HUNTER'S GUILD TARGETS

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Tier #1												
Large Slime	1200	300	40	25	15	20	20	25	5	1000	0	50
Goblin King	1500	300	50	35	20	25	25	30	5	1400	0	55
Mutated Ghoul	1300	300	60	40	30	25	25	35	12	1700	0	60
Rock Lizard	1200	300	50	100	25	15	20	30	5	2000	0	65
Tier #2												
Dark Phoenix	2000	500	55	50	100	85	30	42	3	2500	0	100
Great Imp	2800	500	60	50	80	100	40	52	3	3500	0	130
Sapphire Scorpion	2250	500	75	50	10	50	35	48	8	3500	0	120
Amorphous Blob	3200	500	90	300	25	45	35	48	5	4000	0	150
Rogue Knight	2500	500	70	55	20	45	50	70	8	3000	0	110
Captain Blackbeard	3250	500	90	65	40	55	35	52	8	4000	0	150
Crippled Soul	3500	500	100	70	30	60	30	48	10	4500	0	180
Death Mage	4000	1000	80	80	80	120	50	70	5	5000	0	200

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Tier #3												
Great Snow Golem	5000	1000	140	170	110	150	80	85	12	5000	0	350
Absorbing Jelly	7500	1000	165	500	150	180	90	120	8	7500	0	375
Wicked Necromancer	9000	1000	140	120	125	140	80	115	3	9000	0	390
Loki	10000	1000	150	150	200	220	84	120	3	10000	0	400
Barbarian Brute	11000	1000	175	180	125	160	90	130	12	11000	0	430
Mutated Behemoth	12000	1000	190	185	140	165	88	130	12	12000	0	420
Troll King	13000	1000	180	180	110	130	88	120	12	13000	0	410
Anaconda	15000	1000	200	180	140	170	100	135	12	15000	0	450
Dead Eye	7500	1000	160	140	100	140	80	105	8	15000	0	375
Mutated Serpent	20000	2500	250	180	145	150	110	150	15	20000	0	500
Dracula	25000	1000	200	180	175	200	100	150	12	20000	0	550
Giant Squid	22500	5000	260	200	90	140	75	70	8	25000	0	350

## **BOSSSES**

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Giant Ogre	1000	100	30	15	1	12	10	25	10	1000	0	35
Tower Guardian	2000	300	40	17	20	28	25	40	5	1500	0	50
Treant	3500	100	55	30	20	28	12	18	5	1500	0	45
Outpost Captain	4000	500	60	50	20	50	40	40	8	2000	1000	100
Ifrit	5000	500	80	50	45	55	55	90	10	4000	0	200
Helios	10000	1000	150	60	50	100	60	120	15	10000	0	300
Tainted Earth Spirit	6000	1000	100	65	100	85	65	150	3	5000	0	200
Cyclops	7500	500	110	85	40	75	50	150	5	5000	0	200
Citadel Drone	6500	5000	80	70	100	175	50	150	3	5000	0	200
Giant Ice Tiger	8000	500	100	75	50	65	34	150	10	5000	0	200
Nyx	25000	2500	200	150	100	150	100	350	5	15000	0	1000
Marsh Beast	10000	300	125	90	130	85	55	170	5	6000	0	200
Desert Guardian	15000	1000	150	100	70	88	60	200	5	7500	0	250
Dark Lord	25000	9999	200	140	150	150	150	270	5	25000	0	200
Kraken	25000	9999	180	120	125	125	100	200	5	50000	0	400
Giant Ogre Soul	25000	1000	225	220	180	200	100	150	15	1	0	350



NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Pirate Soul	25000	1000	225	220	180	200	100	150	15	1	0	350
Tower Guardian Soul	35000	1000	235	230	210	240	115	175	3	1	0	500
Treant Soul	35000	1000	240	230	145	170	120	200	15	1	0	450
Ifrit Soul	45000	3000	250	250	215	275	125	225	3	1	0	600
Marsh Beast Soul	50000	3000	260	250	200	210	135	250	10	1	0	700
Desert Guardian Soul	65000	1000	260	250	195	240	140	275	10	1	0	250
Helios Soul	75000	5000	275	275	220	275	140	300	1	1	0	1000
Dark Lord	100000	9999	275	275	225	300	150	325	1	1	0	1

## SUPER-BOSSES

NAME	HP	MP	ATK	DEF	INT	MGD	AGI	PRE	CRT	EXP	GOLD	SP
Grotesque	125000	9999	400	350	350	350	150	300	15	300000	0	3000
Colossus	150000	9999	425	375	300	325	135	350	25	400000	0	4000
Vanir Golem	250000	9999	450	400	350	450	150	425	15	500000	0	4000
Kali	500000	9999	500	400	475	450	200	500	5	999999	0	5000
Dark Lord	750000	9999	650	500	500	300	250	500	10	1	0	1

## 7.10 ENEMY REMAINS & DROPS

### REGULAR MONSTERS

NAME	MONSTER REMAINS	VALUE	ITEM DROPS
<b>Oakwood Sewer</b>			
Slime	Goo	8	Potion
Spider	Spider Carapace	12	Antidote
<b>Ancient Ruins</b>			
Ghoul	Bone	25	NONE
Skeleton	Bone	25	NONE
Bat	Bat Wing	30	NONE
<b>Desert Mountains</b>			
Wolf	Wolf Pelt	15	NONE
Goblin	Goblin Scale	20	Antidote
Scorpion	Stinger	35	NONE
Small Lizard	Lizard Scale	33	NONE
Cobra	Snake Scale	45	Antidote
Grey Bear	Bear Pelt	55	NONE
<b>Forest Tower</b>			
Imp	Imp Horn	60	Potion
Venus Fly Trap	Venus Petal	70	NONE
Mummy	Mummy Wrap	75	NONE
Faceless Orc	Faceless Orc Scale	90	NONE
<b>Earth Cave</b>			
Succubus	Succubus Horn	100	Potion
Nymph	Desert Rock	125	NONE
Desert Phoenix	Desert Rock	125	NONE
Bandit	NONE	N/A	NONE
<b>Woods of Despair</b>			
Skeleton Knight	Dark Bone	200	NONE
Zombie Mage	Dark Bone	200	NONE
Invisible Knight	Dark Bone	200	NONE

NAME	MONSTER REMAINS	VALUE	ITEM DROPS
<b>Ocean</b>			
Lobster	Sea Remains	150	NONE
Jellyfish	Sea Remains	150	NONE
Sea Snake	Sea Remains	150	NONE
Sea Toad	Sea Remains	150	NONE
Sahagin	Sea Remains	150	NONE
<b>Deserted Island Cave</b>			
Widow Maker	Widowmaker Carapace	140	NONE
Ghast	Ghast Skull	150	NONE
Shaman	Shaman Tooth	160	NONE
<b>Old Alexandrian Outpost</b>			
Outpost Guard	NONE	N/A	NONE
Outpost Sergeant	NONE	N/A	NONE
<b>Eastern Continent</b>			
Silver Wolf	Silver Wolf Pelt	175	NONE
Ninja	NONE	N/A	NONE
Gryphon	Gryphon Talon	190	NONE
<b>Mt. Gerra</b>			
Specter	Specter's Lantern	250	NONE
Fire Bat	Fire Bat Wing	220	NONE
Red Slime	Red Goo	230	NONE
Fire Spirit	Ember	240	NONE
Fire Demon	Fire Demon Hoof	275	NONE
<b>Forest Tower Basement</b>			
Dark Wizard	Blackened Bone	300	NONE
Evil Reflection	Reflection's Lantern	275	NONE
Undead Warrior	Blackened Bone	300	NONE
Mummy Prince	Blackened Bone	300	NONE
<b>Far Eastern Continent</b>			
Apparition	Shroud	300	NONE
Wolf Man	Wolf Man Pelt	300	NONE
Death Shaman	Death Shaman Tooth	310	NONE



NAME	MONSTER REMAINS	VALUE	ITEM DROPS
Medusa	Medusa Head	325	NONE
Archfiend	Archfiend Tooth	350	NONE
<b>Southern Continent Desert</b>			
Sand Gremlin	Sand Gremlin Wing	310	NONE
Green Slime	Green Goo	375	NONE
Desert Ghast	Desert Ghast Skull	330	NONE
Werewolf	Werewolf Pelt	330	NONE
Catoblepas	Catoblepas Skull	350	NONE
<b>Southern Continent Tundra</b>			
Winter Wolf	Winter Wolf Pelt	315	NONE
Giant Tortoise	Tortoise Shell	325	NONE
Ice Goblin	Ice Goblin Scale	310	NONE
Ice Spirit	Ice Spirit Remains	325	NONE
Ice Hellion	Hellion's Scythe	320	NONE
Ice Bull	Bull Horn	340	NONE
Troll	Troll Skull	350	NONE
Ice Demon	Ice Demon Hoof	370	NONE
Snow Slug	Snow Slug Slime	5000	NONE
<b>Northwest Continent</b>			
Lizard Warrior	Lizard Warrior Scale	330	NONE
Giant Satyr	Giant Satyr Hoof	340	NONE
<b>Southwest Continent</b>			
Siren	Siren's Broach	340	NONE
Tentacled Beast	Tentacle	320	NONE
Wooden Prisoner	Wooden Skull	335	NONE
Dark Pixie	Dark Pixie Dust	325	NONE
Brute	Brute's Hammer	350	NONE
Giant Cobra	Giant Cobra Scale	375	NONE
<b>Northern Continent Grassland</b>			
Jungle Rat	Jungle Rat Tail	300	NONE
Jungle Raptor	Jungle Raptor Talon	320	NONE
Insane Summoner	Summoner's Book	360	NONE

NAME	MONSTER REMAINS	VALUE	ITEM DROPS
<b>Northern Continent Tundra</b>			
Frozen Slime	Frozen Goo	300	NONE
Ice Sprite	Sprite Crystal Shards	325	NONE
Polar Bear	Polar Bear Pelt	325	NONE
Snow Golem	Snow Golem Stone	350	NONE
<b>Dread Woods</b>			
Forest Gremlin	Forest Gremlin Wing	400	NONE
Forest Spirit	Forest Spirit Crystal	400	NONE
Magic Mushroom	Piece of Mushroom	400	NONE
Rat	Rat Tail	375	NONE
Gila Monster	Gila Monster Fang	375	NONE
Spore	Fungus Spore	425	NONE
Man Eater	Maneater Bloom	475	NONE
Ogre	Ogre Club	450	NONE
Evil Vine	Evil Vine Bloom	1000	NONE
<b>Hermit's Tower</b>			
Mimic Chest	NONE	N/A	NONE
<b>Crescent Canyon</b>			
Hornet	Hornet Stinger	400	NONE
Desert Cockatrice	Desert Cockatrice Beak	425	NONE
Desert Lizard	Desert Lizard Scale	400	NONE
Chimera	Chimera Pelt	450	NONE
Gremlin	Gremlin Fang	400	NONE
Mountain Raptor	Raptor Talon	425	NONE
Behemoth	Behemoth Hoof	475	NONE
Wyvern	Wyvern Fang	500	NONE
<b>Babel Citadel</b>			
Garuda	Garuda's Talisman	450	NONE
Assassin	NONE	N/A	NONE
Cerberus	Cerberus Pelt	425	NONE
Samurai	NONE	N/A	NONE
Pixie	Pixie Dust	500	NONE

NAME	MONSTER REMAINS	VALUE	ITEM DROPS
Headless Knight	NONE	N/A	NONE
Nightmare	Nightmare Hoof	400	NONE
<b>Ice Cave</b>			
Ice Imp	Ice Imp Horn	375	NONE
Cockatrice	Cockatrice Beak	375	NONE
Dark Mummy	Dark Mummy Wrap	420	NONE
Ice Tiger	Ice Tiger Claw	400	NONE
Mindflayer	Mindflayer Jaw	450	NONE
<b>Great Southern Marsh</b>			
Alligator	Alligator Scale	600	NONE
Swamp Troll	Swamp Troll Jaw	600	NONE
Swamp Bloom	Swamp Petal	575	NONE
Dark Nymph	Nymph's Necklace	650	NONE
Manticore	Swamp Toxin	625	NONE
Centipede	Swamp Toxin	625	NONE
Dark Gryphon	Dark Gryphon Claw	625	NONE
Bog Monster	Bog Monster Claw	1000	NONE
<b>Alexandrian Desert</b>			
Shrunken Troll	Shrunken Troll Jaw	675	NONE
Desert Spider	Desert Spider Carapace	700	NONE
Desert Flower	Desert Petal	650	NONE
Deadly Scorpion	Desert Stinger	725	NONE
Orc	Orc Scale	750	NONE
<b>Pandora Castle</b>			
Pandoran Prison Guard	NONE	N/A	NONE
Pandoran Soldier	NONE	N/A	NONE
<b>Asgard Catacombs</b>			
Ninetails	Ninetails Head	725	NONE
Evil Eye	Evil Eye Tentacle	800	NONE
Hydra	Hydra Scale	800	NONE
Great Troll	Great Troll Head	825	NONE
Horned Dragon	Dragon Horn	850	NONE



NAME	MONSTER REMAINS	VALUE	ITEM DROPS
Savage Demon	Savage Demon Skull	800	NONE
<b>Northern Magi Tower</b>			
Incubus	Incubus Wing	825	NONE
Warlock	Warlock Orb	925	NONE
Necromancer	Necromancer Skull	850	NONE
Devil	Devil Wing	900	NONE
Anubis	Anubis' Ankh	875	NONE
Trickster	Trickster Hide	875	NONE
Phoenix	Phoenix Talon	1000	NONE
<b>Southern Magi Tower</b>			
Mutated Lynx	Lynx Pelt	850	NONE
Revenant	Revenant Bone	825	NONE
Black Knight	Black Knight's Helm	875	NONE
Mutant Dragon	Mutant Dragon Scale	850	NONE
Liquid Evil	Liquid Evil Ooze	875	NONE
Vampire	Vampire Fang	950	NONE
<b>Leviathan</b>			
Gargantuan Crab	Gargantuan Crab Pincer	950	NONE
Sahagin Prince	Sahagin Prince's Trident	925	NONE
Mini-Kraken	Mini-Kraken Tentacle	1000	NONE
Poisonous Shark	Shark Toxin	900	NONE
Narwhale	Narwhale Horn	975	NONE
<b>Mines of Dvergar</b>			
Flamethrower	Flamethrower Scale	1000	NONE
Jabberwocky	Jabberwocky Head	1100	NONE
Giant Gargoyle	Giant Gargoyle Claw	1050	NONE
Sand Worm	Sand Worm Scale	1050	NONE
Monstrosity	Monstrosity Scale	1100	NONE
Goliath	Goliath Scale	1125	NONE
Maluspiro	Maluspiro Tentacle	1200	NONE
<b>Well of Souls</b>			
Pandora's Finest	NONE	N/A	NONE
Basilisk	Basilisk's Tongue	1050	NONE

NAME	MONSTER REMAINS	VALUE	ITEM DROPS
Demonic Gargoyle	Gargoyle Skull	1100	NONE
Collosal Fiend	Fiend Rib	1125	NONE
Void Knight	Void Knight's Armor	1175	NONE
Asura	Asura Horn	1150	NONE
Titan	Titan Hide	1250	NONE
Dark Champion	Dark Champion's Shield	1100	NONE
Kali's Servant	Kali Servant's Heart	1500	NONE

### CITY GUARDS

NAME	MONSTER REMAINS	REMAINS VALUE	ITEM DROPS
Oakwood City Guard	NONE	N/A	Rusty Sword
Dry Gulch City Guard	NONE	N/A	NONE
Alfheim City Guard	NONE	N/A	NONE
Doria City Guard	NONE	N/A	NONE
Riverdale City Guard	NONE	N/A	NONE
Spartan	NONE	N/A	NONE
Rubicon City Guard	NONE	N/A	NONE
Talos Village Guard	NONE	N/A	NONE
Aunlak City Guard	NONE	N/A	NONE
Borea City Guard	NONE	N/A	NONE
Pandoran Guard	NONE	N/A	NONE
Midgard Guard	NONE	N/A	NONE
Gaia Guard	NONE	N/A	NONE
Casino Guard	NONE	N/A	NONE

### MID-BOSSES

NAME	MONSTER REMAINS	REMAINS VALUE	ITEM DROPS
Pirate	NONE	N/A	NONE
Rufus	NONE	N/A	NONE
Great Bear	Bear Pelt	55	NONE

NAME	MONSTER REMAINS	REMAINS VALUE	ITEM DROPS
Pandoran Sergeant	NONE	N/A	NONE
Merman	NONE	N/A	NONE
Pandoran Captain	NONE	N/A	NONE
Flame Goddess	NONE	N/A	NONE
Gargoyle	NONE	N/A	NONE
Master of the Woods	NONE	N/A	NONE
Gorgon	NONE	N/A	NONE
Baal	NONE	N/A	NONE
Seventh Circle Demon	NONE	N/A	NONE
General Hannibal	NONE	N/A	NONE
Magi Guardian	NONE	N/A	NONE

### HUNTER'S GUILD TARGETS

NAME	MONSTER REMAINS	VALUE	ITEM DROPS
<b>Tier #1</b>			
Large Slime	Goo	8	NONE
Goblin King	Goblin Scale	20	NONE
Mutated Ghoul	Bone	25	NONE
Rock Lizard	Lizard Scale	33	NONE
<b>Tier #2</b>			
Dark Phoenix	Desert Rock	125	NONE
Great Imp	Imp Horn	60	NONE
Sapphire Scorpion	Stinger	35	NONE
Amorphous Blob	Goo	8	NONE
Rogue Knight	Dark Bone	200	NONE
Captain Blackbeard	Dark Bone	200	NONE
Crippled Soul	Dark Bone	200	NONE
Death Mage	Dark Bone	200	NONE
<b>Tier #3</b>			
Great Snow Golem	NONE	N/A	NONE
Absorbing Jelly	NONE	N/A	NONE



NAME	MONSTER REMAINS	VALUE	ITEM DROPS
Wicked Necromancer	NONE	N/A	NONE
Loki	NONE	N/A	NONE
Barbarian Brute	NONE	N/A	NONE
Mutated Behemoth	NONE	N/A	NONE
Troll King	NONE	N/A	NONE
Anaconda	NONE	N/A	NONE
Dead Eye	NONE	N/A	NONE
Mutated Serpent	NONE	N/A	NONE
Dracula	NONE	N/A	NONE
Giant Squid	NONE	N/A	NONE

## **BOSSSES**

NAME	MONSTER REMAINS	REMAINS VALUE	ITEM DROPS
Giant Ogre	NONE	N/A	NONE
Tower Guardian	NONE	N/A	NONE
Treant	NONE	N/A	NONE
Outpost Captain	NONE	N/A	NONE
Ifrit	NONE	N/A	NONE
Helios	NONE	N/A	NONE
Tainted Earth Spirit	NONE	N/A	NONE
Cyclops	NONE	N/A	NONE
Citadel Drone	NONE	N/A	NONE
Giant Ice Tiger	NONE	N/A	NONE
Nyx	NONE	N/A	NONE
Marsh Beast	NONE	N/A	NONE
Desert Guardian	NONE	N/A	NONE
Dark Lord	NONE	N/A	NONE
Kraken	NONE	N/A	NONE
Giant Ogre Soul	NONE	N/A	NONE
Pirate Soul	NONE	N/A	NONE
Tower Guardian Soul	NONE	N/A	NONE

NAME	MONSTER REMAINS	REMAINS VALUE	ITEM DROPS
Treant Soul	NONE	N/A	NONE
Ifrit Soul	NONE	N/A	NONE
Marsh Beast Soul	NONE	N/A	NONE
Desert Guardian Soul	NONE	N/A	NONE
Helios Soul	NONE	N/A	NONE
Dark Lord	NONE	N/A	NONE

### **SUPER BOSSES**

NAME	MONSTER REMAINS	REMAINS VALUE	ITEM DROPS
Grotesque	NONE	N/A	NONE
Colossus	NONE	N/A	NONE
Vanir Golem	NONE	N/A	NONE
Kali	NONE	N/A	NONE
Dark Lord - Super Boss	NONE	N/A	NONE

## 7.11 ENEMY ELEMENTAL AFFINITIES

The table below uses A – F to categorize the resistances of different enemies. The letters correspond to the following damage multipliers:

**A = 200%**      **B = 150%**      **C = 100%**      **D = 50%**      **E = 0%**      **F = -100%**

For example, an enemy with a resistance “A” to a specific element will be dealt double damage. “C” can be thought of as the standard resistance with 100% (or normal) damage. Meanwhile, “F” actually corresponds to damage absorption. Therefore, an enemy with “F” resistance to Holy will actually be healed equal to the normal damage of the spell.

### REGULAR MONSTERS

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
<b>Oakwood Sewer</b>						
Slime	D	C	C	C	F	C
Spider	A	C	C	C	F	C
<b>Ancient Ruins</b>						
Ghoul	A	D	C	C	A	F
Skeleton	A	D	C	C	A	F
Bat	C	C	C	C	F	C
<b>Desert Mountains</b>						
Wolf	C	C	C	C	F	C
Goblin	C	C	C	C	F	C
Scorpion	C	B	C	C	F	C
Small Lizard	C	B	C	C	F	C
Cobra	C	A	C	C	F	C
Grey Bear	A	C	C	C	F	C
<b>Forest Tower</b>						
Imp	D	D	D	D	F	C
Venus Fly Trap	A	C	A	C	F	C
Mummy	A	D	C	C	A	F
Faceless Orc	B	C	C	C	F	C
<b>Earth Cave</b>						
Succubus	C	C	C	C	F	D
Nymph	C	B	C	C	F	C
Desert Phoenix	C	D	C	C	F	D
Bandit	C	C	C	C	F	A



NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
<b>Woods of Despair</b>						
Skeleton Knight	A	D	C	C	A	F
Zombie Mage	A	D	C	C	A	F
Invisible Knight	D	D	C	C	B	D
<b>Ocean</b>						
Lobster	D	D	A	C	F	C
Jellyfish	D	D	A	C	F	C
Sea Snake	D	D	A	C	F	C
Sea Toad	C	C	A	C	F	C
Sahagin	D	D	A	C	F	C
<b>Deserted Island Cave</b>						
Widow Maker	C	C	C	C	F	C
Ghast	A	D	C	C	A	F
Shaman	B	C	C	C	F	D
<b>Old Alexandrian Outpost</b>						
Outpost Guard	C	C	B	C	F	A
Outpost Sergeant	C	C	B	C	F	A
<b>Eastern Continent</b>						
Silver Wolf	C	C	C	C	F	C
Ninja	C	C	B	C	F	A
Gryphon	C	C	C	C	F	C
<b>Mt. Gerra</b>						
Specter	A	C	C	C	A	F
Fire Bat	F	A	C	C	F	C
Red Slime	F	A	C	C	F	C
Fire Spirit	F	A	C	C	F	C
Fire Demon	F	A	C	C	F	C
<b>Forest Tower Basement</b>						
Dark Wizard	A	D	C	C	A	F
Evil Reflection	A	D	C	C	A	F
Undead Warrior	A	D	C	C	A	F
Mummy Prince	A	D	C	C	A	F
<b>Far Eastern Continent</b>						
Apparition	A	D	C	C	A	F
Wolf Man	C	B	C	C	F	C
Death Shaman	C	D	B	C	F	C
Medusa	B	D	B	C	F	C
Archfiend	D	A	C	C	F	C

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
<b>Southern Continent Desert</b>						
Sand Gremlin	C	C	B	A	F	C
Green Slime	D	A	C	C	F	C
Desert Ghast	A	D	C	C	A	F
Werewolf	D	B	A	C	F	C
Catoblepas	D	A	C	C	F	C
<b>Southern Continent Tundra</b>						
Winter Wolf	A	D	C	C	F	C
Giant Tortoise	A	D	C	C	F	C
Ice Goblin	A	D	C	C	F	C
Ice Spirit	A	D	C	C	F	C
Ice Hellion	A	D	C	A	F	C
Ice Bull	A	D	C	C	F	C
Troll	A	D	C	C	F	C
Ice Demon	A	D	C	C	F	C
Snow Slug	A	F	C	C	F	C
<b>Northwest Continent</b>						
Lizard Warrior	D	C	A	C	F	C
Giant Satyr	C	A	C	C	F	C
<b>Southwest Continent</b>						
Siren	C	A	C	C	F	C
Tentacled Beast	D	C	A	C	F	C
Wooden Prisoner	A	D	C	C	A	F
Dark Pixie	B	D	B	A	F	C
Brute	C	B	C	A	F	C
Giant Cobra	D	C	A	C	F	C
<b>Northern Continent Grassland</b>						
Jungle Rat	B	B	D	C	F	C
Jungle Raptor	D	A	C	C	F	C
Insane Summoner	C	C	C	C	F	C
<b>Northern Continent Tundra</b>						
Frozen Slime	A	D	C	C	F	C
Ice Sprite	A	D	C	C	F	C
Polar Bear	A	D	C	D	F	C
Snow Golem	B	D	C	D	F	C
<b>Dread Woods</b>						
Forest Gremlin	B	C	B	A	F	C
Forest Spirit	D	C	C	B	F	C
Magic Mushroom	A	D	C	C	F	C

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Rat	B	C	C	C	F	C
Gila Monster	C	C	B	C	F	C
Spore	A	D	C	C	F	C
Man Eater	A	D	C	C	F	C
Ogre	D	C	D	D	F	C
Evil Vine	A	D	C	C	A	F
Hermit's Tower						
Mimic Chest	C	C	C	C	F	C
Crescent Canyon						
Hornet	B	C	B	A	F	C
Desert Cockatrice	C	C	C	A	F	C
Desert Lizard	C	A	C	C	F	C
Chimera	C	C	B	A	F	C
Gremlin	C	C	B	A	F	C
Mountain Raptor	C	C	C	C	F	C
Behemoth	D	C	D	D	F	C
Wyvern	D	A	D	D	F	C
Babel Citadel						
Garuda	C	C	C	C	F	B
Assassin	C	C	B	C	F	B
Cerberus	A	D	C	C	A	F
Samurai	D	B	C	C	F	B
Pixie	C	C	B	A	F	C
Headless Knight	D	C	B	C	F	C
Nightmare	D	A	B	C	F	C
Ice Cave						
Ice Imp	A	F	C	C	F	C
Cockatrice	A	F	C	C	F	C
Dark Mummy	A	D	C	C	A	F
Ice Tiger	A	F	C	C	F	C
Mindflayer	A	D	C	C	A	F
Great Southern Marsh						
Alligator	D	B	C	D	F	C
Swamp Troll	B	B	C	C	F	C
Swamp Bloom	A	D	C	C	F	C
Dark Nymph	C	C	C	C	F	D
Manticore	A	D	C	C	F	C
Centipede	A	D	C	C	F	C
Dark Gryphon	D	B	B	A	F	C



NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Bog Monster	C	C	C	C	F	C
Alexandrian Desert						
Shrunken Troll	A	D	C	C	A	F
Desert Spider	B	B	C	C	F	C
Desert Flower	C	C	C	C	F	C
Deadly Scorpion	C	C	C	C	F	C
Orc	C	C	C	C	F	C
Pandora Castle						
Pandoran Prison Guard	C	C	B	C	F	A
Pandoran Soldier	C	C	B	C	F	A
Asgard Catacombs						
Ninetails	A	C	C	C	F	C
Evil Eye	D	D	B	C	F	C
Hydra	D	B	B	D	F	C
Great Troll	D	B	C	D	F	C
Horned Dragon	D	B	C	D	F	C
Savage Demon	D	B	C	C	F	C
Northern Magi Tower						
Incubus	D	C	C	A	F	C
Warlock	D	B	C	C	F	C
Necromancer	A	D	C	C	A	F
Devil	A	D	B	B	A	F
Anubis	B	D	C	C	F	C
Trickster	D	C	A	C	F	C
Phoenix	C	D	B	A	F	C
Southern Magi Tower						
Mutated Lynx	B	D	C	D	F	C
Revenant	A	D	C	C	A	F
Black Knight	D	D	B	D	F	C
Mutant Dragon	D	B	C	C	F	C
Liquid Evil	D	D	D	C	A	F
Vampire	A	D	C	C	A	F
Leviathan						
Gargantuan Crab	D	D	A	C	F	C
Sahagin Prince	D	D	A	C	F	C
Mini-Kraken	D	D	A	C	F	C
Poisonous Shark	D	D	A	C	F	C
Narwhale	D	D	A	C	F	C

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
<b>Mines of Dvergar</b>						
Flamethrower	D	A	C	D	F	C
Jabberwocky	D	B	B	D	F	C
Giant Gargoyle	D	B	C	B	F	D
Sand Worm	D	A	D	C	F	C
Monstrosity	D	C	C	D	F	C
Goliath	C	B	B	D	F	C
Maluspiro	C	B	B	D	F	C
<b>Well of Souls</b>						
Pandora's Finest	C	C	B	C	F	A
Basilisk	C	B	C	C	F	C
Demonic Gargoyle	C	D	B	A	F	C
Collosal Fiend	C	B	C	D	F	C
Void Knight	C	D	B	D	F	C
Asura	C	C	B	D	F	C
Titan	C	B	C	D	F	C
Dark Champion	C	D	B	D	F	C
Kali's Servant	A	D	B	D	A	C

## CITY GUARDS

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Oakwood City Guard	C	C	B	C	F	A
Dry Gulch City Guard	C	C	B	C	F	A
Alfheim City Guard	C	C	B	C	F	A
Doria City Guard	C	C	B	C	F	A
Riverdale City Guard	C	C	B	C	F	A
Spartan	C	C	B	C	F	A
Rubicon City Guard	C	C	B	C	F	A
Talos Village Guard	C	C	B	C	F	A
Aunlak City Guard	C	C	B	C	F	A
Borea City Guard	C	C	B	C	F	A
Pandoran Guard	C	C	B	C	F	A
Midgard Guard	C	C	B	C	F	A
Gaia Guard	C	C	B	C	F	A
Casino Guard	C	C	B	C	F	A

## MID-BOSSSES

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Pirate	C	C	C	C	F	A
Rufus	C	C	C	C	F	A
Great Bear	A	C	C	C	F	C
Pandoran Sergeant	C	C	B	C	F	A
Merman	D	D	A	C	F	C
Pandoran Captain	C	C	B	C	F	A
Flame Goddess	F	A	C	C	F	C
Gargoyle	A	D	C	C	A	F
Master of the Woods	A	D	C	C	A	F
Gorgon	C	C	C	C	F	C
Baal	F	A	C	C	F	C
Seventh Circle Demon	C	C	C	C	A	C
General Hannibal	C	C	B	C	F	A
Magi Guardian	C	C	C	C	F	C

## HUNTER'S GUILD TARGETS

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
<b>Tier #1</b>						
Large Slime	F	B	C	C	F	C
Goblin King	C	C	C	B	F	C
Mutated Ghoul	A	D	C	C	A	F
Rock Lizard	C	B	C	C	F	C
<b>Tier #2</b>						
Dark Phoenix	C	D	C	C	F	D
Great Imp	C	B	C	C	F	C
Sapphire Scorpion	F	F	F	F	F	F
Amorphous Blob	B	B	C	C	F	C
Rogue Knight	A	D	C	C	A	F
Captain Blackbeard	A	D	C	C	A	F
Crippled Soul	A	D	C	C	A	F
Death Mage	A	D	C	C	A	F
<b>Tier #3</b>						
Great Snow Golem	A	F	C	D	F	C
Absorbing Jelly	C	C	C	C	F	C



NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Wicked Necromancer	B	D	B	D	F	C
Loki	A	A	A	A	F	A
Barbarian Brute	D	D	C	D	F	C
Mutated Behemoth	C	C	C	D	F	C
Troll King	B	D	C	D	F	C
Anaconda	B	B	B	D	F	C
Dead Eye	C	C	B	C	F	D
Mutated Serpent	D	B	B	D	F	C
Dracula	A	D	C	C	A	F
Giant Squid	D	D	A	C	F	C

## **BOSSSES**

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Giant Ogre	C	C	C	C	F	C
Tower Guardian	B	C	C	C	F	C
Treant	A	C	C	D	F	C
Outpost Captain	C	C	B	C	F	A
Ifrit	F	A	C	C	F	C
Helios	C	C	C	C	F	C
Tainted Earth Spirit	B	D	C	C	F	D
Cyclops	D	B	B	D	F	D
Citadel Drone	D	D	D	D	F	D
Giant Ice Tiger	A	D	D	D	F	C
Nyx	C	C	C	C	F	C
Marsh Beast	C	C	C	C	F	C
Desert Guardian	D	B	C	D	F	C
Dark Lord	C	C	C	C	F	C
Kraken	D	D	A	C	F	C
Giant Ogre Soul	C	C	C	C	F	C
Pirate Soul	C	C	C	C	F	C
Tower Guardian Soul	B	C	C	C	F	C
Treant Soul	B	C	C	C	F	C
Ifrit Soul	F	A	C	C	F	C
Marsh Beast Soul	C	C	C	C	F	C
Desert Guardian Soul	D	B	C	D	F	C
Helios Soul	C	C	C	C	F	C
Dark Lord	C	C	C	C	F	C

## SUPER BOSSES

NAME	FIRE	ICE	THUNDER	WIND	HOLY	DARK
Grotesque	A	D	B	D	F	C
Colossus	D	D	C	D	F	C
Vanir Golem	D	D	D	D	F	D
Kali	D	C	C	D	F	D
Dark Lord - Super Boss	C	C	C	C	F	C

## 7.12 ENEMY STEALABLE ITEMS

### REGULAR MONSTERS

NAME	STEALABLE ITEMS
<b>Oakwood Sewer</b>	
Slime	Potion (50%), High-Potion (5%)
Spider	Antidote (50%), Jolt Tonic (5%)
<b>Ancient Ruins</b>	
Ghoul	Eye Drops (50%), Holy Bomb (5%)
Skeleton	Eye Drops (50%), Holy Bomb (5%)
Bat	Potion (50%), High Potion (5%)
<b>Desert Mountains</b>	
Wolf	Potion (50%), Sleeping Bag (5%)
Goblin	Potion (50%), Tiny SP Orb (5%)
Scorpion	Antidote (50%), Blitz Tonic (5%)
Small Lizard	Potion (50%), Ward Tonic (5%)
Cobra	Antidote (50%), Ice Bomb (5%)
Grey Bear	Sleeping Bag (50%), Tent (5%)
<b>Forest Tower</b>	
Imp	High Potion (25%), Tiny Magic Potion (5%)
Venus Fly Trap	Antidote (50%), Vocalizer Serum (5%)
Mummy	Potion (50%), Holy Bomb (5%), Fire Bomb (5%)
Faceless Orc	Sleeping Bag (50%), Blitz Tonic (5%), Wall Tonic (5%)
<b>Earth Cave</b>	
Succubus	High Potion (50%), Smelling Salts (25%), Vocalizer Serum (5%)
Nymph	Sleeping Bag (50%), Tent (5%)
Desert Phoenix	Eye Drops (50%), Mind Tonic (25%), Ward Tonic (25%), Tiny Magic Potion (5%)
Bandit	100G (50%), Large Potion (25%), Small SP Orb (5%)
<b>Woods of Despair</b>	
Skeleton Knight	Sleeping Bag (50%), Blaze Bomb (5%)
Zombie Mage	Tiny SP Orb (50%), Fire Bomb (25%), Holy Light Bomb (5%)
Invisible Knight	High Potion (50%), Hyper Wall Tonic (5%)



NAME	STEALABLE ITEMS
<b>Ocean</b>	
<b>Lobster</b>	Antidote (50%), Smelling Salts (50%), Large Potion (5%)
<b>Jellyfish</b>	Thunder Bomb (50%), Tiny SP Orb (25%), Mind Tonic (25%), Ward Tonic (25%)
<b>Sea Snake</b>	Antidote (50%), Thunder Bomb (5%), Large Potion (5%)
<b>Sea Toad</b>	High Potion (50%), Thunder Bomb (5%), Wind Bomb (5%)
<b>Sahagin</b>	Antidote (50%), Thunder Bomb (25%), Thunderstorm Bomb (5%)
<b>Deserted Island Cave</b>	
<b>Widow Maker</b>	Antidote (50%), Smelling Salts (50%), Muscle Relaxer (50%), Blaze Bomb (5%)
<b>Ghast</b>	Muscle Relaxer (50%), Smelling Salts (50%), Holy Light Bomb (5%)
<b>Shaman</b>	Tiny Magic Potion (50%), Small Magic Potion (5%)
<b>Old Alexandrian Outpost</b>	
<b>Outpost Guard</b>	100G (50%), Large Potion (5%)
<b>Outpost Sergeant</b>	200G (50%), High Potion (50%), Hurricane Bomb (25%), Dark Storm Bomb (25%), Small SP Orb (5%)
<b>Eastern Continent</b>	
<b>Silver Wolf</b>	High Potion (50%), Ice Bomb (50%), Snowstorm Bomb (5%)
<b>Ninja</b>	100G (50%), High Potion (25%), Small Cottage (5%)
<b>Gryphon</b>	Antidote (50%), Ward Tonic (50%), Hyper Ward Tonic (5%)
<b>Mt. Gerra</b>	
<b>Specter</b>	Holy Bomb (50%), Eye Drops (50%), Tiny SP Orb (25%), Holy Light Bomb (5%)
<b>Fire Bat</b>	Sleeping Bag (50%), Ice Bomb (25%), Snowstorm Bomb (5%)
<b>Red Slime</b>	High Potion (50%), Sleeping Bag (25%), Large Potion (5%)
<b>Fire Spirit</b>	Tiny SP Orb (50%), Tiny Magic Potion (25%), Small Magic Potion (5%)
<b>Fire Demon</b>	High Potion (50%), Tent (25%), Small SP Orb (5%)
<b>Forest Tower Basement</b>	
<b>Dark Wizard</b>	Holy Light Bomb (50%), Large Potion (25%), Small Magic Potion (15%), Holy Fire Bomb (5%)
<b>Evil Reflection</b>	Large Potion (50%), Vocalizer Serum (25%), Huge Potion (5%)
<b>Undead Warrior</b>	Antidote (50%), Large Potion (25%), Holy Light Bomb (25%), Hyper Blitz Tonic (5%), Hyper Wall Tonic (5%)

NAME	STEALABLE ITEMS
<b>Mummy Prince</b>	Holy Bomb (50%), Tiny SP Orb (50%), Holy Light Bomb (25%), Soft (5%), Vocalizer Serum (5%)
<b>Far Eastern Continent</b>	
<b>Apparition</b>	Eye Drops (50%), Large Potion (50%), Holy Light Bomb (25%), Huge Potion (5%)
<b>Wolf Man</b>	Tent (50%), Dark Storm Bomb (25%), Small Cottage (5%)
<b>Death Shaman</b>	Tiny Magic Potion (50%), Hyper Mind Tonic (25%), Vocalizer Serum (25%), Huge Potion (5%)
<b>Medusa</b>	Soft (50%), Tiny SP Orb (50%), Large Potion (25%), Small SP Orb (5%)
<b>Archfiend</b>	Hyper Vigor Tonic (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Huge Potion (5%)
<b>Southern Continent Desert</b>	
<b>Sand Gremlin</b>	Large Potion (50%), Vocalizer Serum (25%), Remedy (5%), Small Magic Potion (5%)
<b>Green Slime</b>	Large Potion (50%), Tent (25%), Small Cottage (5%)
<b>Desert Ghast</b>	Large Potion (50%), Small SP Orb (25%), Holy Fire Bomb (5%)
<b>Werewolf</b>	Antidote (50%), Large Potion (50%), Dark Storm Bomb (25%), Hurricane Bomb (25%), Huge Potion (5%)
<b>Catoblepas</b>	Tiny Magic Potion (50%), Tiny SP Orb (50%), Small SP Orb (25%), Small Magic Potion (5%)
<b>Southern Continent Tundra</b>	
<b>Winter Wolf</b>	Large Potion (50%), Tiny SP Orb (50%), Hyper Jolt Tonic (25%), Hyper Shock Tonic (25%), Small SP Orb (5%)
<b>Giant Tortoise</b>	Antidote (50%), Large Potion (50%), Tent (25%), Holy Light Bomb (25%), Small SP Orb (5%)
<b>Ice Goblin</b>	Snowstorm Bomb (50%), Blaze Bomb (25%), Small SP Orb (5%), Huge Potion (5%)
<b>Ice Spirit</b>	Tiny Magic Potion (50%), Tiny SP Orb (50%), Hyper Mind Tonic (25%), Hyper Ward Tonic (25%), Hellfire Bomb (5%)
<b>Ice Hellion</b>	Vocalizer Serum (50%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Remedy (5%)
<b>Ice Bull</b>	Tent (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Huge Potion (25%)
<b>Troll</b>	Tent (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Small Cottage (5%)

NAME	STEALABLE ITEMS
Ice Demon	Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Large Potion (25%), Remedy (5%)
Snow Slug	Full Potion (50%), Large Cottage (25%), Full Magic Potion (5%)
<b>Northwest Continent</b>	
Lizard Warrior	Large Potion (50%), Thunderstorm (25%), Hurricane Bomb (25%), Small SP Orb (5%)
Giant Satyr	Smelling Salts (50%), Muscle Relaxer (50%), Hyper Blitz Tonic (25%), Hyper Vigor Tonic (25%), Remedy (5%)
<b>Southwest Continent</b>	
Siren	Smelling Salts (50%), Hyper Jolt Tonic (25%), Hyper Shock Tonic (25%), Huge Potion (5%)
Tentacled Beast	Vocalizer Serum (50%), Dark Storm Bomb (25%), Remedy (5%)
Wooden Prisoner	Holy Light Bomb (50%), Large Potion (50%), Hellfire Bomb (5%), Holy Fire Bomb (5%)
Dark Pixie	Tiny Magic Potion (50%), Hyper Mind Tonic (25%), Hyper Ward Tonic (25%), Small Magic Potion (5%), Small SP Orb (5%)
Brute	Tent (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Hyper Bubble Tonic (5%), Hyper Surge Tonic (5%)
Giant Cobra	Large Potion (50%), Smelling Salts (50%), Muscle Relaxer (50%), Hyper Blitz Tonic (25%), Blaze Bomb (25%), Huge Potion (5%)
<b>Northern Continent Grassland</b>	
Jungle Rat	Antidote (50%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Small SP Orb (5%)
Jungle Raptor	Smelling Salts (50%), Muscle Relaxer (50%), Large Potion (50%), Thunderstorm Bomb (25%), Hurricane Bomb (25%), Huge Potion (5%)
Insane Summoner	Hyper Mind Tonic (50%), Hyper Ward Tonic (50%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Medium Magic Potion (5%)
<b>Northern Continent Tundra</b>	
Frozen Slime	Large Potion (50%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (255), Hellfire Bomb (5%)
Ice Sprite	Hyper Mind Tonic (50%), Hyper Ward Tonic (50%), Medium Magic Potion (5%)



NAME	STEALABLE ITEMS
<b>Polar Bear</b>	Tent (50%), Eye Drops (50%), Muscle Relaxer (50%), Hyper Vigor Tonic (25%), Small Cottage (5%)
<b>Snow Golem</b>	Large Potion (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Huge Potion (5%)
<b>Dread Woods</b>	
<b>Forest Gremlin</b>	Hurricane Bomb (50%), Large Potion (50%), Vicious Tornado Bomb (5%)
<b>Forest Spirit</b>	Tiny SP Orb (50%), Small SP Orb (25%), Medium SP Orb (5%)
<b>Magic Mushroom</b>	Muscle Relaxer (50%), Vocalizer Serum (25%), Hurricane Bomb (25%), Remedy (5%)
<b>Rat</b>	Antidote (50%), Large Potion (50%), Blaze Bomb (25%), Small SP Orb (5%), Small Magic Potion (5%)
<b>Gila Monster</b>	Eye Drops (50%), Antidote (50%), Large potion (50%), Blaze Bomb (25%), Thunderstorm Bomb (25%), Medium SP Orb (5%)
<b>Spore</b>	Tiny Magic Potion (50%), Small Magic Potion (25%), Medium Magic Potion (5%)
<b>Man Eater</b>	Tent (50%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Small Cottage (5%)
<b>Ogre</b>	Tent (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Small Cottage (25%)
<b>Evil Vine</b>	Large Potion (50%), Smelling Salts (50%), Muscle Relaxer (50%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Remedy (5%)
<b>Hermit's Tower</b>	
<b>Mimic Chest</b>	5000G (50%), Huge Potion (25%), Medium Magic Potion (25%), Full Potion (5%), Huge Magic Potion (5%)
<b>Crescent Canyon</b>	
<b>Hornet</b>	Antidote (50%), Muscle Relaxer (50%), Large Potion (50%), Tent (25%), Small SP Orb (5%)
<b>Desert Cockatrice</b>	Soft (50%), Vocalizer Serum (50%), Large Potion (25%), Remedy (5%)
<b>Desert Lizard</b>	Thunderstorm Bomb (50%), Dark Storm Bomb (50%), Small Magic Potion (25%), Medium Magic Potion (5%)
<b>Chimera</b>	Muscle Relaxer (50%), Hyper Jolt Tonic (25%), Hyper Shock Tonic (25%), Remedy (5%)
<b>Gremlin</b>	Tiny Magic Potion (50%), Small Magic Potion (25%), Medium Magic Potion (5%)
<b>Mountain Raptor</b>	Large Potion (50%), Hurricane Bomb (25%), Dark Storm Bomb (25%), Huge Potion (5%)

NAME	STEALABLE ITEMS
<b>Behemoth</b>	Large Potion (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Medium SP Orb (5%)
<b>Wyvern</b>	Large Potion (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Huge Potion (5%)
<b>Babel Citadel</b>	
<b>Garuda</b>	Tiny Magic Potion (50%), Small Magic Potion (25%), Blaze Bomb (25%), Medium Magic Potion (5%)
<b>Assassin</b>	400G (50%), Large Potion (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Huge Potion (5%)
<b>Cerberus</b>	Blaze Bomb (50%), Large Potion (50%), Small SP Orb (25%), Huge Potion (5%)
<b>Samurai</b>	Large Potion (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Huge Potion (5%)
<b>Pixie</b>	Vocalizer Serum (50%), Hyper Mind Tonic (25%), Hyper Ward Tonic (25%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Remedy (5%)
<b>Headless Knight</b>	300G (50%), Large Potion (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Medium SP Orb (5%)
<b>Nightmare</b>	Vocalizer Serum (50%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Remedy (5%)
<b>Ice Cave</b>	
<b>Ice Imp</b>	Snowstorm Bomb (50%), Blaze Bomb (25%), Small SP Orb (25%), Medium Magic Potion (5%)
<b>Cockatrice</b>	Soft (50%), Large Potion (50%), Hyper Jolt Tonic (25%), Hyper Shock Tonic (25%), Medium SP Orb (5%)
<b>Dark Mummy</b>	Snowstorm Bomb (50%), Holy Light Bomb (25%), Hyper Mind Tonic (25%), Medium SP Orb (5%)
<b>Ice Tiger</b>	Large Potion (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Huge Potion (5%)
<b>Mindflayer</b>	Large Potion (50%), Muscle Relaxer (50%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Remedy (5%)
<b>Great Southern Marsh</b>	
<b>Alligator</b>	Small SP Orb (50%), Small Magic Potion (25%), Medium Magic Potion (5%), Medium SP Orb (5%)
<b>Swamp Troll</b>	Dark Storm Bomb (50%), Large Potion (50%), Small Cottage (25%), Medium SP Orb (5%)
<b>Swamp Bloom</b>	Muscle Relaxer (50%), Smelling Salts (50%), Blaze Bomb (25%), Remedy (5%)

NAME	STEALABLE ITEMS
<b>Dark Nymph</b>	Smelling Salts (50%), Hyper Jolt Tonic (25%), Hyper Shock Tonic (25%), Medium Magic Potion (5%)
<b>Manticore</b>	Small Magic Potion (50%), Hurricane Bomb (25%), Snowstorm Bomb (25%), Medium Magic Potion (5%)
<b>Centipede</b>	Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Small SP Orb (25%), Huge Potion (5%)
<b>Dark Gryphon</b>	Tent (50%), Eye Drops (50%), Small Cottage (25%), Medium Cottage (5%)
<b>Bog Monster</b>	Hyper Mind Tonic (50%), Hyper Ward Tonic (50%), Vocalizer Serum (50%), Remedy (25%), Small SP Orb (25%), Medium SP Orb (5%), Medium Magic Potion (5%)
<b>Alexandrian Desert</b>	
<b>Shrunken Troll</b>	Hyper Mind Tonic (50%), Hyper Ward Tonic (50%), Small Cottage (25%), Medium Magic Potion (5%), Medium SP Orb (5%)
<b>Desert Spider</b>	Hyper Jolt Tonic (50%), Hyper Shock Tonic (50%), Small SP Orb (25%), Hellfire Bomb (5%)
<b>Desert Flower</b>	Large Potion (50%), Small Magic Potion (25%), Medium Magic Potion (5%), Warp Stone (5%)
<b>Deadly Scorpion</b>	Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Remedy (25%), Black Void Bomb (5%)
<b>Orc</b>	Hurricane Bomb (50%), Blaze Bomb (50%), Small Cottage (25%), Medium Cottage (5%)
<b>Pandora Castle</b>	
<b>Pandoran Prison Guard</b>	Large Potion (50%), 500G (25%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Huge Potion (5%)
<b>Pandoran Soldier</b>	Large Potion (50%), 1000G (50%), Hurricane Bomb (25%), Dark Storm Bomb (25%), Huge Potion (5%)
<b>Asgard Catacombs</b>	
<b>Ninetails</b>	Huge Potion (50%), Medium SP Orb (25%), Full Potion (5%)
<b>Evil Eye</b>	3x Remedy (50%), Hyper Bubble Tonic (50%), Hyper Surge Tonic (50%), Medium SP Orb (25%), Full Potion (5%)
<b>Hydra</b>	Huge Potion (50%), Small SP Orb (50%), Medium SP Orb (25%), Large SP Orb (5%)
<b>Great Troll</b>	Huge Potion (50%), Medium Cottage (25%), Large Cottage (5%)
<b>Horned Dragon</b>	Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Hellfire Bomb (25%), Blizzard Bomb (25%), Warp Stone (5%)



NAME	STEALABLE ITEMS
<b>Savage Demon</b>	Remedy (50%), Huge Potion (50%), Sonic Boom Bomb (25%), Blizzard Bomb (25%), Full Potion (5%)
<b>Northern Magi Tower</b>	
<b>Incubus</b>	Huge Potion (50%), Remedy (50%), Medium Cottage (25%), Full Potion (5%)
<b>Warlock</b>	Medium Magic Potion (50%), Large Magic Potion (25%), Huge Magic Potion (5%)
<b>Necromancer</b>	Remedy (50%), Hellfire Bomb (25%), Sonic Boom Bomb (25%), Large Cottage (5%)
<b>Devil</b>	Medium Magic Potion (50%), Large Magic Potion (25%), Medium SP Orb (5%)
<b>Anubis</b>	Huge Potion (50%), Hellfire Bomb (25%), Medium Cottage (25%), Large Cottage (5%)
<b>Trickster</b>	Soft (50%), Vocalizer Serum (50%), Remedy (50%), Huge Potion (50%), Medium SP Orb (25%), Large Magic Potion (5%)
<b>Phoenix</b>	Small Cottage (50%), Large Potion (50%), Medium Cottage (25%), Huge Potion (25%), Large Cottage (5%), Full Potion (5%)
<b>Southern Magi Tower</b>	
<b>Mutated Lynx</b>	Huge Potion (50%), Small SP Orb (50%), Blizzard Bomb (25%), Full Potion (5%)
<b>Revenant</b>	Hellfire Bomb (50%), Holy Fire Bomb (50%), Huge Potion (25%), Full Potion (5%)
<b>Black Knight</b>	Huge Potion (50%), Black Void Bomb (25%), Vicious Tornado Bomb (25%), Full Potion (5%)
<b>Mutant Dragon</b>	Huge Potion (50%), Medium Cottage (25%), Large Cottage (5%)
<b>Liquid Evil</b>	Huge Potion (50%), Medium SP Orb (25%), Large SP Orb (5%)
<b>Vampire</b>	Huge Potion (50%), Hellfire Bomb (25%), Holy Fire Bomb (25%), Full Potion (5%)
<b>Leviathan</b>	
<b>Gargantuan Crab</b>	Huge Potion (50%), Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Sonic Boom Bomb (25%), Large Cottage (5%)
<b>Sahagin Prince</b>	Medium Magic Potion (50%), Small SP Orb (50%), Large Magic Potion (25%), Huge Magic Potion (5%)
<b>Mini-Kraken</b>	Huge Potion (50%), Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Medium Cottage (25%), Warp Stone (5%)
<b>Poisonous Shark</b>	Medium Magic Potion (50%), Large Magic Potion (25%), Huge Magic Potion (5%)
<b>Narwhale</b>	Huge Potion (50%), Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Hyper Bubble Tonic (25%), Hyper Surge Tonic (25%), Full Potion (5%)

NAME	STEALABLE ITEMS
<b>Mines of Dvergar</b>	
<b>Flamethrower</b>	Hellfire Bomb (50%), Medium Cottage (25%), Large Cottage (25%), Full Magic Potion (5%)
<b>Jabberwocky</b>	Full Potion (50%), Medium SP Orb (25%), Medium Cottage (25%), Large Cottage (5%)
<b>Giant Gargoyle</b>	Medium SP Orb (50%), Huge Magic Potion (50%), Large Cottage (25%), Full Magic Potion (5%)
<b>Sand Worm</b>	Medium Cottage (50%), Sonic Boom Bomb (25%), Black Void Bomb (25%), Large Cottage (5%)
<b>Monstrosity</b>	Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Hyper Bubble Tonic (50%), Hyper Surge Tonic (50%), Full Potion (25%), Large Cottage (5%)
<b>Goliath</b>	Full Potion (50%), Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Hellfire Bomb (25%), Holy Fire Bomb (25%), Large Cottage (5%)
<b>Maluspiro</b>	3x Remedy (50%), Full Potion (50%), Huge Magic Potion (25%), Full Magic Potion (5%)
<b>Well of Souls</b>	
<b>Pandora's Finest</b>	Full Potion (50%), Large Cottage (25%), Full Magic Potion (5%)
<b>Basilisk</b>	Full Potion (50%), 2x Remedy (50%), Large Cottage (25%), Full Magic Potion (5%)
<b>Demonic Gargoyle</b>	Large Magic Potion (50%), Huge Magic Potion (25%), Full Magic Potion (5%)
<b>Collosal Fiend</b>	Full Potion (50%), Medium SP Orb (50%), Large SP Orb (25%), Large Cottage (25%), Full Magic Potion (5%)
<b>Void Knight</b>	Full Potion (50%), Hellfire Bomb (50%), Blizzard Bomb (50%), Large Cottage (25%), Full Magic Potion (5%)
<b>Asura</b>	Large Cottage (50%), Huge Magic Potion (25%), Large SP Orb (5%)
<b>Titan</b>	Full Potion (50%), Large Cottage (25%), Full Magic Potion (5%)
<b>Dark Champion</b>	Full Potion (50%), Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Hellfire Bomb (25%), Blizzard Bomb (25%), Full Magic Potion (5%)
<b>Kali's Servant</b>	Large Magic Potion (50%), Huge Magic Potion (25%), Full Potion (25%), Full Magic Potion (5%), Large Cottage (5%)

## **CITY GUARDS**

<b>NAME</b>	<b>STEALABLE ITEMS</b>
<b>Oakwood City Guard</b>	High Potion (25%), Large Potion (5%)
<b>Dry Gulch City Guard</b>	High Potion (25%), Large Potion (5%)
<b>Alfheim City Guard</b>	High Potion (25%), Large Potion (5%)
<b>Doria City Guard</b>	High Potion (25%), Large Potion (5%)
<b>Riverdale City Guard</b>	Large Potion (50%), 250G (25%), Huge Potion (5%)
<b>Spartan</b>	500G (50%), Large Potion (25%), Hyper Blitz Tonic (5%), Hyper Wall Tonic (5%)
<b>Rubicon City Guard</b>	Large Potion (50%), 350G (25%), Huge Potion (5%)
<b>Talos Village Guard</b>	Large Potion (50%), 500G (25%), Small Magic Potion (25%), Huge Potion (5%)
<b>Aunlak City Guard</b>	Large Potion (50%), 500G (25%), Small Magic Potion (25%), Huge Potion (5%)
<b>Borea City Guard</b>	Large Potion (50%), 500G (25%), Small Magic Potion (25%), Huge Potion (5%)
<b>Pandoran Guard</b>	Large Potion (50%), 750G (25%), Small Magic Potion (25%), Small SP Orb (25%), Huge Potion (5%), Medium SP Orb (5%)
<b>Midgard Guard</b>	Large Potion (50%), 500G (25%), Small Magic Potion (25%), Huge Potion (5%)
<b>Gaia Guard</b>	Large Potion (50%), 750G (25%), Small Magic Potion (25%), Small SP Orb (25%), Huge Potion (5%), Medium SP Orb (5%)
<b>Casino Guard</b>	Large Potion (50%), 500G (50%), Medium Magic Potion (25%), Large Cottage (5%)



## **MID-BOSSSES**

<b>NAME</b>	<b>STEALABLE ITEMS</b>
<b>Pirate</b>	High Potion (50%), Large potion (5%)
<b>Rufus</b>	Large Potion (50%), 500G (50%), Small SP Orb (25%), Huge Potion (5%)
<b>Great Bear</b>	Tent (50%), Tiny Magic Potion (25%), Hyper Blitz Tonic (5%)
<b>Pandoran Sergeant</b>	Huge Potion (50%), Medium Magic Potion (25%), Large Cottage (5%)
<b>Merman</b>	Large Potion (50%), Hyper Bubble Tonic (50%), Hyper Surge Tonic (50%), Huge Potion (25%), Large Magic Potion (5%)
<b>Pandoran Captain</b>	Huge Potion (50%), Medium Magic Potion (50%), Full Potion (25%), Large Magic Potion (25%), Large Cottage (5%)
<b>Flame Goddess</b>	Large Potion (50%), Tiny Magic Potion (25%), Huge Potion (5%), Small Magic Potion (5%), Small SP Orb (5%)
<b>Gargoyle</b>	Huge Potion (50%), Full Potion (25%), Medium Magic Potion (5%)
<b>Master of the Woods</b>	Huge Potion (50%), Full Potion (25%), Large Magic Potion (5%)
<b>Gorgon</b>	Huge Potion (50%), Full Potion (25%), Large SP Orb (5%)
<b>Baal</b>	Huge Potion (50%), Full Potion (50%), Large Magic Potion (50%), Quicksilver Ring (25%), Mercurial Ring (25%), Thaumaturgical Ring (5%)
<b>Seventh Circle Demon</b>	Fire Ring (25%), Thunder Ring (25%), Ice Ring (25%), Wind Ring (25%), Dark Ring (25%)
<b>General Hannibal</b>	Full Potion (50%), Full Magic Potion (25%), Lure Ring (5%), Repel Ring (5%)
<b>Magi Guardian</b>	Experience ring (25%), Midas' Ring (25%), Thaumaturgical Ring (25%), Quicksilver Ring (25%)

## HUNTER'S GUILD TARGETS

NAME	STEALABLE ITEMS
<b>Tier #1</b>	
<b>Large Slime</b>	High Potion (100%), Large Potion (50%), Huge Potion (5%)
<b>Goblin King</b>	Large Potion (50%), Small Cottage (25%), Warp Stone (5%)
<b>Mutated Ghoul</b>	Holy Bomb (100%), Holy Light Bomb (25%), Small SP Orb (5%)
<b>Rock Lizard</b>	Tiny Magic Potion (50%), High Potion (25%), Small Magic Potion (25%), Hyper Mind Tonic (5%), Medium Magic Potion (5%)
<b>Tier #2</b>	
<b>Dark Phoenix</b>	Small SP Orb (50%), Large Potion (50%), Small Magic Potion (25%), Huge Potion (25%), Medium SP Orb (5%)
<b>Great Imp</b>	Tiny Magic Potion (50%), Large Potion (50%), Small Magic Potion (25%), Small SP Orb (25%), Medium Magic Potion (5%)
<b>Sapphire Scorpion</b>	Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Hyper Mind Tonic (50%), Hyper Ward Tonic (50%), Small Cottage (25%), Medium SP Orb (5%), Medium Magic Potion (5%)
<b>Amorphous Blob</b>	Large Potion (50%), Vocalizer Serum (50%), Remedy (25%), Hyper Blitz Tonic (25%), Hyper Wall Tonic (25%), Medium Cottage (5%)
<b>Rogue Knight</b>	Large Potion (50%), Tent (50%), Huge Potion (25%), Medium Cottage (5%)
<b>Captain Blackbeard</b>	Holy Light Bomb (50%), Hyper Bubble Tonic (50%), Hyper Surge Tonic (50%), Small Magic Potion (25%), Small SP Orb (25%), Medium SP Orb (5%)
<b>Crippled Soul</b>	Large Potion (50%), Remedy (25%), Hyper Wall Tonic (25%), Medium Magic Potion (5%), Huge Potion (5%)
<b>Death Mage</b>	Large Potion (50%), Blaze Bomb (50%), Holy Light Bomb (50%), Hyper Mind Tonic (25%), Hyper Ward Tonic (25%), Medium Magic Potion (5%), Medium Cottage (5%)
<b>Tier #3</b>	
<b>Great Snow Golem</b>	Hellfire bomb (50%), Large SP Orb (25%), Full Potion (5%)
<b>Absorbing Jelly</b>	Full Potion (50%), 2x Remedy (50%), Huge Magic Potion (25%), Full Magic Potion (5%)
<b>Wicked Necromancer</b>	Full Potion (50%), 3x Full Magic Potion (25%)
<b>Loki</b>	Full Magic Potion (50%), Large SP Orb (25%), Full Potion (5%)
<b>Barbarian Brute</b>	Full Potion (50%), Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Large Cottage (25%), Full Magic Potion (5%)
<b>Mutated Behemoth</b>	3x Full Potion (50%), 3x Large Cottage (25%), Full Magic Potion (5%)

NAME	STEALABLE ITEMS
<b>Troll King</b>	Full Potion (50%), Hellfire Bomb (50%), Sonic Boom Bomb (50%), Medium Cottage (25%), Large Cottage (5%)
<b>Anaconda</b>	Remedy (50%), Full Potion (50%), Huge Magic Potion (25%), Hellfire Bomb (25%), Blizzard Bomb (25%), Large Cottage (5%)
<b>Dead Eye</b>	Remedy (50%), Hyper Blitz Tonic (50%), Hyper Wall Tonic (50%), Hyper Mind Tonic (50%), Hyper Ward Tonic (50%), Full Potion (25%), Full Magic Potion (5%)
<b>Mutated Serpent</b>	Full Potion (50%), Large Cottage (25%), Large SP Orb (25%), Full Magic Potion (5%)
<b>Dracula</b>	2x Holy Fire Bomb (50%), Full Potion (25%), Large Cottage (5%)
<b>Giant Squid</b>	Sonic Boomb Bomb (50%), Full Potion (25%), Full Magic Potion (5%)

## **BOSSSES**

NAME	STEALABLE ITEMS
<b>Giant Ogre</b>	Large Potion (50%), Tiny SP Orb (50%), Small SP Orb (25%), Medium SP Orb (5%), Might Ring (5%)
<b>Tower Guardian</b>	Tiny SP Orb (50%), Small SP Orb (25%), Medium SP Orb (5%), Rune Ring (5%), Swift Ring (5%)
<b>Treant</b>	Large Potion (50%), Small SP Orb (25%), Huge Potion (5%), Poison Ring (5%)
<b>Outpost Captain</b>	Large Potion (50%), Medium Magic Potion (25%), Warp Stone (25%), Titanium Armor (5%)
<b>Ifrit</b>	Large Potion (50%), Huge Potion (25%), Small Magic Potion (5%), Full Potion (5%), Medium SP Orb (5%), Illusion Ring (5%)
<b>Helios</b>	Large Potion (50%), Medium Magic Potion (50%), Protect Ring (50%)
<b>Tainted Earth Spirit</b>	Large Potion (50%), Huge Potion (25%), Small Magic Potion (25%), Full Potion (5%), Medium SP Orb (5%), Illusion Ring (5%)
<b>Cyclops</b>	Large Potion (50%), Huge Potion (25%), Small Magic Potion (25%), Full Potion (5%), Medium SP Orb (5%), Ogre Ring (5%)
<b>Citadel Drone</b>	Large Potion (50%), Huge Potion (25%), Small Magic Potion (25%), Full Potion (5%), Medium SP Orb (5%), Illusion Ring (5%)
<b>Giant Ice Tiger</b>	Large Potion (50%), Huge Potion (25%), Small Magic Potion (25%), Full Potion (5%), Medium SP Orb (5%), Ogre Ring (5%)
<b>Nyx</b>	2x Full Potion (50%), 2x Full Magic Potion (25%), 2x Leviathan (5%)
<b>Marsh Beast</b>	Large SP Orb (50%), Poison Ring (25%), Silence Ring (25%), Sleep Ring (25%), Paralysis Ring (25%), Protect Ring (5%)



NAME	STEALABLE ITEMS
<b>Desert Guardian</b>	Fire Ring (25%), Thunder Ring (25%), Ice Ring (25%), Wind Ring (25%), Dark Ring (25%), Bulwark Ring (5%)
<b>Dark Lord</b>	Large SP Orb (50%), Large Magic Potion (50%), Huge Magic Potion (25%), Full Potion (25%), Full Magic Potion (5%)
<b>Kraken</b>	3x Full Potion (50%), Large Cottage (25%), Skillful Ring (5%), Lure Ring (5%)
<b>Giant Ogre Soul</b>	Full Potion (50%), Full Magic Potion (25%), Large Cottage (25%), Midas' Ring (5%)
<b>Pirate Soul</b>	Full Potion (50%), Full Magic Potion (25%), Large Cottage (25%), Midas' Ring (5%)
<b>Tower Guardian Soul</b>	Large SP Orb (50%), Full Potion (50%), Full Magic Potion (25%), Deserter's Boots (5%)
<b>Treant Soul</b>	Large SP Orb (50%), Full Potion (50%), Full Magic Potion (25%), Deserter's Boots (5%)
<b>Ifrit Soul</b>	Full Potion (50%), Hellfire Bomb (50%), Huge Magic Potion (50%), Full Magic Potion (25%), Healing Helm (5%), Renewing Hat (5%)
<b>Marsh Beast Soul</b>	5x Remedy (50%), Poison Ring (25%), Silence Ring (25%), Sleep Ring (25%), Paralysis Ring (25%), Protect Ring (5%)
<b>Desert Guardian Soul</b>	3x Full Potion (50%), 2x Full Magic Potion (25%), Ogre Ring (5%), Illusion Ring (5%), Burglary Ring (5%)
<b>Helios Soul</b>	2x Full Potion (50%), 2x Full Magic Potion (25%), Element Ring (5%)
<b>Dark Lord</b>	2x Full Potion (50%), 2x Full Magic Potion (25%), 2x Leviathan (5%)

## **SUPER BOSSES**

NAME	STEALABLE ITEMS
<b>Grotesque</b>	Lure Ring (50%), Repel Ring (50%), Quicksilver Ring (25%), Mercurial Ring (25%), Element Ring (5%)
<b>Colossus</b>	Bullseye Ring (50%), Ward Ring (50%), Bubble Ring (25%), Surge Ring (25%), Experience Ring (5%)
<b>Vanir Golem</b>	Element Ring (50%), Amaranthine Ring (25%), Rainbow Armor (5%), Rainbow Robe (5%)
<b>Kali</b>	Vanir Sword (50%), Amaranthine Ring (25%), Kali's Ring (5%)
<b>Dark Lord - Super Boss</b>	2x Full Potion (50%), 2x Full Magic Potion (25%), 2x Leviathan (5%)

## 7.13 ENEMY LOCATIONS

World Map monsters change after you acquire the Airship. To denote the monsters on the World Map that occur pre- and post-Airship, every World Map location is designated with either PRE (Pre-Airship) or POST (Post-Airship).

### REGULAR MONSTERS

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
<b>Oakwood Sewer</b>		
Slime	Oakwood Sewer	Oakwood Island (PRE)
Spider	Oakwood Sewer, Ancient Ruins	Oakwood Island (PRE)
<b>Ancient Ruins</b>		
Ghoul	Ancient Ruins, Miner's Cave, Desert Mountains (1st Cliff Face, 1st Cave, Dead End, 2nd Cave, 2nd Cliff Face)	Oakwood Island (PRE), Northern Central Continent (PRE)
Skeleton	Ancient Ruins, Miner's Cave, Desert Mountains (1st Cliff Face, 1st Cave, Dead End, 2nd Cave, 2nd Cliff Face)	Oakwood Island (PRE), Northern Central Continent (PRE)
Bat	Ancient Ruins	N/A
<b>Desert Mountains</b>		
Wolf	Desert Mountains (1st Cliff Face)	Oakwood Island (PRE), Northern Central Continent (PRE)
Goblin	Ancient Ruins, Desert Mountains (1st Cliff Face, 1st Cave, 2nd Cave, 2nd Cliff Face)	Oakwood Island (PRE), Northern Central Continent (PRE)
Scorpion	Miner's Cave, Desert Mountains (1st Cliff Face, 1st Cave, Dead End, 2nd Cave, 2nd Cliff Face), Forest Tower (Floor #1, Floor #2), Woods of Despair (The Edge of the Woods)	Near Desert Mountains (PRE), Near Forest Tower (PRE)
Small Lizard	Miner's Cave, Desert Mountains (1st Cliff Face, 1st Cave, Dead End, 2nd Cave, 2nd Cliff Face), Woods of Despair (Edge of the Woods)	Near Desert Mountains (PRE), Near Forest Tower (PRE), Near Alfheim (PRE)
Cobra	Desert Mountains (2nd Cave, 2nd Cliff Face)	Near Desert Mountains (PRE)
Grey Bear	Desert Mountains (1st Cave, 2nd Cave, 2nd Cliff Face), Forest Tower (Floor #1, Floor #2, Floor #3), Woods of Despair (Edge of the Woods, Middle of the Woods)	Near Desert Mountains (PRE), Near Forest Tower (PRE), Near Alfheim (PRE)

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
<b>Forest Tower</b>		
<b>Imp</b>	<b>Desert Mountains</b> (2nd Cave, 2nd Cliff Face), <b>Forest Tower</b> (Floor #1, Floor #2, Floor #3), <b>Woods of Despair</b> (Edge of the Woods, Middle of the Woods)	<b>Near Desert Mountains</b> (PRE), <b>Near Forest Tower</b> (PRE), <b>Near Alfheim</b> (PRE)
<b>Venus Fly Trap</b>	<b>Forest Tower</b> (Floor #1, Floor #2, Floor #3), <b>Woods of Despair</b> (Middle of the Woods, Dorian Woods)	<b>Near Alfheim</b> (PRE)
<b>Mummy</b>	<b>Forest Tower</b> (Floor #1, Floor #2, Floor #3), <b>Woods of Despair</b> (Middle of the Woods, Dorian Woods)	<b>Near Alfheim</b> (PRE)
<b>Faceless Orc</b>	<b>Forest Tower</b> (Floor #1, Floor #2, Floor #3), <b>Woods of Despair</b> (Dorian Woods), <b>Deserted Island Cave</b> (Outer Island Cave, Middle of the Island Cave, Inner Island Cave), <b>Earth Cave</b> (Floor #1, Floor #2, Floor #3), <b>Mystic Cave, Arena</b>	<b>Near Doria</b> (PRE), <b>Eastern Continent Grassland West of Isthmus</b> (PRE)
<b>Earth Cave</b>		
<b>Succubus</b>	<b>Forest Tower</b> (Floor #2, Floor #3), <b>Woods of Despair</b> (Dorian Woods), <b>Deserted Island Cave</b> (Outer Island Cave, Middle of the Cave, Inner Island Cave), <b>Earth Cave</b> (Floor #1, Floor #2, Floor #3), <b>Arena</b>	<b>Near Doria</b> (PRE), <b>Eastern Continent Grassland West of Isthmus</b> (PRE)
<b>Nymph</b>	<b>Forest Tower</b> (Floor #3), <b>Woods of Despair</b> (Dorian Woods), <b>Deserted Island Cave</b> (Outer Island Cave, Middle of the Island Cave, Inner Island Cave), <b>Earth Cave</b> (Floor #1, Floor #2, Floor #3), <b>Arena</b>	<b>Near Doria</b> (PRE), <b>Eastern Continent Grassland West of Isthmus</b> (PRE)
<b>Desert Phoenix</b>	<b>Forest Tower</b> (Floor #3), <b>Woods of Despair</b> (Deep Woods, Dorian Woods), <b>Deserted Island Cave</b> (Outer Island Cave, Middle of the Island Cave, Inner Island Cave), <b>Earth Cave</b> (Floor #1, Floor #2, Floor #3), <b>Mystic Cave, Arena</b>	<b>Near Doria</b> (PRE), <b>Eastern Continent Grassland West of Isthmus</b> (PRE)
<b>Bandit</b>	<b>Earth Cave</b> (Floor #3)	N/A
<b>Woods of Despair</b>		
<b>Skeleton Knight</b>	<b>Woods of Despair</b> (Deep Woods), <b>Mystic Cave, Arena</b>	<b>Eastern Continent Grassland West of Isthmus</b> (PRE)
<b>Zombie Mage</b>	<b>Woods of Despair</b> (Deep Woods), <b>Mystic Cave, Arena</b>	<b>Eastern Continent Grassland West of Isthmus</b> (PRE)
<b>Invisible Knight</b>	<b>Woods of Despair</b> (Deep Woods), <b>Mystic Cave, Arena</b>	<b>Eastern Continent Grassland West of Isthmus</b> (PRE)
<b>Ocean</b>		
<b>Lobster</b>	<b>Underwater Caves</b> (PRE)	<b>Ocean</b> (PRE)
<b>Jellyfish</b>	<b>Underwater Caves</b> (PRE)	<b>Ocean</b> (PRE)
<b>Sea Snake</b>	<b>Underwater Caves</b> (PRE)	<b>Ocean</b> (PRE)



NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
Sea Toad	Underwater Caves (PRE)	Ocean (PRE)
Sahagin	Underwater Caves (PRE)	Ocean (PRE)
<b>Deserted Island Cave</b>		
Widow Maker	Deserted Island Cave (Middle of the Island Cave, Inner Island Cave), Earth Cave (Floor #2, Floor #3), Deep Cave, Mystic Cave, Arena	Eastern Continent Grassland West of Isthmus (PRE)
Ghast	Deserted Island Cave (Middle of the Island Cave, Inner Island Cave), Earth Cave (Floor #2, Floor #3), Deep Cave, Mystic Cave, Arena	Eastern Continent Grassland West of Isthmus (PRE)
Shaman	Deserted Island Cave (Middle of the Island Cave, Inner Island Cave), Earth Cave (Floor #2, Floor #3), Deep Cave, Mystic Cave, Arena	Eastern Continent Grassland West of Isthmus (PRE)
<b>Old Alexandrian Outpost</b>		
Outpost Guard	Old Alexandrian Outpost (Outside, Floor #1, Floor #2)	N/A
Outpost Sergeant	Old Alexandrian Outpost (Floor #2)	N/A
<b>Eastern Continent</b>		
Silver Wolf	Deep Cave, Forest Tower (Basement), Mystic Cave, Arena	Eastern Continent East of Isthmus (PRE)
Ninja	Deep Cave, Forest Tower (Basement), Arena	Eastern Continent East of Isthmus (PRE)
Gryphon	Deep Cave, Forest Tower (Basement), Arena	Eastern Continent East of Isthmus (PRE)
<b>Mt. Gerra</b>		
Specter	Mt. Gerra (Outer Caldera, Inner Caldera, Ifrit's Lair), Mystic Cave, Arena	N/A
Fire Bat	Mt. Gerra (Outer Caldera, Inner Caldera, Ifrit's Lair), Mystic Cave, Arena	N/A
Red Slime	Mt. Gerra (Outer Caldera, Inner Caldera, Ifrit's Lair), Mystic Cave, Arena	N/A
Fire Spirit	Mt. Gerra (Outer Caldera, Inner Caldera, Ifrit's Lair), Mystic Cave, Arena	N/A
Fire Demon	Mt. Gerra (Inner Caldera, Ifrit's Lair), Arena	N/A
<b>Forest Tower Basement</b>		
Dark Wizard	Forest Tower (Floor #5, Floor #6, Basement), Mystic Cave, Arena	N/A

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
Evil Reflection	Forest Tower (Floor #5, Floor #6, Basement), Mystic Cave, Arena	N/A
Undead Warrior	Forest Tower (Floor #5, Floor #6, Basement), Mystic Cave, Arena	N/A
Mummy Prince	Forest Tower (Floor #5, Floor #6, Basement), Mystic Cave, Arena	N/A
<b>Far Eastern Continent</b>		
Apparition	Babel Citadel (Floor #1, Floor #3), Asgard Sewer	Far Eastern Continent (PRE), Southwest Portion of Northwest Continent (PRE)
Wolf Man	Forest Tower (Basement), Underground Cave (Fairy's Old Home), Babel Citadel (Floor #1, Floor #4), Asgard Sewer	Far Eastern Continent (PRE), Southwest Portion of Northwest Continent (PRE)
Death Shaman	Forest Tower (Basement), Babel Citadel (Floor #1), Asgard Sewer, Asgard Catacombs	Far Eastern Continent (PRE), Southwest Portion of Northwest Continent (PRE)
Medusa	Forest Tower (Basement), Babel Citadel (Floor #1), Asgard Sewer, Asgard Catacombs	Far Eastern Continent (PRE), Southwest Portion of Northwest Continent (PRE), South of Naiad Mountains on Northern Continent (PRE), Bahamut's Island (PRE)
Archfiend	Forest Tower (Basement), Babel Citadel (Floor #1, Floor #3, Floor #4), Asgard Sewer, Asgard Catacombs	Far Eastern Continent (PRE), Southwest Portion of Northwest Continent (PRE)
<b>Southern Continent Desert</b>		
Sand Gremlin	Crescent Canyon (Cliff Face), Asgard Sewer, Alexandrian Desert (Desert Entrance, Arid Desert, Western Desert, Southeast Desert, Northeast Desert, 2nd Underground Cave)	Western Portion of the Southern Continent (PRE)
Green Slime	Asgard Sewer, Alexandrian Desert (Desert Entrance, Underground Cave, Southeast Desert, Northeast Desert)	Western Portion of the Southern Continent (PRE), South of Naiad Mountains on Northern Continent (PRE), Bahamut's Island (PRE)
Desert Ghast	Crescent Canyon (Cliff Face), Asgard Sewer, Alexandrian Desert (Desert Entrance, Arid Desert, Underground Cave, Western Desert, Southeast Desert, Northeast Desert, 2nd Underground Cave)	Western Portion of the Southern Continent (PRE)
Werewolf	Arena, Crescent Canyon (Cliff Face), Asgard Sewer, Alexandrian Desert (Northeast Desert)	Southeast Portion of the Northwest Continent (PRE), South of Naiad Mountains on

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
		Northern Continent (PRE), Bahamut's Lair (PRE)
Catoblepas	Asgard Sewer, Alexandrian Desert (Arid Desert, Underground Cave, Western Desert, 2nd Underground Cave)	Western Portion of the Southern Continent (PRE)
<b>Southern Continent Tundra</b>		
Winter Wolf	Frozen Cave (Outer Cave, Abandoned Temple), Mountain Pass (Southern Pass, Northern Pass)	Central Portion of the Southern Continent (PRE)
Giant Tortoise	Frozen Cave (Outer Cave, Abandoned Temple), Mountain Pass (Southern Pass, Northern Pass), Ice Cave (Floor #1, Floor #3, Floor #5)	N/A
Ice Goblin	Frozen Cave (Outer Cave, Abandoned Temple), Mountain Pass (Southern Pass, Northern Pass), Ice Cave (Floor #2, Floor #4)	N/A
Ice Spirit	Frozen Cave (Outer Cave, Abandoned Temple)	Central Portion of the Southern Continent (PRE)
Ice Hellion	Frozen Cave (Outer Cave, Abandoned Temple), Mountain Pass (Northern Pass, Southern Pass)	Central Portion of the Southern Continent (PRE)
Ice Bull	Frozen Cave (Outer Cave, Abandoned Temple), Mountain Pass (Southern Pass), Ice Cave (Floor #3)	N/A
Troll	Frozen Cave (Outer Cave, Abandoned Temple), Mystic Cave, Arena, Mountain Pass (Northern Pass, Southern Pass)	Central Portion of the Southern Continent (PRE)
Ice Demon	Frozen Cave (Outer Cave, Abandoned Temple), Mountain Pass (Northern Pass, Southern Pass), Ice Cave (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Snow Slug	N/A	Between Twin Lakes on Southern Continent (ALWAYS)
<b>Northwest Continent</b>		
Lizard Warrior	Babel Citadel (Floor #2, Floor #3, Floor #4), Asgard Sewer, Asgard Catacombs	Northern Portion of the Southwest Continent (PRE), Northern Portion of the Northwest Continent (PRE)
Giant Satyr	Forest Tower (Basement), Babel Citadel (Floor #1, Floor #3, Floor #4), Asgard Sewer, Asgard Catacombs	Northern Portion of the Southwest Continent (PRE), Northern Portion of the Northwest Continent (PRE), South of Naiad Mountains on the Northern Continent (PRE), Bahamut's Island (PRE)



NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
<b>Southwest Continent</b>		
<b>Siren</b>	<b>Abandoned Laboratory, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods), <b>Babel Citadel</b> (Floor #3), <b>Asgard Sewer, Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	<b>Southern Portion of the Southwest Continent</b> (PRE)
<b>Tentacled Beast</b>	<b>Forest Tower</b> (Basement), <b>Babel Citadel</b> (Floor #2), <b>Asgard Sewer</b>	<b>Northern Portion of the Southwest Continent</b> (PRE), <b>Northern Portion of the Northwest Continent</b> (PRE)
<b>Wooden Prisoner</b>	<b>Abandoned Laboratory, Arena, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods), <b>Babel Citadel</b> (Floor #2, Floor #5), <b>Asgard Sewer, Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	<b>Southern Portion of the Southwest Continent</b> (PRE)
<b>Dark Pixie</b>	<b>Abandoned Laboratory, Arena, Babel Citadel</b> (Floor #3), <b>Asgard Sewer, Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	<b>Southern Portion of the Southwest Continent</b> (PRE)
<b>Brute</b>	<b>Abandoned Laboratory, Arena, Babel Citadel</b> (Floor #2, Floor #3, Floor #5), <b>Asgard Sewer, Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	<b>Southern Portion of the Southwest Continent</b> (PRE)
<b>Giant Cobra</b>	<b>Abandoned Laboratory, Arena, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods), <b>Asgard Sewer, Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	<b>Southern Portion of the Southwest Continent</b> (PRE)
<b>Northern Continent Grassland</b>		
<b>Jungle Rat</b>	<b>Asgard Sewer, Alexandrian Desert</b> (Arid Desert, 2nd Underground Cave)	<b>Southeast Portion of the Northwest Continent</b> (PRE), <b>South of Naiad Mountains on Northern Continent</b> (PRE), <b>Bahamut's Lair</b> (PRE)
<b>Jungle Raptor</b>	<b>Arena, Asgard Sewer</b>	<b>Southeast Portion of the Northwest Continent</b> (PRE), <b>South of Naiad Mountains on Northern Continent</b> (PRE), <b>Bahamut's Lair</b> (PRE)
<b>Insane Summoner</b>	<b>Arena, Crescent Canyon</b> (Cliff Face), <b>Asgard Sewer, Alexandrian Desert</b> (Arid Desert, Northeast Desert, 2nd Underground Cave)	<b>Southeast Portion of the Northwest Continent</b> (PRE), <b>South of Naiad Mountains on Northern Continent</b> (PRE), <b>Bahamut's Lair</b> (PRE)

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
<b>Northern Continent Tundra</b>		
<b>Frozen Slime</b>	<b>Arena, Mountain Pass</b> (Northern Pass, Southern Pass), <b>Ice Cave</b> (Floor #1, Floor #3)	<b>Eastern Portion of the Southern Continent (PRE), North of the Naiad Mountains on the Northern Continent (PRE)</b>
<b>Ice Sprite</b>	<b>Arena, Mountain Pass</b> (Northern Pass, Southern Pass), <b>Ice Cave</b> (Floor #4, Floor #5)	<b>Eastern Portion of the Southern Continent (PRE), North of the Naiad Mountains on the Northern Continent (PRE)</b>
<b>Polar Bear</b>	<b>Arena, Mountain Pass</b> (Northern Pass, Southern Pass), <b>Ice Cave</b> (Floor #1, Floor #2, Floor #5)	<b>Eastern Portion of the Southern Continent (PRE), North of the Naiad Mountains on the Northern Continent (PRE)</b>
<b>Snow Golem</b>	<b>Arena, Mountain Pass</b> (Northern Pass, Southern Pass), <b>Ice Cave</b> (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	<b>Eastern Portion of the Southern Continent (PRE), North of the Naiad Mountains on the Northern Continent (PRE)</b>
<b>Dread Woods</b>		
<b>Forest Gremlin</b>	<b>Mystic Cave, Underground Cave</b> (Fairy's Old Home), <b>Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods)	N/A
<b>Forest Spirit</b>	<b>Mystic Cave, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods)	N/A
<b>Magic Mushroom</b>	<b>Mystic Cave, Arena, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods), <b>Pandora Castle</b> (Hidden Cave)	N/A
<b>Rat</b>	<b>Mystic Cave, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods), <b>Pandora Castle</b> (Hidden Cave)	N/A
<b>Gila Monster</b>	<b>Mystic Cave, Arena, Underground Cave</b> (Fairy's Old Home), <b>Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods)	N/A
<b>Spore</b>	<b>Mystic Cave, Arena, Underground Cave</b> (Fairy's Old Home), <b>Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods)	N/A
<b>Man Eater</b>	<b>Mystic Cave, Arena, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods)	N/A
<b>Ogre</b>	<b>Mystic Cave, Arena, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods)	N/A
<b>Evil Vine</b>	<b>Arena, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods)	N/A

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
<b>Hermit's Tower</b>		
Mimic Chest	Hermit's Tower	N/A
<b>Crescent Canyon</b>		
Hornet	Crescent Canyon (Cliff Face, Cave #1, Cave #2, Cave #3, Cave #4, Cave #5, Cave #6)	N/A
Desert Cockatrice	Arena, Crescent Canyon (Cliff Face, Cave #1, Cave #2, Cave #3, Cave #4, Cave #5, Cave #6)	N/A
Desert Lizard	Mystic Cave, Arena, Crescent Canyon (Cliff Face, Cave #1, Cave #2, Cave #3, Cave #4, Cave #5, Cave #6)	N/A
Chimera	Mystic Cave, Arena, Crescent Canyon (Cliff Face, Cave #1, Cave #2, Cave #3, Cave #4, Cave #5, Cave #6)	N/A
Gremlin	Mystic Cave, Arena, Crescent Canyon (Cliff Face, Cave #1, Cave #2, Cave #3, Cave #4, Cave #5, Cave #6)	N/A
Mountain Raptor	Mystic Cave, Crescent Canyon (Cliff Face, Cave #1, Cave #2, Cave #3, Cave #4, Cave #5, Cave #6)	N/A
Behemoth	Mystic Cave, Crescent Canyon (Cliff Face, Cave #1, Cave #2, Cave #3, Cave #4, Cave #5, Cave #6)	N/A
Wyvern	Mystic Cave, Crescent Canyon (Cliff Face, Cave #1, Cave #2, Cave #3, Cave #4, Cave #5, Cave #6)	N/A
<b>Babel Citadel</b>		
Garuda	Mystic Cave, Arena, Babel Citadel (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Assassin	Mystic Cave, Arena, Babel Citadel (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Cerberus	Mystic Cave, Babel Citadel (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Samurai	Mystic Cave, Babel Citadel (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Pixie	Arena, Babel Citadel (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Headless Knight	Mystic Cave, Arena, Babel Citadel (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Nightmare	Arena, Babel Citadel (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
<b>Ice Cave</b>		
Ice Imp	Mystic Cave, Arena, Mountain Pass (Northern Pass, Southern Pass), Ice Cave (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A



NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
Cockatrice	<b>Mystic Cave, Mountain Pass</b> (Northern Pass, Southern Pass), <b>Ice Cave</b> (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Dark Mummy	<b>Mystic Cave, Mountain Pass</b> (Southern Pass), <b>Ice Cave</b> (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Ice Tiger	<b>Mystic Cave, Arena, Mountain Pass</b> (Northern Pass, Southern Pass), <b>Ice Cave</b> (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
Mindflayer	<b>Mystic Cave, Arena, Ice Cave</b> (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5)	N/A
<b>Great Southern Marsh</b>		
Alligator	<b>Arena, Asgard Sewer, Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	N/A
Swamp Troll	<b>Arena, Crescent Canyon</b> (Cliff Face), <b>Asgard Sewer, Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	N/A
Swamp Bloom	<b>Arena, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods), <b>Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh), <b>Asgard Catacombs</b>	N/A
Dark Nymph	<b>Arena, Crescent Canyon</b> (Cliff Face), <b>Babel Citadel</b> (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5), <b>Asgard Sewer, Greath Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh), <b>Asgard Catacombs</b>	N/A
Manticore	<b>Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	N/A
Centipede	<b>Arena, Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods), <b>Crescent Canyon</b> (Cliff Face), <b>Greath Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh), <b>Asgard Catacombs</b>	N/A
Dark Gryphon	<b>Dread Woods</b> (Rainy Woods, Stormy Woods, Thunderous Woods), <b>Crescent Canyon</b> (Cliff Face), <b>Babel Citadel</b> (Floor #1, Floor #2, Floor #3, Floor #4, Floor #5), <b>Greath Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh), <b>Asgard Catacombs</b>	N/A
Bog Monster	<b>Arena, Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh)	N/A
<b>Alexandrian Desert</b>		
Shrunken Troll	<b>Alexandrian Desert</b> (Desert Entrance, Arid Desert, Underground Cave, Western Desert, Western Desert Cave, Southeast Desert, Northeast Desert, 2nd Underground Cave)	N/A

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
<b>Desert Spider</b>	<b>Mystic Cave, Arena, Alexandrian Desert</b> (Desert Entrance, Arid Desert, Underground Cave, Western Desert, Western Desert Cave, Southeast Desert, Northeast Desert, 2nd Underground Cave)	N/A
<b>Desert Flower</b>	<b>Mystic Cave, Arena, Alexandrian Desert</b> (Desert Entrance, Arid Desert, Underground Cave, Western Desert, Western Desert Cave, Southeast Desert, Northeast Desert, 2nd Underground Cave)	N/A
<b>Deadly Scorpion</b>	<b>Mystic Cave, Arena, Alexandrian Desert</b> (Desert Entrance, Arid Desert, Underground Cave, Western Desert, Western Desert Cave, Southeast Desert, Northeast Desert, 2nd Underground Cave)	N/A
<b>Orc</b>	<b>Mystic Cave, Arena, Alexandrian Desert</b> (Desert Entrance, Arid Desert, Underground Cave, Western Desert, Western Desert Cave, Southeast Desert, Northeast Desert, 2nd Underground Cave)	N/A
<b>Pandora Castle</b>		
<b>Pandoran Prison Guard</b>	Pandoran Castle (Dungeon, Lower Basement, Upper Basement, Lobby - Floor #1, Ring Wing - Floor #1)	N/A
<b>Pandoran Soldier</b>	Pandoran Castle (Upper Basement, Lobby - Floor #1)	N/A
<b>Asgard Catacombs</b>		
<b>Ninetails</b>	<b>Arena, Great Southern Marsh</b> (Dank Marsh, Deep Marsh), <b>Dragon Caves</b> (Southern Cave, Northern Cave), <b>Alexandrian Desert</b> (Southeast Desert, Northeast Desert), <b>Old Mine</b> (Underground Cave #1, Underground Cave #2), <b>Asgard Catacombs, Eastern Magi Tower</b> (Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Perseverance)	All Land (POST)
<b>Evil Eye</b>	<b>Arena, Great Southern Marsh</b> (Dank Marsh, Deep Marsh), <b>Dragon Caves</b> (Southern Cave, Northern Cave), <b>Alexandrian Desert</b> (Arid Desert, Underground Cave, 2nd Underground Cave), <b>Old Mine</b> (Underground Cave #1, Underground Cave #2), <b>Asgard Catacombs, Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Trial of Faith - Octopus Room)	All Land (POST)
<b>Hydra</b>	<b>Arena, Asgard Sewer, Great Southern Marsh</b> (Dank Marsh), <b>Dragon Caves</b> (Southern Cave, Northern Cave), <b>Alexandrian Desert</b> (Desert Entrance, Arid Desert, Southeast Desert), <b>Old Mine</b> (Underground	All Land (POST)

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
	Cave #1, Underground Cave #2), <b>Asgard Catacombs</b> , <b>Eastern Magi Tower</b> (Trial of Silence - Floor #2, Floor #3), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Perseverance)	
<b>Great Troll</b>	<b>Arena</b> , <b>Asgard Sewer</b> , <b>Great Southern Marsh</b> (Outer Marsh, Dank Marsh, Deep Marsh), <b>Dragon Caves</b> (Southern Cave, Northern Cave), <b>Alexandrian Desert</b> (Desert Entrance, Western Desert, Southeast Desert, 2nd Underground Cave), <b>Old Mine</b> (Underground Cave #1, Underground Cave #2), <b>Asgard Catacombs</b> , <b>Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Floor #3, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Faith, Trial of Perseverance)	All Land (POST)
<b>Horned Dragon</b>	<b>Great Southern Marsh</b> (Outer Marsh, Deep Marsh), <b>Dragon Caves</b> (Southern Cave, Northern Cave), <b>Alexandrian Desert</b> (Western Desert), <b>Old Mine</b> (Underground Cave #1, Underground Cave #2), <b>Asgard Catacombs</b> , <b>Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #4, Trial of Perseverance)	All Land (POST)
<b>Savage Demon</b>	<b>Arena</b> , <b>Great Southern Marsh</b> (Dank Marsh, Deep Marsh), <b>Dragon Caves</b> (Southern Cave, Northern Cave), <b>Alexandrian Desert</b> (Arid Desert, Underground Cave, Northeast Desert, 2nd Underground Cave), <b>Old Mine</b> (Underground Cave #1, Underground Cave #2), <b>Asgard Catacombs</b> , <b>Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #4, Trial of Faith - Octopus Room)	All Land (POST)
<b>Northern Magi Tower</b>		
<b>Incubus</b>	<b>Arena</b> , <b>Alexandrian Desert</b> (Western Desert, Northeast Desert), <b>Daedalus' Diabolical Puzzle</b> , <b>Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Floor #3, Trial of Intellect, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #4, Trial of Faith - Octopus Room), <b>Mines of Dvergar</b> (Mine Entrance, Lake of Fire), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Warlock</b>	<b>Arena</b> , <b>Alexandrian Desert</b> (Desert Entrance, Underground Cave), <b>Daedalus' Diabolical Puzzle</b> , <b>Asgard Catacombs</b> , <b>Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Floor #3, Trial of Intellect, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of	All Land (POST)



NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
	Wisdom - Floor #4, Trial of Perseverance), <b>Mines of Dvergar</b> (Western Shaft, Underground Islands), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	
<b>Necromancer</b>	<b>Arena, Alexandrian Desert</b> (Underground Cave), <b>Daedalus' Diabolical Puzzle, Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Floor #3, Trial of Intellect, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Perseverance), <b>Mines of Dvergar</b> (Western Shaft, Underground Islands), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Devil</b>	<b>Arena, Alexandrian Desert</b> (Western Desert, Northeast Desert), <b>Daedalus' Diabolical Puzzle, Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Floor #3, Trial of Intellect, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #4, Trial of Faith - Octopus Room), <b>Mines of Dvergar</b> (Mine Entrance, Lake of Fire), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Anubis</b>	<b>Arena, Alexandrian Desert</b> (Desert Entrance), <b>Daedalus' Diabolical Puzzle, Asgard Catacombs, Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Floor #3, Trial of Intellect, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Faith - Octopus Room, Trial of Perseverance), <b>Mines of Dvergar</b> (Mine Entrance, Western Shaft), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Trickster</b>	<b>Arena, Daedalus' Diabolical Puzzle, Asgard Catacombs, Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Floor #3, Trial of Intellect, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #4), <b>Mines of Dvergar</b> (Mine Entrance, Western Shaft), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Phoenix</b>	<b>Eastern Magi Tower</b> (Trial of Endurance)	All Land (POST)
<b>Southern Magi Tower</b>		
<b>Mutated Lynx</b>	<b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Faith - Octopus Room), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Revenant</b>	<b>Arena, Eastern Magi Tower</b> (Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Faith - Octopus Room, Trial of Perseverance), <b>Mines of Dvergar</b> (Underground	All Land (POST)

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
	Islands, Central Shaft), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	
<b>Black Knight</b>	<b>Arena, Alexandrian Desert</b> (Southeast Desert), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Faith - Octopus Room, Trial of Perseverance), <b>Mines of Dvergar</b> (Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Mutant Dragon</b>	<b>Alexandrian Desert</b> (Arid Desert, 2nd Underground Cave), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Faith - Octopus Room, Trial of Perseverance), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Liquid Evil</b>	<b>Arena, Alexandrian Desert</b> (Southeast Desert), <b>Eastern Magi Tower</b> (Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Faith - Octopus Room, Trial of Perseverance), <b>Mines of Dvergar</b> (Underground Islands, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Vampire</b>	<b>Arena, Alexandrian Desert</b> (Arid Desert, Southeast Desert, 2nd Underground Cave), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #2, Floor #4, Trial of Faith - Octopus Room, Trial of Perseverance), <b>Well of Souls</b> (Central Shaft, Eastern Shaft, River of Dvergar), <b>Well of Souls</b> (Lobby, Three Passages, The Loop, Square Islands)	All Land (POST)
<b>Leviathan</b>		
<b>Gargantuan Crab</b>	<b>Arena, Underwater Labyrinth, Leviathan</b> (Esophagus, Intestines, Heart), <b>Well of Souls</b> (Waterways)	Ocean (POST)
<b>Sahagin Prince</b>	<b>Arena, Underwater Labyrinth, Leviathan</b> (Esophagus, Intestines, Heart), <b>Well of Souls</b> (Waterways)	Ocean (POST)
<b>Mini-Kraken</b>	<b>Arena, Underwater Labyrinth, Leviathan</b> (Esophagus, Intestines, Heart), <b>Well of Souls</b> (Waterways)	Ocean (POST)
<b>Poisonous Shark</b>	<b>Arena, Underwater Labyrinth, Leviathan</b> (Esophagus, Intestines, Heart), <b>Well of Souls</b> (Waterways)	Ocean (POST)
<b>Narwhale</b>	<b>Arena, Underwater Labyrinth, Leviathan</b> (Esophagus, Intestines, Heart), <b>Well of Souls</b> (Waterways)	Ocean (POST)

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
<b>Mines of Dvergar</b>		
<b>Flamethrower</b>	<b>Eastern Magi Tower</b> (Trial of Silence - Floor #2, Floor #3), <b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Western Shaft, Underground Islands, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (Three Passages, The Loop, Square Islands, Outer Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Jabberwocky</b>	<b>Arena, Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #2, Floor #3, Trial of Endurance, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Perseverance), <b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Western Shaft, Underground Islands, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (Three Passages, The Loop, Square Islands, Outer Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Giant Gargoyle</b>	<b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Western Shaft, Underground Islands, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (Outer Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Sand Worm</b>	<b>Eastern Magi Tower</b> (Trial of Silence - Floor #2), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #4), <b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Western Shaft, Underground Islands, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (The Loop, Outer Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Monstrosity</b>	<b>Arena, Eastern Magi Tower</b> (Trial of Silence - Floor #1, Floor #3), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #4, Trial of Perseverance), <b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Western Shaft, Underground Islands, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (Outer Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Goliath</b>	<b>Arena, Eastern Magi Tower</b> (Trial of Silence - Floor #2, Trial of Endurance), <b>Southern Magi Tower</b> (Trial of Faith - Octopus Room), <b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Western Shaft, Underground Islands, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (Three Passages, The Loop, Square Islands, Outer Sanctum - Section #1, Section #2, Section #3)	N/A



NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
<b>Maluspiro</b>	<b>Arena, Eastern Magi Tower</b> (Trial of Silence - Floor #3), <b>Southern Magi Tower</b> (Trial of Wisdom - Floor #4, Trial of Perseverance), <b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Western Shaft, Underground Islands, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar), <b>Well of Souls</b> (Three Passages, The Loop, Square Islands, Outer Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Well of Souls</b>		
<b>Pandora's Finest</b>	<b>Well of Souls</b> (Outside Golden Pyramid)	N/A
<b>Basilisk</b>	<b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Underground Islands, River Dvergar, Baal's Lair), <b>Well of Souls</b> (Outer Sanctum - Section #3, Inner Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Demonic Gargoyle</b>	<b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Lake of Fire, River of Dvergar, Baal's Lair), <b>Well of Souls</b> (Outer Sanctum - Section #1, Section #2, Section #3, Inner Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Collosal Fiend</b>	<b>Hedge Maze, Mines of Dvergar</b> (Western Shaft, Central Shaft, Lake of Fire, River of Dvergar, Baal's Lair), <b>Well of Souls</b> (Outer Sanctum - Section #1, Section #2, Section #3, Inner Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Void Knight</b>	<b>Hedge Maze, Mines of Dvergar</b> (Mine Entrance, Central Shaft, Eastern Shaft, Lake of Fire, River of Dvergar, Baal's Lair), <b>Well of Souls</b> (Outer Sanctum - Section #1, Section #2, Section #3, Inner Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Asura</b>	<b>Hedge Maze, Mines of Dvergar</b> (Western Shaft, Central Shaft, Eastern Shaft, River of Dvergar, Baal's Lair), <b>Well of Souls</b> (Outer Sanctum - Section #1, Section #2, Section #3, Inner Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Titan</b>	<b>Hedge Maze, Mines of Dvergar</b> (Main Entrance, Western Shaft, Underground Islands, Central Shaft, Eastern Shaft, River of Dvergar, Baal's Lair), <b>Well of Souls</b> (Outer Sanctum - Section #1, Section #2, Section #3, Inner Sanctum - Section #1, Section #2, Section #3)	N/A
<b>Dark Champion</b>	<b>Hedge Maze, Mines of Dvergar</b> (Eastern Shaft, River of Dvergar, Baal's Lair), <b>Well of Souls</b> (Outer Sanctum - Section #3, Inner Sanctum - Section #1, Section #2, Section #3)	N/A

NAME	DUNGEON LOCATIONS	WORLD MAP LOCATIONS
Kali's Servant	<b>Mines of Dvergar</b> (Western Shaft, Underground Islands, Lake of Fire, River of Dvergar, Baal's Lair), <b>Well of Souls</b> (Outer Sanctum - Section #1, Section #2, Section #3, Inner Sanctum - Section #1, Section #2, Section #3)	N/A

## CITY GUARDS

NAME	TOWN LOCATIONS
Oakwood City Guard	Oakwood
Dry Gulch City Guard	Dry Gulch
Alfheim City Guard	Alfheim
Doria City Guard	Doria
Riverdale City Guard	Riverdale
Spartan	Spartan's Camp
Rubicon City Guard	Rubicon
Talos Village Guard	Talos Village
Aunlak City Guard	Aunlak
Borea City Guard	Borea
Pandoran Guard	Pandora, Asgard
Midgard Guard	Midgard
Gaia Guard	Gaia
Casino Guard	Lucky's Casino

## MID-BOSSSES

NAME	TOWN/DUNGEON LOCATION
Pirate	Dry Gulch
Rufus	Earth Cave
Great Bear	Earth Cave
Pandoran Sergeant	Pandora Castle
Merman	Small Farm Well
Pandoran Captain	Asgard Castle

NAME	TOWN/DUNGEON LOCATION
Flame Goddess	Mt. Gerra (Ifrit's Lair)
Gargoyle	Woods of Despair (Deep Woods)
Master of the Woods	Woods of Despair (Deep Woods)
Gorgon	Asgard Catacombs
Baal	Mines of Dvergar (Baal's Lair)
Seventh Circle Demon	Mystic Cave (Ninth Gate)
General Hannibal	Well of Souls (Outside Golden Pyramid)
Magi Guardian	Southern Magi Tower (Trial of Perseverance), Well of Souls (Inner Sanctum - Section #2)

### **HUNTER'S GUILD TARGETS**

NAME	WORLD MAP LOCATION
<b>Tier #1</b>	
Large Slime	Between Mountains Oasis and Miner's Cave
Goblin King	Southern Edge of Alfheim Forest
Mutated Ghoul	South of Woods of Despair
Rock Lizard	Desert South of the Earth Cave
<b>Tier #2</b>	
Dark Phoenix	Near Bridge South of the Desert Mountains
Great Imp	North of Alfheim Lake
Sapphire Scorpion	Southwest of the Forest Tower
Amorphous Blob	Oakwood Forest West of Ancient Ruins
Rogue Knight	On Deserted Island East of Doria
Captain Blackbeard	Near Mountains West of Riverdale
Crippled Soul	Forest South of Rubicon
Death Mage	South of the Alexandrian Outpost
<b>Tier #3</b>	
Great Snow Golem	Northwest of the Ice Cave
Absorbing Jelly	Wooded Isthmus near center of the Eastern Continent
Wicked Necromancer	Northeast of Dry Gulch



NAME	WORLD MAP LOCATION
Loki	Northwest of Alfheim
Barbarian Brute	Southern Tip of the Northwest Continent
Mutated Behemoth	East of the Southern Desert Oasis
Troll King	South of the Igloo Outpost
Anaconda	North of the Great Southern Marsh
Dead Eye	South of the Naiad Mountains near Pandora
Mutated Serpent	South of Talos Village, East of Mountain Range
Dracula	Southeast Peninsula South of Aunlak
Giant Squid	Between Oakwood and Midgard (South of Puzzle Master's Camp)

## **BOSSES**

NAME	STEALABLE ITEMS
Giant Ogre	Desert Mountains (2nd Cliff Face)
Tower Guardian	Forest Tower (Floor #4)
Treant	Deserted Island Cave (Inner Island Cave)
Outpost Captain	Old Alexandrian Outpost (Floor #2)
Ifrit	Mt. Gerra (Ifrit's Lair)
Helios	Forest Tower (Basement)
Tainted Earth Spirit	Dread Woods (Thunderous Woods)
Cyclops	Crescent Canyon (Cave #6)
Citadel Drone	Babel Citadel (Floor #5)
Giant Ice Tiger	Ice Cave (Floor #5)
Nyx	Abyss (Floor #50)
Marsh Beast	Greath Southern Marsh (Deep Marsh)
Desert Guardian	Alexandrian Desert (Guardian's Cave)
Dark Lord	Pandora Castle (Throne Room)
Kraken	Near Midgard
Giant Ogre Soul	Well of Souls (Outer Sanctum - Section #1)
Pirate Soul	Well of Souls (Outer Sanctum - Section #1)
Tower Guardian Soul	Well of Souls (Outer Sanctum - Section #2)

NAME	STEALABLE ITEMS
Treant Soul	Well of Souls (Outer Sanctum - Section #2)
Ifrit Soul	Well of Souls (Outer Sanctum - Section #3)
Marsh Beast Soul	Well of Souls (Inner Sanctum - Section #1)
Desert Guardian Soul	Well of Souls (Inner Sanctum - Section #2)
Helios Soul	Well of Souls (Inner Sanctum - Section #3)
Dark Lord	Well of Souls (Void)

## **SUPER BOSSES**

NAME	STEALABLE ITEMS
Grotesque	Southwest of Lemuria
Colossus	Wooded Isthmus at Center of Eastern Continent
Vanir Golem	East of Hermit's Tower
Kali	South of the Ice Cave
Dark Lord - Super Boss	Well of Souls (Void)

## 7.14 ENEMY SPECIFIC SKILLS

There are some skills that are available only to enemies. The following tables list the names, MP cost, and description of each on of these enemy-specific skills. The first table lists the enemy spells while the second table lists physical attacks (mostly status effect inflicting attacks) that all have zero MP cost.

### ENEMY SPELLS

Skill Name	Skill MP Cost	Skill Description
Scald	10	~10 HP damage with fire element to one enemy
Shock	10	~10 HP damage with thunder element to one enemy
Chill	22	~10 HP damage with ice element to all enemies
Flood	16	~20 HP damage with water elment to all enemies
Burn	10	~15 HP damage with fire element to one enemy
Zap	10	~15 HP damage with thunder element to one enemy
Freeze	22	~25 HP damage with ice element to all enemies
Void	18	~40 HP damage with dark element to one enemy
Blaze	34	~40 HP damage with fire element to all enemies
Bonfire	30	~65 HP damage with fire element to one enemy
Stiff Breeze	30	~65 HP damage with wind element to one enemy
Grenade	10	~50 HP damage to all enemies
Tsunami	25	~50 HP damage with water elment to all enemies
Gale	40	~60 HP damage with wind element to all enemies
Black Hole	20	~80 HP damage with dark element to one enemy
Water Bubble	20	~100 HP damage with water elment to a single enemy
Deep Freeze	52	~125 HP damage with ice elment to one enemy
Firestorm	56	~90 HP damage with fire element to all enemies
Blizzard	52	~90 HP damage with ice elment to all enemies
Fry Pan	34	~60 HP damage with fire element to all enemies
Absorb Souls	100	Heals Dark Lord for a large percentage of HP



## **ENEMY PHYSICAL ATTACKS (ALL ZERO MP COST)**

<b>Skill Name</b>	<b>Skill Description</b>
<b>Stomp</b>	Jump and stomp on enemy
<b>Poison Attack</b>	Adds poison to normal attack
<b>Darkness Attack</b>	Adds blind to normal attack
<b>Confusion Attack</b>	Adds confusion to normal attack
<b>Sleep Attack</b>	Adds sleep to normal attack
<b>Paralysis Attack</b>	Adds paralysis to normal attack
<b>Deadly Poison</b>	Poisons all enemies
<b>Sand Dust</b>	Blinds all enemies
<b>Uncanny Fog</b>	Silences all enemies
<b>Silence Song</b>	Silences all enemies
<b>Temptation Song</b>	Confuses all enemies
<b>Sweet Breath</b>	Sleeps all enemies
<b>Sleep Pollen</b>	Sleeps all enemies
<b>Stone Attack</b>	Adds stone to normal attack
<b>Death Hit</b>	Chance to instantly kill the enemy
<b>Mind Flay</b>	Adds Mind Flay status to normal attack
<b>Ice Encasement</b>	Adds frozen status to normal attack
<b>Vicious Bite</b>	Adds Bleeding status to normal attack
<b>Ink Jet</b>	Adds Inked status to normal attack
<b>Deadly Venom</b>	Adds Venom status to normal attack

## 7.15 ACHIEVEMENTS

There are 236 achievements in Last Dream. These range from acquiring the Drill to the Ultimate Challenge (completing the game on Legendary, Grind Encounters, and No Saving in Dungeons). To experience the most from Last Dream, you should try to acquire 100% of the achievements. If you are successful in acquiring 100% of all the achievements, your name will be posted on the Last Dream website ([whitegianttrpg.com](http://whitegianttrpg.com)). It is impossible to acquire 100% of all the achievements in a single game and you'll have to make use of the New Game + feature which retains your Collections and Achievements through multiple games. Certain achievements, such as completing the game with all 8 character classes, conflict and requires at least 2 games. Try to complete all the achievements in the game in the fewest number of games for a true challenge.

Number	Description
1	Acquire the Drill
2	Acquire 5 Drill Items
3	Acquire 10 Drill Items
4	Kill 100 Enemies
5	Kill 250 Enemies
6	Kill 500 Enemies
7	Kill 1,000 Enemies
8	Kill 2,500 Enemies
9	Kill 5,000 Enemies
10	Kill 10,000 Enemies
11	Find the Thieves Guild in Doria
12	Obtain the Skeleton Key
13	Defeat Rufus in the Earth Cave
14	Obtain the Upgraded Skeleton Key
15	Visit 10 Locations
16	Visit 20 Locations
17	Visit 30 Locations
18	Visit 40 Locations
19	Visit 50 Locations
20	Visit 60 Locations
21	Visit 70 Locations
22	Visit 80 Locations
23	Visit 85 Locations
24	Visit All Locations
25	Complete 5 Puzzles

Number	Description
26	Complete 10 Puzzles
27	Complete 15 Puzzles
28	Complete 20 Puzzles
29	Complete 25 Puzzles
30	Complete 30 Puzzles
31	Complete 35 Puzzles
32	Complete 40 Puzzles
33	Complete 45 Puzzles
34	Complete 50 Puzzles
35	Synthesize the Thin Fishing Pole
36	Synthesize the Strong Fishing Pole
37	Synthesize the Deluxe Rod
38	Synthesize the Luring Rod
39	Synthesize the Master Rod
40	Find 5 of all Sonar Items
41	Find 10 of all Sonar Items
42	Find 15 of all Sonar Items
43	Find 20 of all Sonar Items
44	Find 25 of all Sonar Items
45	Find 30 of all Sonar Items
46	Find 35 of all Sonar Items
47	Find 40 of all Sonar Items
48	Find 45 of all Sonar Items
49	Find 50 of all Sonar Items
50	Escape from Mt. Gerra in fewer than 1 minute
51	Defeat the Flame Goddess in Mt. Gerra
52	Synthesize 10% of All Possible Equipment
53	Synthesize 25% of All Possible Equipment
54	Synthesize 50% of All Possible Equipment
55	Synthesize 75% of All Possible Equipment
56	Synthesize 90% of All Possible Equipment
57	Synthesize 95% of All Possible Equipment
58	Synthesize 98% of All Possible Equipment
59	Synthesize 100% of All Possible Equipment
60	Obtain 10% of All Recipes
61	Obtain 25% of All Recipes
62	Obtain 50% of All Recipes

Number	Description
63	Obtain 75% of All Recipes
64	Obtain 90% of All Recipes
65	Obtain 95% of All Recipes
66	Obtain 98% of All Recipes
67	Obtain 100% of All Recipes
68	Complete Tier #1 of the Hunter's Guild
69	Complete Tier #2 of the Hunter's Guild
70	Complete Tier #3 of the Hunter's Guild
71	Complete Tier #4 of the Hunter's Guild
72	Acquire the Submersible
73	Acquire the Blue Moa
74	Win 10,000 G at the Casino
75	Win 25,000 G at the Casino
76	Win 50,000 G at the Casino
77	Win 100,000 G at the Casino
78	Win 500,000 G at the Casino
79	Open 5 Excavated Areas
80	Open 10 Excavated Areas
81	Open 15 Excavated Areas
82	Open 20 Excavated Areas
83	Open 25 Excavated Areas
84	Open 30 Excavated Areas
85	Open All Excavated Areas
86	Save Dante's Daughter in under 15 minutes
87	Collect All the Treasures in the Woods of Despair
88	Help the Fairy in the Underground Cave Beneath Talos Village
89	Rescue the King of Asgard
90	Don't let the Torch expire in the Asgard Catacombs
91	Beat Mr. Cope in a Vertical Leaping Competition
92	Slay the Leviathan
93	Travel to Dvergar without Mandrew's Aid
94	Complete All 6 Magi Trials
95	Defeat Hannibal by yourself at the Well of Souls
96	Create All Highest Level Adamantium Equipment
97	Ultimate Challenge - Legendary, No Saving in Dungeons, Grind Encounters
98	Complete the Game with a Knight in Party
99	Complete the Game with a Monk in Party



Number	Description
100	Complete the Game with a Thief in Party
101	Complete the Game with a Hunter in Party
102	Complete the Game with a Gray Mage in Party
103	Complete the Game with a White Mage in Party
104	Complete the Game with a Black Mage in Party
105	Complete the Game with an Engineer in Party
106	Complete the Beginner Moa Race
107	Complete the Intermediate Moa Race
108	Complete the Master Moa Race
109	Complete Tier #1 of Arena
110	Complete Tier #2 of Arena
111	Complete Tier #3 of Arena
112	Complete Tier #4 of Arena
113	Complete Tier #5 of Arena
114	Defeat All City Guard Types
115	Kill 10% of Monster Types
116	Kill 25% of Monster Types
117	Kill 50% of Monster Types
118	Kill 75% of Monster Types
119	Kill 90% of Monster Types
120	Kill 95% of Monster Types
121	Kill 98% of Monster Types
122	Kill 100% of Monster Types
123	Free All Prisoners in the Pandora Castle Dungeon
124	Find the Rosetta Stone
125	Kill Helios in the Forest Tower Basement
126	Kill Helios with an Average Party Level below 20 on Normal or Higher
127	Defeat the Dark Lord in Pandora Castle
128	Defeat the Dark Lord with an Average Party Level < 25 on Normal or Higher
129	Defeat the Kraken without the Gorgon's Head
130	Defeat the Kraken w/o the Gorgon's Head with an Average Party Level < 25
131	Defeat the Magi Guardian in the Trial of Perseverance
132	Defeat the Magi Guardian with an Average Party Level below 40
133	Complete 10 Floors of the Abyss
134	Complete 20 Floors of the Abyss
135	Complete 30 Floors of the Abyss
136	Complete 40 Floors of the Abyss

Number	Description
137	Complete 50 Floors of the Abyss
138	Complete 3x caves of the Cave of the Mystics
139	Complete 6x caves of the Cave of the Mystics
140	Complete 9x caves of the Cave of the Mystics
141	Reach Lemuria
142	Reach Atlantis
143	Reach Dvergar
144	Find all 8 Moa Forests
145	Find All Underwater Caves
146	Fish at all docks around the world
147	Complete Mine Cart Challenge #1
148	Complete Mine Cart Challenge #2
149	Complete Mine Cart Challenge #3
150	Complete Daedalus' Diabolical Puzzle
151	Complete Daedalus' Diabolical Puzzle in under 30 minutes
152	Complete the Hedge Maze
153	Catch a Blue Whale
154	Catch a Giant Squid
155	Catch a Leviathan
156	Catch all types of Saltwater Fish
157	Catch all types of Icewater Fish
158	Catch all types of Freshwater Fish
159	Catch all types of High Level Fish
160	Catch every swimming species in Terran Waters
161	Gather 50% of all Treasures in the Game
162	Gather 75% of all Treasures in the Game
163	Gather 90% of all Treasures in the Game
164	Gather 98% of all Treasures in the Game
165	Gather 100% of all Treasures in the Game
166	Collect 50% of Central Continent Treasures
167	Collect 75% of Central Continent Treasures
168	Collect 90% of Central Continent Treasures
169	Collect 100% of Central Continent Treasures
170	Collect 50% of Eastern Continent Treasures
171	Collect 75% of Eastern Continent Treasures
172	Collect 90% of Eastern Continent Treasures
173	Collect 100% of Eastern Continent Treasures

Number	Description
174	Collect 50% of Northern Continent Treasures
175	Collect 75% of Northern Continent Treasures
176	Collect 90% of Northern Continent Treasures
177	Collect 100% of Northern Continent Treasures
178	Collect 50% of Northwest Continent Treasures
179	Collect 75% of Northwest Continent Treasures
180	Collect 90% of Northwest Continent Treasures
181	Collect 100% of Northwest Continent Treasures
182	Collect 50% of Southern Continent Treasures
183	Collect 75% of Southern Continent Treasures
184	Collect 90% of Southern Continent Treasures
185	Collect 100% of Southern Continent Treasures
186	Collect 50% of Central Island Treasures
187	Collect 75% of Central Island Treasures
188	Collect 90% of Central Island Treasures
189	Collect 100% of Central Island Treasures
190	Collect 50% of Outer Island Treasures
191	Collect 75% of Outer Island Treasures
192	Collect 90% of Outer Island Treasures
193	Collect 100% of Outer Island Treasures
194	Collect 50% of Southwest Continent Treasures
195	Collect 75% of Southwest Continent Treasures
196	Collect 90% of Southwest Continent Treasures
197	Collect 100% of Southwest Continent Treasures
198	Collect 50% of Far Eastern Continent Treasures
199	Collect 75% of Far Eastern Continent Treasures
200	Collect 90% of Far Eastern Continent Treasures
201	Collect 100% of Far Eastern Continent Treasures
202	Complete the Game on Normal Difficulty
203	Complete the Game on Hard Difficulty
204	Complete the Game on Very Hard Difficulty
205	Complete the Game on Legendary Difficulty
206	Beat the Game while running from battle fewer than 100 times
207	Beat the Game while running from battle fewer than 50 times
208	Beat the Game while running from battle fewer than 25 times
209	Beat the Game while running from battle fewer than 10 times
210	Beat the Game while running from battle fewer than 5 times

Number	Description
211	Complete Game with Average Party Level at 35+
212	Complete Game with Average Party Level at 50+
213	Complete Game with Average Party Level at 60+
214	Complete Game with Average Party Level at 75+
215	Beat the Game in Fewer than 125,000 steps
216	Beat the Game in Fewer than 75,000 steps
217	Beat the Game in Fewer than 50,000 steps
218	Beat the Game in Fewer than 35,000 steps
219	Beat the Game in Fewer than 25,000 steps
220	Complete the Game while staying at the Inn fewer than 25 times
221	Complete the Game while staying at the Inn fewer than 10 times
222	Complete the Game while staying at the Inn fewer than 5 times
223	Complete the Game while never staying at the Inn
224	Complete the Game with Saving in Designated Locations On
225	Complete the Game with No Saving in Dungeons On
226	Beat the Game saving fewer than 50 times
227	Beat the Game saving fewer than 25 times
228	Beat the Game saving fewer than 10 times
229	Beat the Game saving fewer than 5 times
230	Complete the Game with Standard Encounters On
231	Complete the Game with Grind Encounters On
232	Complete the Game in Under 20 hours on Hard or higher difficulty
233	Complete the Game in Under 15 hours on Hard or higher difficulty
234	Complete the Game in Under 12.5 hours on Hard or higher difficulty
235	Complete the Game in Under 10 hours on Hard or higher difficulty
236	Acquire Sonar



## 8. Game Mechanics Equations

### 8.1 ENEMY TARGETING

The AI uses only the row distribution of the ALIVE party members when selecting which character to try and attack. Specifically, the target is selected by sequentially comparing their odds to a random number until one is successfully selected. A given character's odds are determined by:

$$P_{selection,i} = \frac{ODDS_i}{\sum ODDS_j}$$

where  $ODDS_i$  represents a constant value for a given character  $i$  based only on that character's row and the summation is, again, over the alive party members. Each party member in the front row has a value for  $ODDS$  equal to 75, each in the middle row a value of 50, and each in the back has a value of 25. Thus if your party had two characters on the front row, one on the middle, and one on the back row then there is a 33.33% chance that any enemy attack (provided it is not an attack all) will target them, a 22.22% chance that the character in the middle row will be targeted and 11.12% chance that the character in the back row will be targeted. Note that *Taunt* and *Human Shield* both change the user's  $ODDS$  value (see Section 3.4) so that they are targeted more often.

### 8.2 PHYSICAL DAMAGE

$$DAMAGE = 4 * ATK_{USER} - 2 * DEF_{ENEMY}$$

Variables

$$ATK_{USER} = ATK_{USER\_BASE} + ATK_{USER\_EQUIPMENT} + ATK_{USER\_STATES}$$

$$DEF_{ENEMY} = DEF_{ENEMY\_BASE} + DEF_{ENEMY\_EQUIPMENT} + DEF_{ENEMY\_STATES}$$

$ATK_{USER\_BASE}$  = Base attack of the user.

$ATK_{USER\_EQUIPMENT}$  = Attack boost due to the user's equipment. Note that this only applies to party members and not enemy monsters.

$ATK_{USER\_STATES}$  = Attack increase/decrease due to states applied during battle.

$DEF_{USER\_BASE}$  = Base defense of the user.

$DEF_{USER\_EQUIPMENT}$  = Defense boost due to the user's equipment. Note that this only applies to party members and not enemy monsters.

$DEF_{USER\_STATES}$  = Defense increase/decrease due to states applied during battle.

## 8.3 HIT CHANCE

$$HIT\ CHANCE = 100\% \left( 2^{-\alpha \frac{WGT_{WEAPON}}{ACC_{USER}}} \right) \left( 2^{-\beta \frac{AGI_{ENEMY}}{ACC_{USER}}} \right)$$

Variables

$$ACC_{USER} = ACC_{USER\_BASE} + ACC_{USER\_EQUIPMENT} + ACC_{USER\_STATES}$$

$$AGI_{ENEMY} = AGI_{ENEMY\_BASE} + AGI_{ENEMY\_EQUIPMENT} + AGI_{ENEMY\_STATES}$$

$$WGT_{WEAPON} = \text{Weapon weight.}$$

$$\alpha = 1/4$$

$$\beta = 1/10$$

## 8.4 CRITICAL CHANCE

$$CRITICAL\ CHANCE = CRT_{USER}$$

Variables

$$CRT_{USER} = CRT_{USER\_BASE} + CRT_{USER\_EQUIPMENT} + CRT_{USER\_STATES}$$

## 8.5 CRITICAL DAMAGE

$$CRITICAL\ DAMAGE = 2 * DAMAGE$$

*Note: The default multiplier of 2x could be modified by items and by the Monk's skill: 8<sup>th</sup> Degree Black Belt*

## 8.6 PREEMPTIVE/SURPRISE ATTACK

If  $(PRE_{PARTY\_AVG} > 1.5 * PRE_{ENEMY\_AVG}$  and  $AGI_{PARTY\_AVG} > 1.5 * AGI_{ENEMY\_AVG}$ ) :

$$PREEMPTIVE\ STRIKE\ CHANCE = 20\% \left( 1 - \frac{PRE_{ENEMY\_AVG} * AGI_{ENEMY\_AVG}}{PRE_{PARTY\_AVG} * AGI_{PARTY\_AVG}} \right)$$

If ( $PRE_{ENEMY\_AVG} > 1.5 * PRE_{PARTY\_AVG}$  and  $AGI_{ENEMY\_AVG} > 1.5 * AGI_{PARTY\_AVG}$ ):  
 SURPRISE CHANCE =  $20\% (1 - \frac{PRE_{PARTY\_AVG} * AGI_{PARTY\_AVG}}{PRE_{ENEMY\_AVG} * AGI_{ENEMY\_AVG}})$

Variables

$$PRE_{PARTY\_AVG} = \frac{1}{N_{PARTY}} \sum_{i=1}^{N_{PARTY}} PRE_{USER}$$

$$PRE_{ENEMY\_AVG} = \frac{1}{N_{ENEMY}} \sum_{i=1}^{N_{PARTY}} PRE_{ENEMY}$$

$N_{PARTY}$  = NUMBER OF ALIVE PARTY MEMBERS

$N_{ENEMY}$  = NUMBER OF ENEMIES

## 8.7 ESCAPE FORMULA

$$\text{Escape Chance} = 150 - 100 \frac{AGI_{ENEMY\_AVG}}{AGI_{PARTY\_AVG}}$$

Variables

$$AGI_{PARTY\_AVG} = \frac{1}{N_{PARTY}} \sum_{i=1}^{N_{PARTY}} AGI_{USER}$$

$$AGI_{ENEMY\_AVG} = \frac{1}{N_{ENEMY}} \sum_{i=1}^{N_{PARTY}} AGI_{ENEMY}$$

## 8.8 TURN ORDER FORMULA

Action Speed =  $PRE_{USER}$

IF SKILL : Action Speed += SKILL\_SPEED

IF ITEM : Action Speed += ITEM\_SPEED

IF GUARD: Action Speed += 2000

IF FAST\_ATTACK: Action Speed += 1000

### Variables

$$PRE_{USER} = PRE_{USER\_BASE} + PRE_{USER\_EQUIPMENT} + PRE_{USER\_STATES}$$

SKILL\_SPEED = Speed unique to each skill (specific to “Fast Cure / Heal / Life”)

ITEM\_SPEED = Speed unique to each item

## 8.9 MAGIC DAMAGE FORMULA

$$DMG = BASE\_DMG(1 + 0.01[INT_{USER} - MGD_{ENEMY}]) + [INT_{USER} - MGD_{ENEMY}]$$

BASE_DMG	Base damage unique to each skill (see Section 3.4)
INT <sub>USER</sub>	Total (Base + Item boosts) INT of the attacker (the one that cast the spell).
MGD <sub>ENEMY</sub>	Total (Base + Item boosts) MGD of the defender (the character/enemy targeted by the spell)



## 9. Game Music

### 9.1 ROAMING MUSIC

Location	Artist	Song Title
Continents/Islands		
Central Continent	Matias Castro	RPG Overture Theme
Eastern Continent	UNK	Chasing Fate
Central Islands Replacement	Mattias Westlund	Epic Voyage
Outer Islands	zero-project	Disabled emotions suite - Part 3
Northern Continent	Butterfly Tea	The Sky City
Far Eastern Continent	zero-project	Dance of the fairies
Southern Continent	Daniel Bautista	Movement 3: Adagio (Symphony No. 1 in A minor...)
Northwest Continent	Jason Shaw	River Meditation
Southwest Continent	Butterfly Tea	Cavern of Time
Towns		
Oakwood	Joel Day	Ancient Forest
Oakwood (occupied)	Zero-project	Pactum serva
All Docks (except those below)	Kevin MacLeod	Gymnopedia No 1
Selected Docks	Daniel Bautista	Bonus Track: Gymnopedie No. 1 (Satie)
Rubicon Dock <i>post-Mt. Gerra</i>	Daniel Bautista	Moonlight Sonata
Dry Gulch	Joel Day	Village
Oasis (#1 and #2)	Sylvius Leopold Weiss	Ponce - Preludio in E Major
Alfheim	Joel Day	Cloud Top
All Moa Forests	C.P. Bryan	Sentimental Autumn Interlude
Ascetic's Cave	Paul van Nugteren	Tiersenovske
Doria	Kevin MacLeod	Funeral March for Brass
Doria Castle	Kevin MacLeod	Consort for Brass
Riverdale	The US Army Old Guard	Boismortiers Concerto for Five Flutes No. 4, Mvt II
Spartan Camp	The US Army Old Guard	Drum Feature: Generations from the Simple Gifts Show

Location	Artist	Song Title
Small Farm	Paul van Nugteren	With-out-a-name
Rubicon	zero-project	Moon waltz
Mr. Cope's Tent	zero-project	Disabled emotions suite - Part 4
Tycho's Laboratory	DavidKBD	Primeros Rayos De Luz
Master Fisherman's Camp	harvestfred	PRIMAVARA
Brokkr's Cave	zero-project	Missing
Borea	Mattias Westlund	Gwendolyn
Asgard	zero-project	Disabled emotions suite - Part 2
Daedalus' Workshop	Josh Mellon	Play
Talos Village	UNK	Along the Way
Aunlak	zero-project	Letter to a princess
Igloo	Daniel Bautista	Romance Anonimo
Midgard	Bach	Brandenburg Concerto No. 6, Mvt. 1
Moa Races	John Philip Sousa	King Cotton
Gaia	DJ Masque	Oceanic Dawn
Abandoned Laboratory	zero-project	Disabled emotions suite - Part 1
Pandora	C.P. Bryan	Symphonic Soundscape
Pandora Castle (Dungeon)	Silence	Experience
Pandora Castle (Main Levels)	UNK	To Arms
Pandora Castle (for DL speech)	Distimia	La entrada en la Sala de los Caidos
Arena	Butterfly Tea	Back to Adventure
Casino	Kevin MacLeod	Brandenburg Concerto No. 4, Mvt. 1
Bahamut's Lair	Axis Mundi Actum	Redde mihi legiones
Lemuria (jibberish)	ghost	Reverie (small theme)
Lemuria (language learned)	zero-project	Promises
Dvergar	zero-project	Irish Wedding
Atlantis	The USAF Concert Band	Winter (Vivaldis Four Seasons)
Hedge Maze (Outside)	Mattias Westlund	Into Aer Cumri
<b>Dungeons</b>		
Oakwood Sewers	UNK	Beneath the Boughs
Ancient Ruins	zero-project	Battle of the misty valley
Miner's Cave	Steve Lowther	Lord Warburton's Folly
Desert Mountains	Joel Day	Corn Fields

Location	Artist	Song Title
Forest Tower	UNK	Evelyn in the Gloaming
Earth Cave	Steve Lowther	Diabolical Plot Thickens
Woods of Despair	UNK	Hearts Adrift
Deserted Island Cave Lv1-Lv2	Daniel Bautista	In The Desert
Deserted Island Cave Lv3	Daniel Bautista	In The Desert (Acoustic)
Mystic Cave	zero-project	The forgotten castle
Deep Cave	Butterfly Tea	A Strange Power
Old Alexandrian Fort (Flr #1)	Pitx	Black Rainbow
Old Alexandrian Fort (Flr #2)	Axis Mundi Actum	Ultima Ratio Regum
Mt. Gerra	Daniel Bautista	Fuego Camina Conmigo (String Quartet)
Underground Cave	zero-project	Winter princess
Asgard Sewers	Butterfly Tea	Marit is Coming
Asgard Catacombs	Djad	Cry In Silence
Mountain Pass	Chuck Parsons	2-28-07
Old Mine	Silence	Cellule
Diabolical Puzzle	John Pazdan	The Long Goodbye
Frozen Cave	Kevin MacLeod	Sugar Plum Dark Mix
Dread Woods	zero-project	Forest of the unicorns
Crescent Canyon	UNK	A Decisive Blow
Babel Citadel	Sonorant	Agony
Ice Cave	UNK	Little Memories
Great Southern Marsh	Silence	Sale
Alexandrian Desert	Joel Day	Meadow of the Past
Dragon Cave	Aaron Dunn	Mass Import Tool Test #1 - p1
Mines of Dvergar	Moondark Project	Obscures reflexions
The Abyss (Lv 1-5)	Canton	Snow Break
The Abyss (Lv 6-10)	zero-project	The return of the king
The Abyss (Lv 11-20)	zero-project	Celtic dream
The Abyss (Lv 21-21)	Eric Skiff	Come and Find Me
The Abyss (Lv 22-30)	Luminous Flesh Giants	Deep Sleep
The Abyss (Lv 31-40)	ShadowxvZ	Surging the Moon
The Abyss (Lv 41-49)	Axis Mundi Actum	Flagellum Deorum
The Abyss (Lv 50-50)	Distimia	La Hoguera

Location	Artist	Song Title
Leviathan	Else	Symphony of Darkness (Interlude)
Underwater Labyrinth	Sikos	Août main character
Hedge Maze	Mister M	When the night comes
Eastern Magi Tower	Tunguska Electronic...	Neophyt - The Day You Left
Southern Magi Tower	Kevin MacLeod	Toccata and Fugue in D Minor
Trial of Intellect	Ludwig van Beethoven	Sonata No. 14 in C Sharp Minor "Moonlight", Op. 27
Trial of Silence	Kevin MacLeod	Trio for Piano Violin and Viola
Trial of Endurance	zero-project	Knights of the darkness
Trial of Wisdom	Else	The 8 Bells of Oblivion (Intro)
Trial of Faith	DavidKBD	Bienvenido a Dreamland
Trial of Persistence	DavidKBD	Technosphere3
Well of Souls Outside	Axis Mundi Actum	Sum, Ut Fiam
Well of Souls Outer Sanctum	Axis Mundi Actum	Confugium Corvorum
Well of Souls Inner Sanctum	Daniel Bautista	Enter Mars (Holst)
<b>Vehicles</b>		
Ship	Luminous Flesh Giants	Journey to Rest of The World
Airship	Jason Shaw	Running Waters
Sub/Blue Moa	Kendra Springer	Sus Ojos Se Cerraron (Your Eyes Are Closed)



## 9.2 BATTLE MUSIC

Location	Artist	Song Title
<b>Continents</b>		
Central Continent	UNK	Overture
Eastern Continent	Daniel Bautista	Elegante
Central Islands	Daniel Bautista	Opening Theme
Outer Islands	Daniel Bautista	Siete
Northern Continent	Sonorant	The Ancient Abattoir
Far Eastern Continent	Daniel Bautista	Antagonist March
Southern Continent	Daniel Bautista	Sing It Yourself Also not a perfect fit...
Northwest Continent	Daniel Bautista	God Hates Kittens
Southwest Continent	Else	Requiem for a Lost Empire (Intro)
Ship	Daniel Bautista	Movement 1: Presto (Symphony No. 1 in A minor
<b>Dungeons</b>		
Oakwood Sewers	Daniel Bautista	Symphony No. 5
Ancient Ruins	Daniel Bautista	Agnostic
Miner's Cave	Else	Death Strike
Desert Mountains	UNK	Gale Blade
Forest Tower	DavidKBD	Technosphere1
Earth Cave	Daniel Bautista	Pictures At An Exhibition
Woods of Despair	Luminous Flesh Giants	Event Horizon
Deserted Island Cave	Alone in the Chaos	0000000018
Mystic Cave (1-4)	Windpearl	Mass Extinction
Mystic Cave (5)	Else	The Final Sacrifice (Avantasia...)
Mystic Cave (6-9)	Daniel Bautista	End Credits not a perfect match
Old Alexandrian Fort	Tryad	Empty
Deep Cave	Daniel Bautista	Arrorro
Mt. Gerra	Sonorant	Sacrificial Soul
Underground Cave	Else	The Light Brigade
Asgard Sewers	Daniel Bautista	Intermezzo Hardcore
Asgard Catacombs	Daniel Bautista	Action Scene
Mountain Pass	Luminous Flesh Giants	The Fog

Location	Artist	Song Title
Diabolical Puzzle	Daniel Bautista	Sorcerer's Apprentice
Frozen Cave	Daniel Bautista	Dance of The Sugar Plum Fairy Matches Dungeon
Dread Woods	Daniel Bautista	Gothic Song
Crescent Canyon	DavidKBD	Yule-Postludio
Babel Citadel	Lord Daelith	World against Us (Linda cover instrumental)
Ice Cave	DavidKBD	Plastik-1
Great Southern Marsh	Mister M	Entering Woods
Alexandrian Desert	Daniel Bautista	Death Pieces #1
Dragon Cave	DavidKBD	Sudor Y Tierra Seca
Pandora Castle	Zero-project	Benedictus
Casino (Island)	Daniel Bautista	Yo Robe' La Navidad
Arena	Axis Mundi Actum	Sol Invictus
Old Mine	DavidKBD	Unos fantasmas impiden el paso pero Jim...
Mines of Dvergar	Zero-project	Gothic
The Abyss (Lv 1-5)	Daniel Bautista	Pushing The Limits
The Abyss (Lv 6-10)	Daniel Bautista	Symphony No. 25
The Abyss (Lv 11-20)	DavidKBD	Yule-2o Movimiento
The Abyss (Lv 21-21)	Multifaros	The Factory
The Abyss (Lv 22-30)	Daniel Bautista	Solveig's Intro (Grieg)
The Abyss (Lv 31-40)	DavidKBD	Bomberman encuentra el escondite, y abre...
The Abyss (Lv 41-50)	Daniel Bautista	Digital Pendejos
Leviathan	Deied	Sinner
Trial of Intellect	Daniel Bautista	True Metal Awaits
Trial of Silence	Daniel Bautista	Movement 2: Allegro con brio (Sym No. 1 in A minor...)
Trial of Perseverance	Daniel Bautista	Movement 4: Allegro ma non troppo (Sym No. 1 in A...)
Trial of Wisdom	Daniel Bautista	Sintonia Para Diana
Trial of Faith	Daniel Bautista	Tempestad
Trial of Endurance	Sikos	Août old bucket
Well of Souls	Zero-project	Darkness falls (Epic version)
<b>Hunter's Guild Targets</b>		
Large Slime	Jahzzar	Breaking Bad
Goblin King	Jahzaar	Alarm
Mutated Ghoul	Daniel Bautista	The Viking Revenge

Location	Artist	Song Title
Rock Lizard	Stefano Targa	Two Sword
Dark Phoenix	Sunsearcher	Movie Rhythm 2
Rogue Archer	Sunsearcher	Movie Rhythm 2
Sapphire Scorpion	Sunsearcher	Movie Rhythm 2
Great Imp	Sunsearcher	Movie Rhythm 2
Death Mage	Sunsearcher	Movie Rhythm 2
Captain Blackbeard	Sunsearcher	Movie Rhythm 2
Crippled Soul	Sunsearcher	Movie Rhythm 2
Amorphous Blob	Sunsearcher	Movie Rhythm 2
Great Snow Golem	Daniel Bautista	Beyond the Golden Bolt
Loki	Daniel Bautista	Beyond the Golden Bolt
Dracula	Daniel Bautista	Beyond the Golden Bolt
Dead Eye	Daniel Bautista	Beyond the Golden Bolt
Troll King	Daniel Bautista	Beyond the Golden Bolt
Giant Squid	Daniel Bautista	Beyond the Golden Bolt
Mutated Serpent	Daniel Bautista	Beyond the Golden Bolt
Wicked Necromancer	Daniel Bautista	Beyond the Golden Bolt
Mutated Behemoth	Daniel Bautista	Beyond the Golden Bolt
Absorbing Jelly	Daniel Bautista	Beyond the Golden Bolt
Barbarian Brute	Daniel Bautista	Beyond the Golden Bolt
Anaconda	Daniel Bautista	Beyond the Golden Bolt
Colussus	DavidKBD	La Tormenta Rompio La Calma
Vanir Golem	Mattias Westlund	The Death of Magic
Grotesque	Axis Mundi Actum	Prophetia
Kali	Daniel Bautista	Heaviest Shit on the Earth
<b>Mid-Bosses &amp; Bosses</b>		
Pirate	Daniel Bautista	Yo Robe La Navidad
Giant Ogre	Zero-project	The ride of the Dark Knight
Tower Guardian	DJad	Sitarial
Gargoyle	Daniel Bautista	Follow the Leather
Master of the Woods	Daniel Bautista	Follow the Leather
Treant	Mister M	Action (Theme of The Commuter end credits)
Great Bear	Daniel Bautista	Follow the Leather

Location	Artist	Song Title
Rufus	Daniel Bautista	Follow the Leather
Outpost Captain	C.P. Bryan	Approaching Thunderstorm
Merman	Daniel Bautista	Elegante
Flame Goddess	zero-project	Infinity
Ifrit	Sonorant	Rising Defiant (feat. Jordan Miles)
Helios	Tomas Luis de Victoria	Amicus Meus
Seventh Circle Demon	Else	The Final Sacrifice
Tainted Earth Spirit	Axis Mundi Actum	Sol Invictus
Cyclops	Axis Mundi Actum	Sol Invictus
Citadel Drone	Axis Mundi Actum	Sol Invictus
Giant Ice Tiger	Axis Mundi Actum	Sol Invictus
Pandoran Captain	Daniel Bautista	Yo Robe La Navidad
Marsh Beast	Zero-project	The lower dungeons
Desert Guardian	DavidKBD	Batalla Final
Pandoran Sergeant	Zero-project	Benedictus
Dark Lord 1st Fight	Daniel Bautista	The Four Seasons - Summer Presto
The Gorgon	Daniel Bautista	Action Scene
Kraken	Luminous Flesh Giants	Anesthesia of Common Day
The Magi Guardian	Daniel Bautista	Movement 4: Allegro ma non troppo (Sym No. 1 in A...)
Baal	Zero-project	Gothic
General Hannibal	Zero-project	Darkness falls (Epic version)
Well of Souls Bosses (not HS/DL)	Windpearl	Madness
Helios Soul	Axis Mundi Actum	Consummatum Est
Dark Lord Final Fight	UNK	Bloody Halo



## 9.3 CUTSCENES

Location	Artist	Song Title
Flashback Cutscenes	Deied	Question
Flashback Cutscenes	Daniel Bautista	The Death Of Aase (Grieg)
Flashback Cutscenes	Daniel Bautista	Bach Auf Der Gitarre
Atticus' Cutscene	Zero-project	A forgotton promise
Cid's Cutscene	Mattias Westlund	Farewells at the Edge of the World
Cecil's Cutscene	Zero-project	The crusader's return
Finale - End Game Cutscene #1	Daniel Bautista	Magdalena
Finale - End Game Cutscene #2	Kendra Springer	Hint of Dawn or Reminiscence

Thank you for your interest in Last Dream! We would love to hear from you. Please provide feedback at:  
<http://whitegiantrpg.com/contactus/> Email: (info@whitegiantrpg.com)